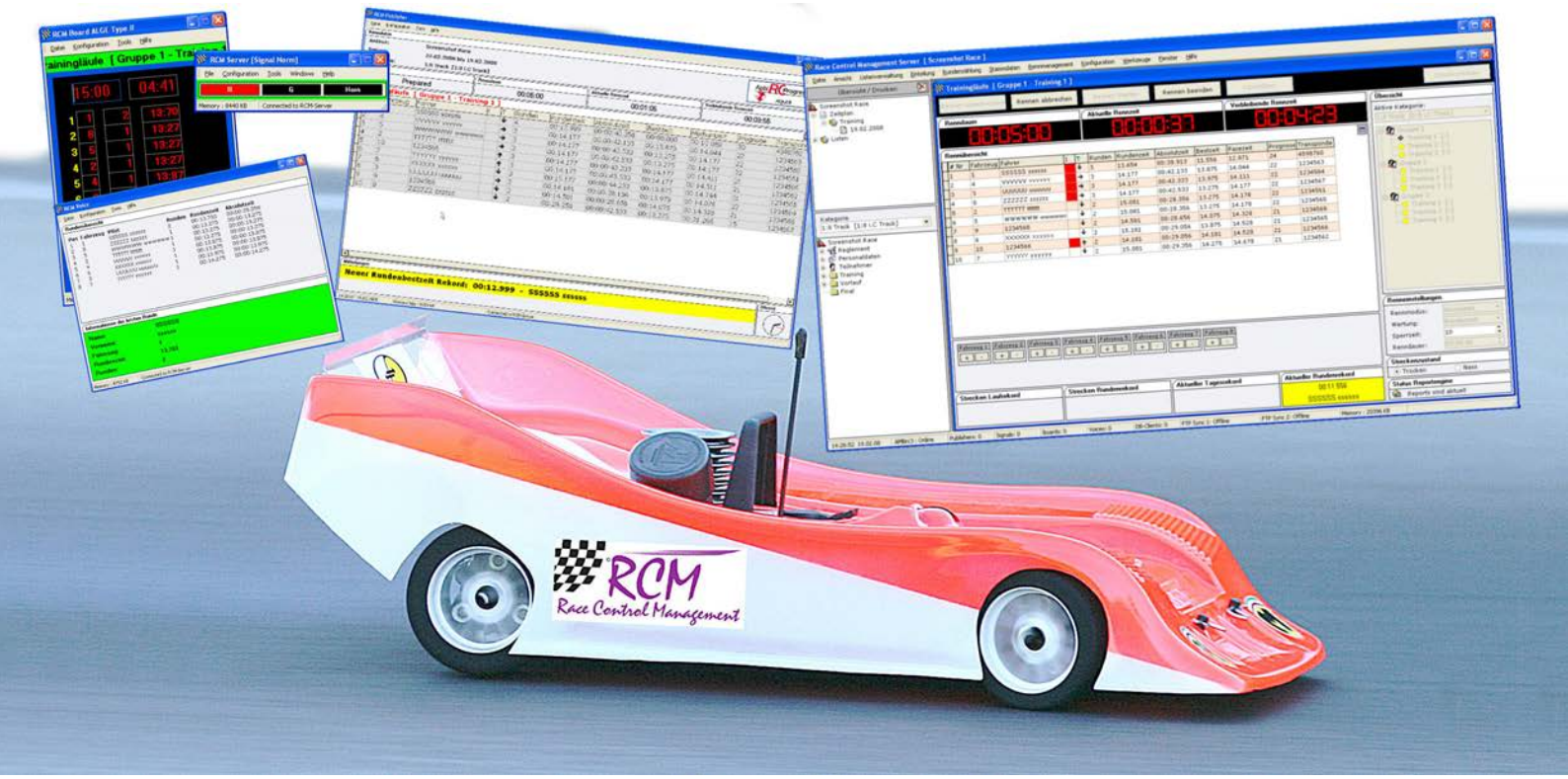
RCM©

Race Control Management

User Manual

RCM Light



RC-Timing

User Manual
RCM Light Version 2.2.1.124

Content

1 Introduction

Welcome to RCM Ultimate, the ultimate software for time-keeping and race management. RCM Ultimate is the optimal solution for clubs or single persons to organize all race-events from t a small club race up to a World Championship.
Performance survey:
* driver administration including statistical information, club membership and team affiliation
* drivers license administration
* database for country codes, frequencies and federations
* extensive setups for the rules
* automatic and manual arrangement of practice and qualification heats as well as the finals according to different criterions like the drivers skills
* semi automatic creation of time schedules
* extensive control instruments during an heat
* administration of penalties and warnings
* results according to laps and time for practice, qualification and finals
* best time in practice and qualification
* point system in practice, qualification and finals
* automatic arrangement of the finals according to electric and I.C. rules
* several lists of participants including lists with and without frequencies and transponder numbers
* team results
* several different ranking list
* results including lap times
* championship management including results
* data archives
* data import and export including an interface to other programs (for example MS Excel)
* automatic voice announcements
* manual and automatic sequence control
* automatic control of a second time keeping system

The concept of RCM Ultimate is a server-client architecture. To avoid that RCM Ultimate 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 Ultimate. To use these clients you have to install a network. RCM Publisher (result publishing in the drivers area), RCM Voice (separate Voice announcements), RCM Signal (signal control) and RCM Registration (administration of drivers data) support RCM Ultimate and can help you with the race organization.

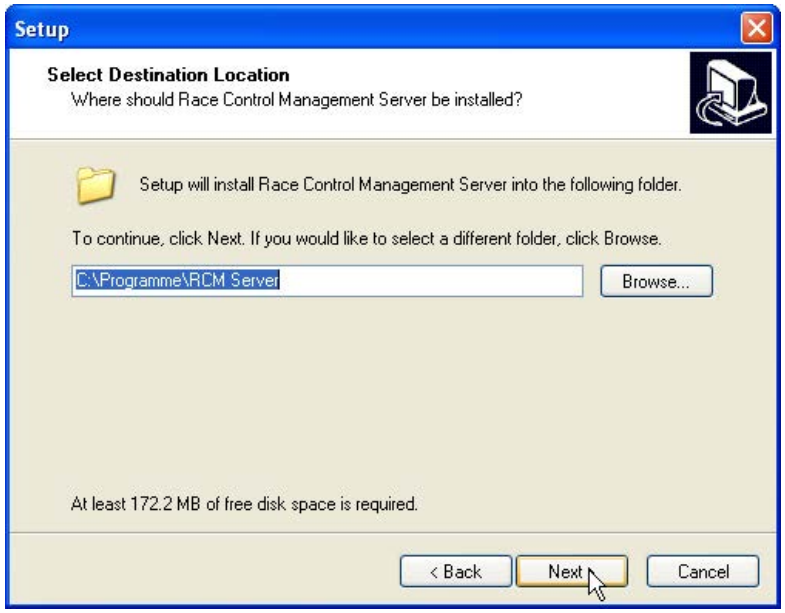
1.1 Please note

The functions of RCM Light are identical to RCM Ultimate, but RCM Light does not support the timing functions and all interfaces. RCM Light can be installed at home and is used to prepare a race. You can share RCM Light to club members so they can help to prepare or practice with the software. The prepared race data can be exported to a file. This file can be imported at the track into the RCM Ultimate. Software Upgrade within RCM customer zone is enabled. Be aware to have the same Software versions for RCM Ultimate and RCM Light.
The functions of the interface settings, transponder logfile and timekeeping described in this manual are not available in RCM Light and are mentioned for the completeness to RCM Ultimate only.

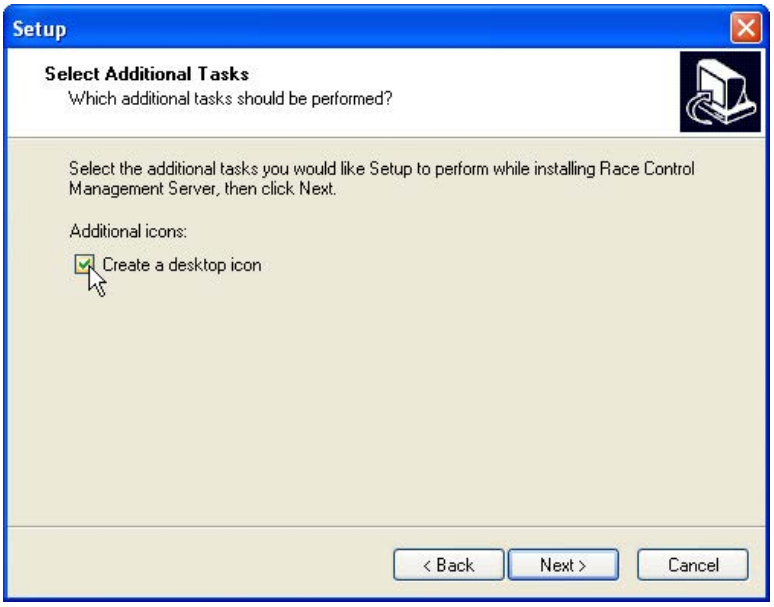
2 Installation of RCM Ultimate

RCM Ultimate is delivered as executable setup-file. Installing RCM Ultimate 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.Ultimate(v2.2.1.124-F)" or use start/run of the main menu of Windows). Before you run an update we recommend to you to make a complete backup of the RCM Ultimate folders. Please do not delete these folders or delete files in it.
Please note, that the update version is mostly newer than the full version. If you install RCM Ultimate the first time you should run an update directly after the installation.

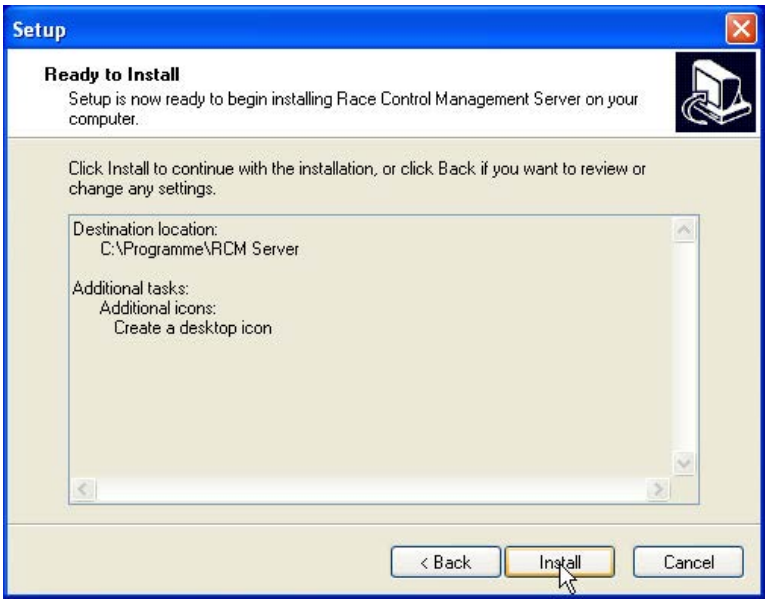
After the welcome screen (please click here on Next), the next windows shows you the destination folder. Preferable this is "C:\program files\RCM Ultimate" or "C:\RC-Timing\RCM Ultimate". You should never use the folder "program files" when using Windows Vista, Windows 7 or higher. Install the program in a different folder like C:\RC-Timing\RCM Ultimate". 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".



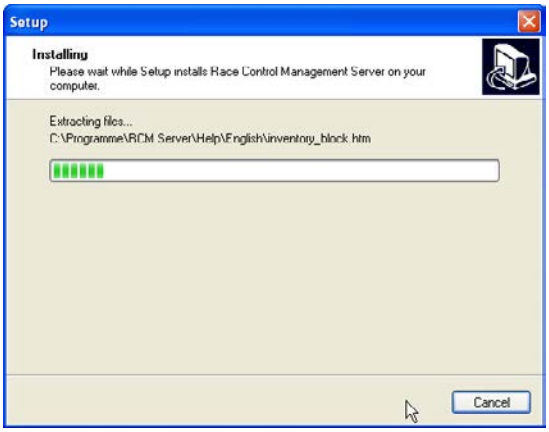
Again you click on next and in the following window you can determine whether setup creates an icon on the desktop for starting RCM Ultimate.

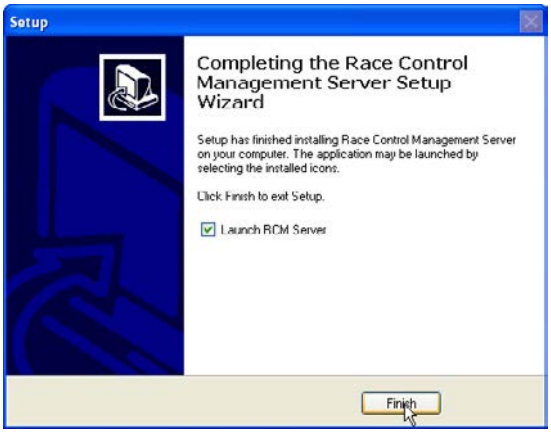


The next window shows you a summary of the actions setup will execute.



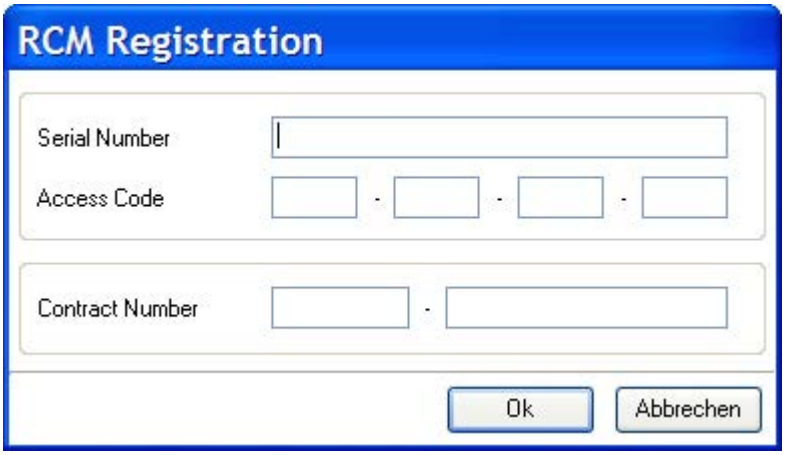
With clicking on Install you will start the setup process.



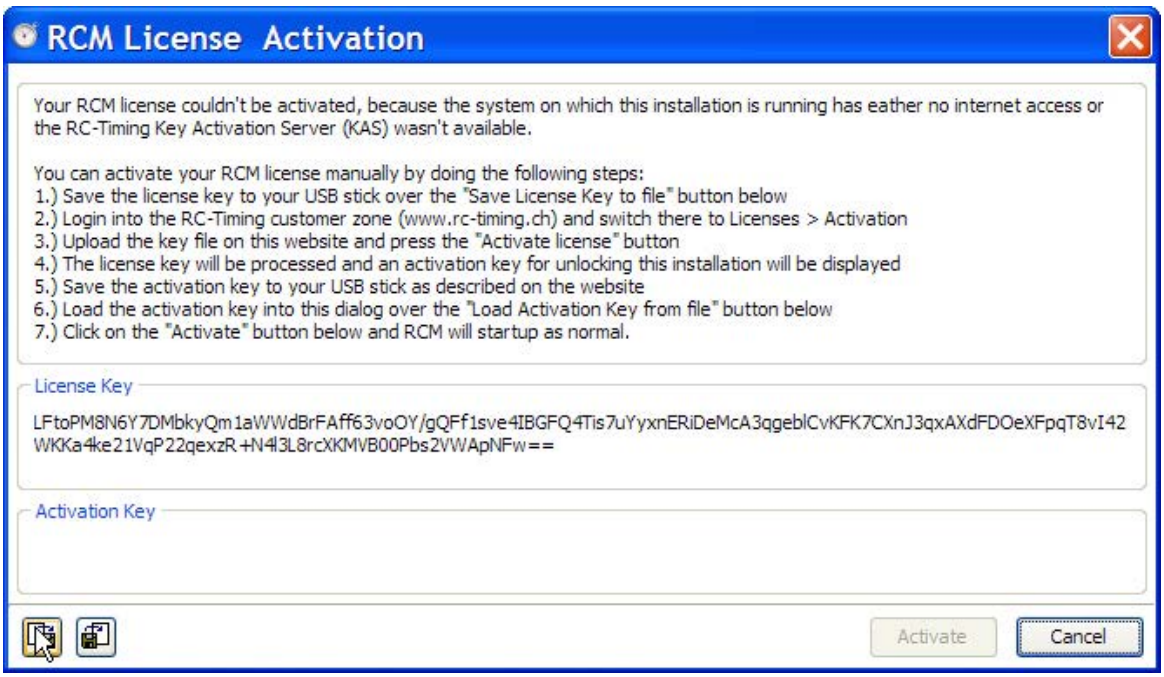


2.1 Registration/activation

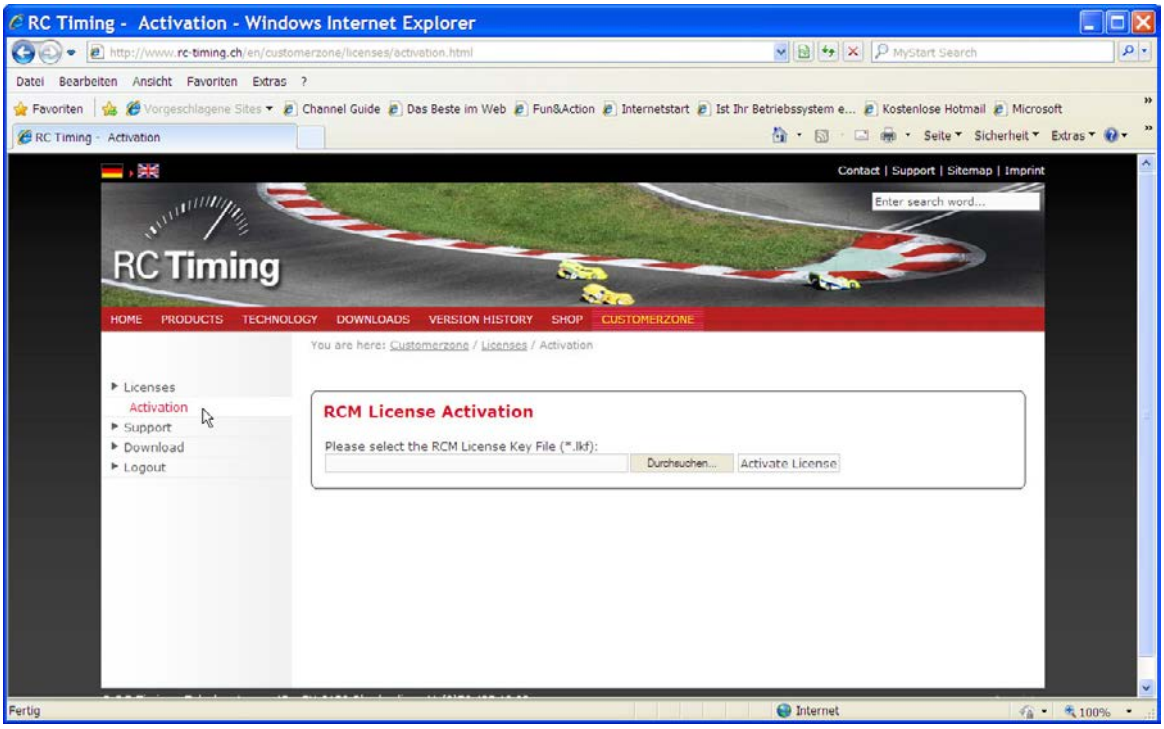
To registrate and activate the program you need the contract number, the serial code and the access code. You have received these information with your order from RCM. Launching the application the first time you have to type in these information before you can use the program.



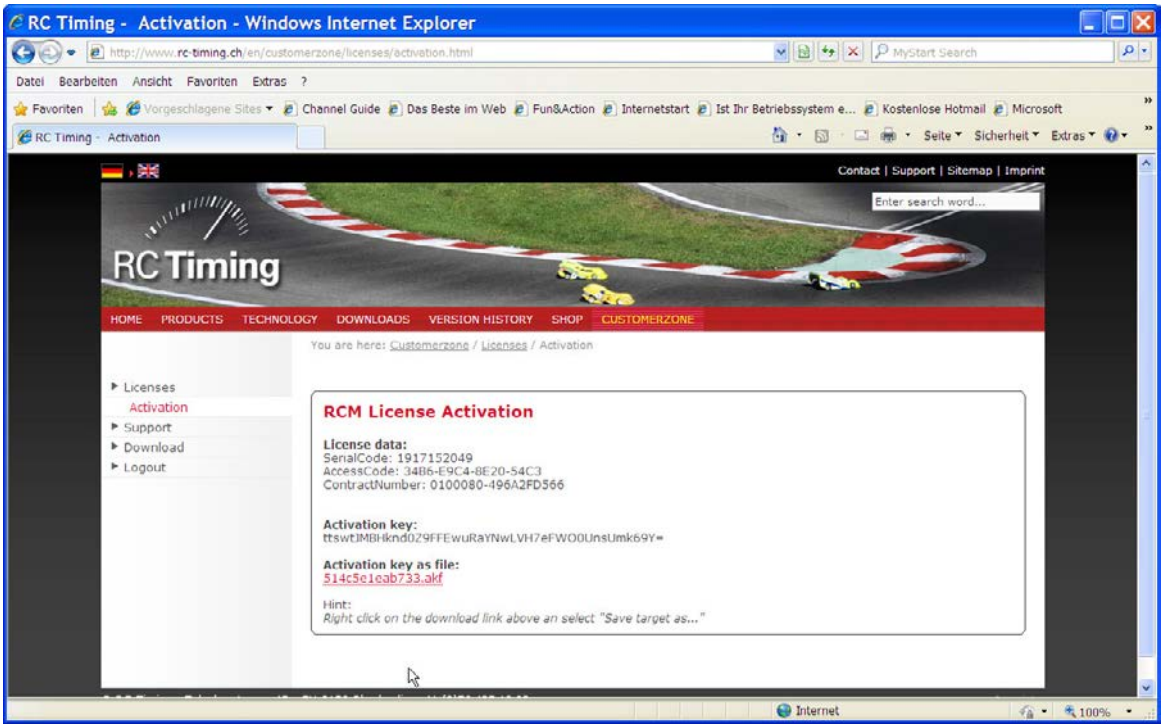
If RCM Ultimate is installed on a computer with direct internet connection the software will be activated automatically. If the computer does not have an internet connection, the following screen appears:



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 and select RCM Licence Activation and upload the previous saved License Key File.

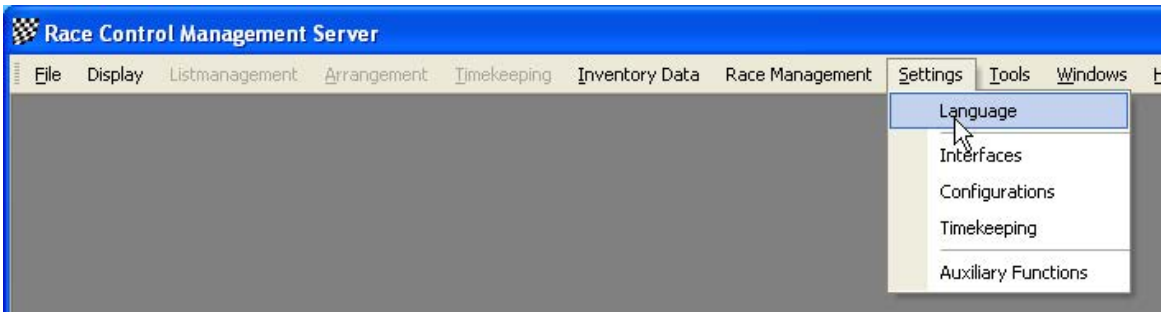


The screen now shows the activation key and you have to download the activation file by clicking right on the file link.



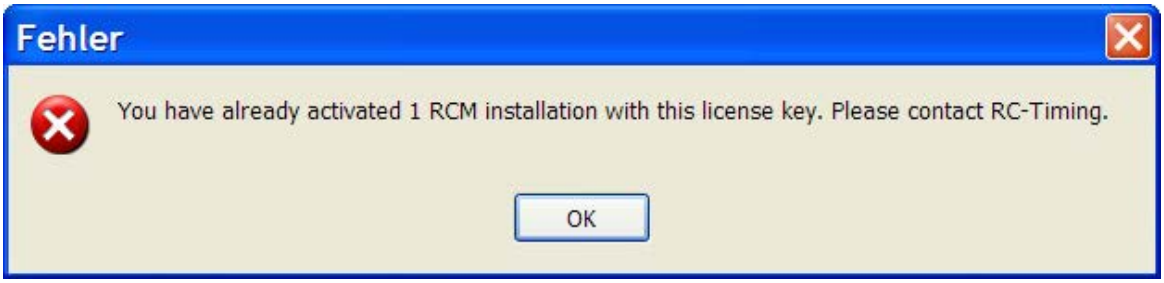
From the menu select “Target save as” and save this file to the USB-stick.
Now go back to the computer where RCM Ultimate is installed. At the RCM License Activation load the activation file using the button below right. The activation is now finished. Please note that the activation is only possible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

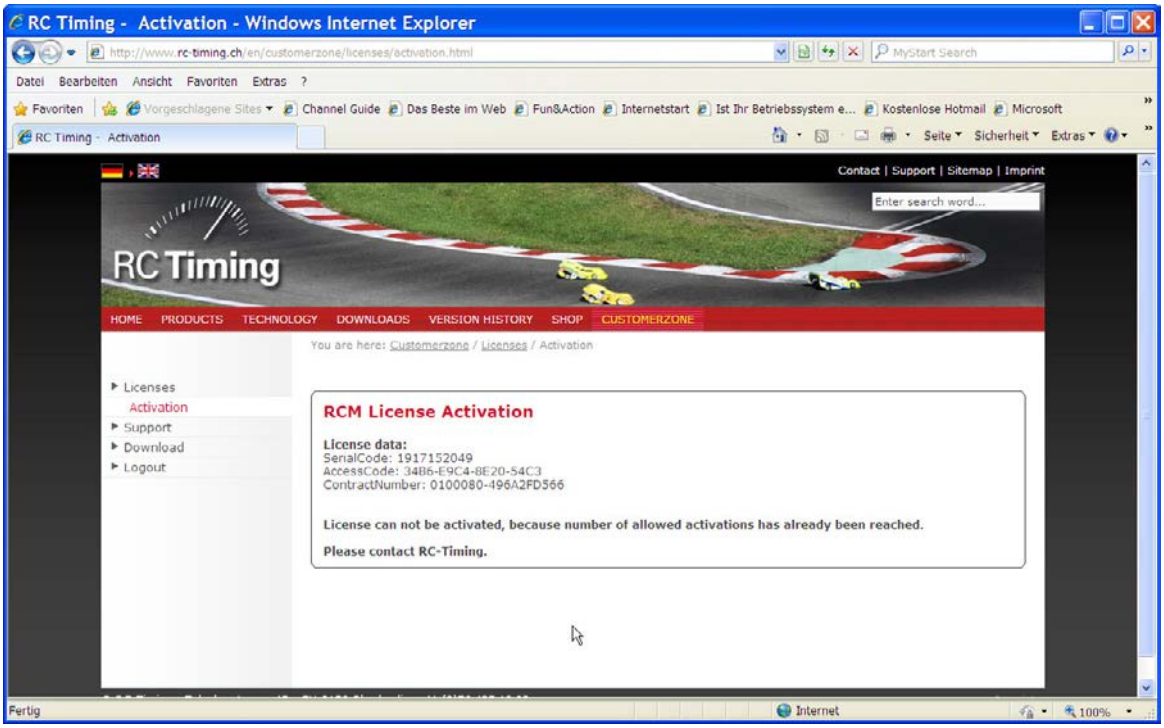
The application language is set to English by default. For changing this language please refer to Settings/Language later in the manual.



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 Ultimate 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 Ultimate, 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 Ultimate.

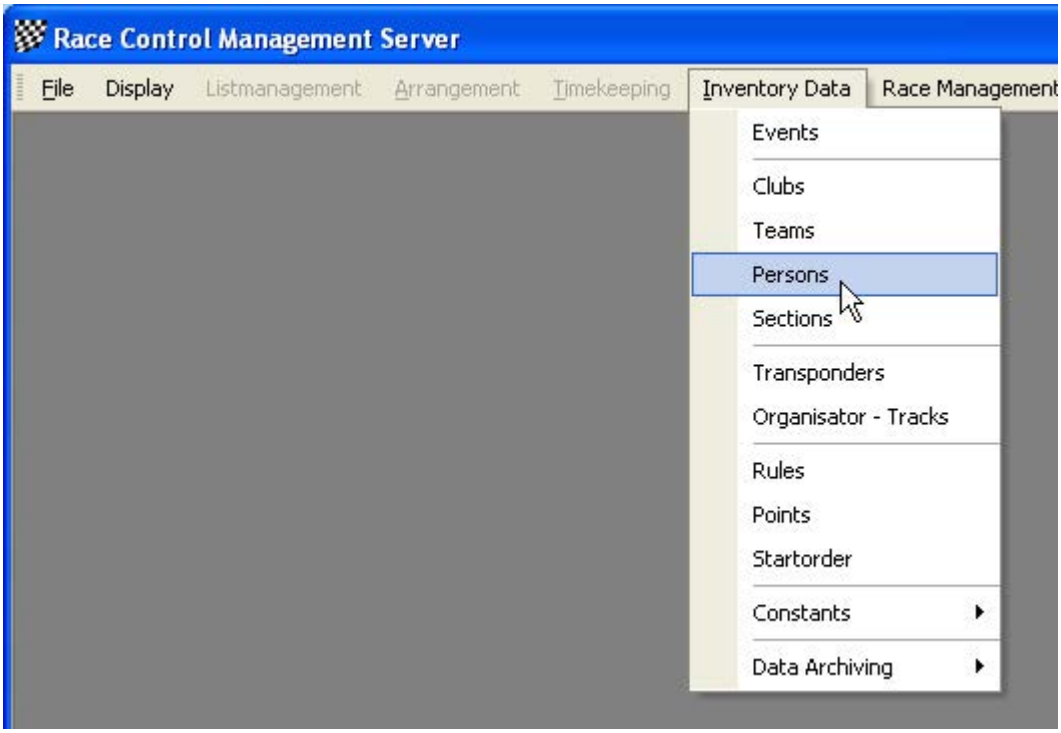
3 First steps

RCM Ultimate 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 Ultimate 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.

* Does this race is ranked with a championship?
* 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 Championship

You need a point schema before you can rank a race with a championship. This schema describes the number of points a driver gets for the championship result according to the ranking of the race.

3.1.2 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 rankeded and how the finals are run. Part of the rule is also the point schema for a championship.

3.1.3 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.

3.1.4 Which organizer, which track

You have to enter the organizer and the corresponding race tracks. This is usually your own host-name of the organizer, host club or federation. You need to assign one track for minimum. You can add as much tracks as you want if your track has a flexibility in length e.g. or your club uses several race tracks. Please note, that you can not create a event without at least one organiser and one assigned track. Without a track you can not add drivers to the driver list.

3.1.5 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 Ultimate 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 Ultimate to delete all temporary transponders in the drivers data. This will normally done at the end of the day after the race.

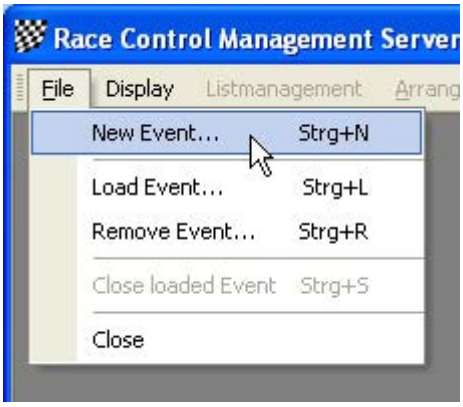
3.1.6 Which drivers

Each driver must be registered at least 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.
If 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).

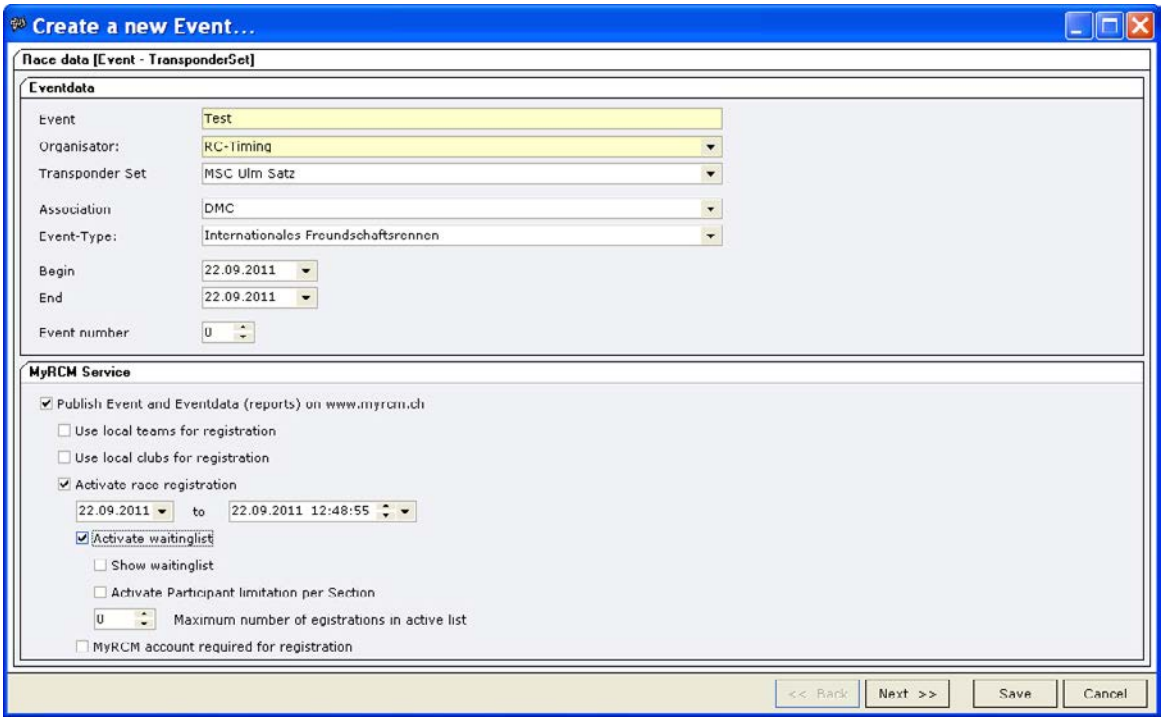
3.2 Setup a race

3.2.1 Create a new event

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

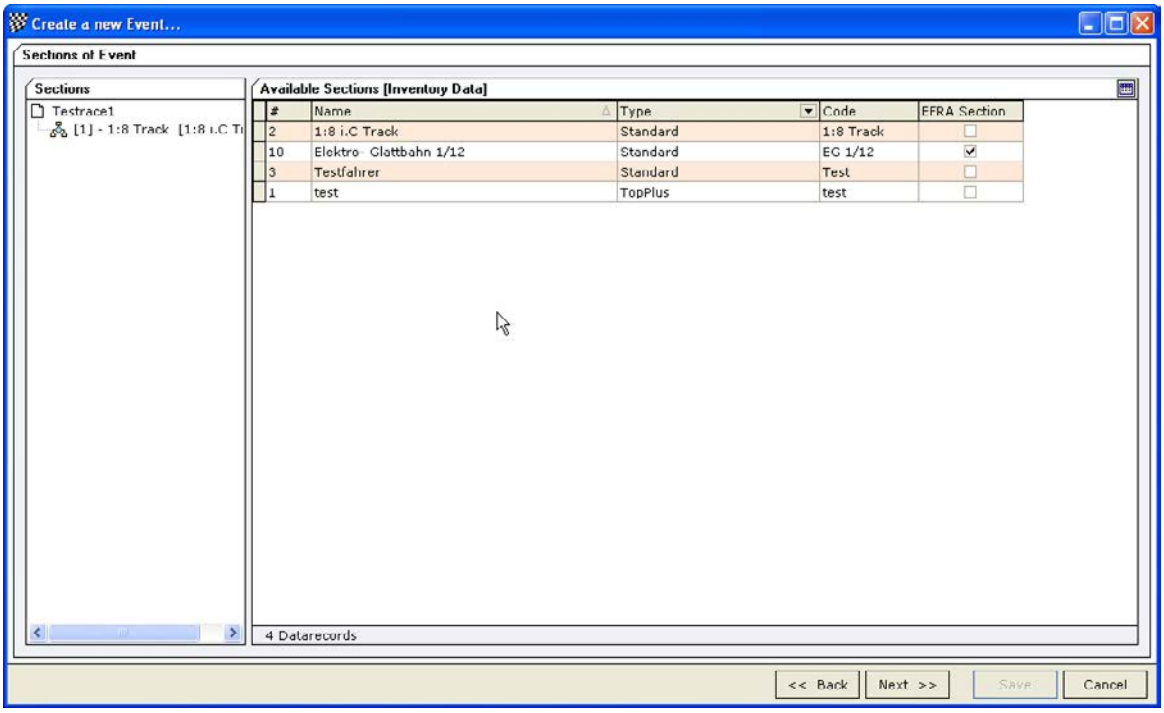


First you have to enter the name of the event, the organiser, the transponder set, the federation, the event-type, the date of the event and the number of the race in the championship.

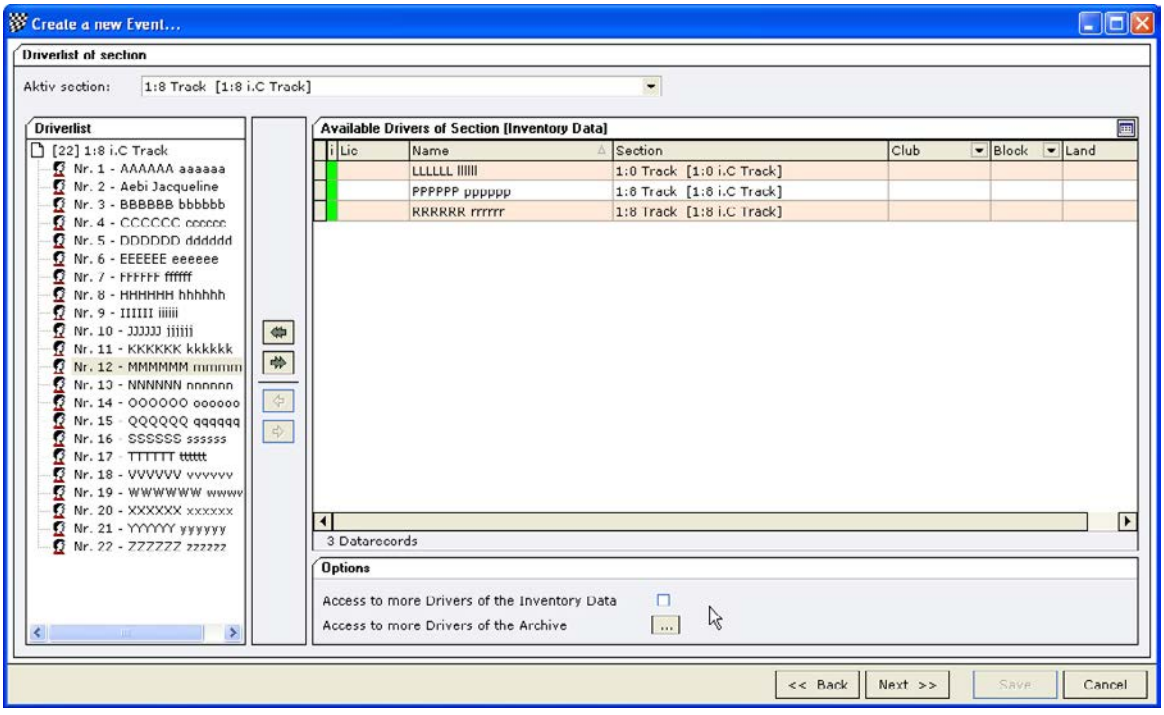


You can only enter an organiser already registered. To choose one of a list, click left on the arrow at the input box. You see a list of all registered organizer and you can choose one with a mouse click. You can do the same for the transponder set, the association and the event-type. The event-types are entered in the inventory data/ constants/associations. Further on you can select if the results will be published on MyRCM. Please activate this function only if your time keeping computer has access to the internet. If publishing MyRCM is activated, you can also activate the registration (entering) of a driver via MyRCM. Finish this window with clicking on next.

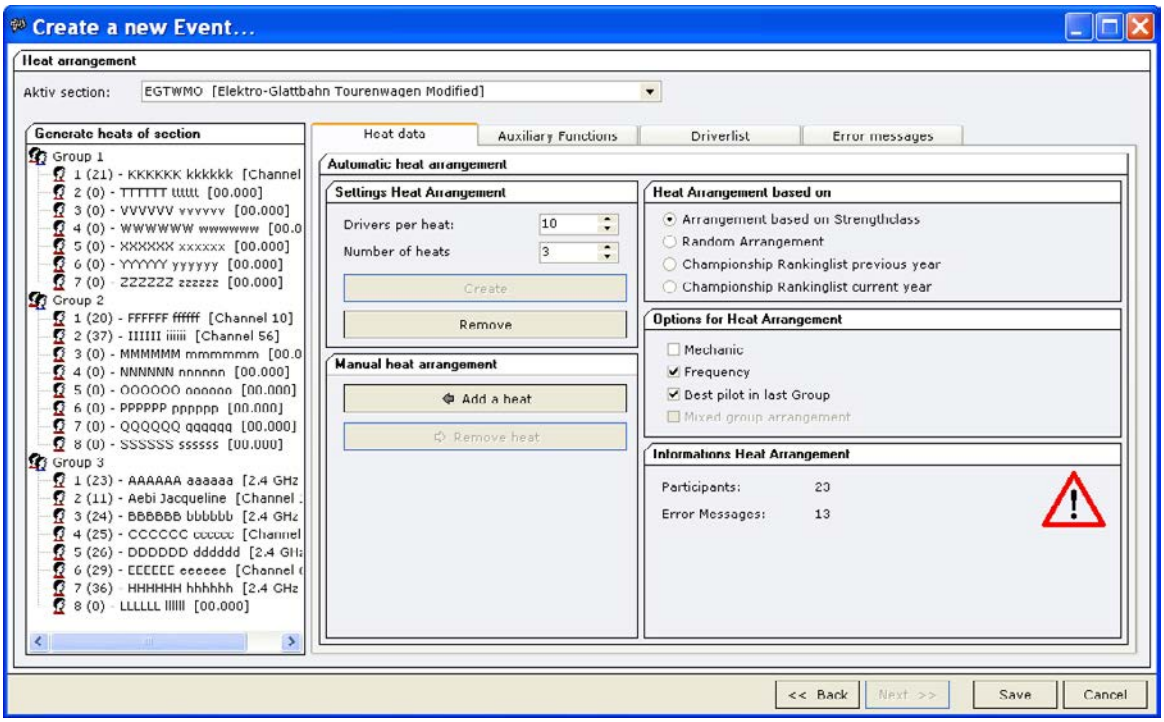
In the next window you will be asked for the sections. In the right column of the window you see all sections already entered in the inventory data. If you double click on a section, it will be added to the list of sections of the event.



If a organizer has more than one track, you will be asked on which track the race will be held. 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.
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.



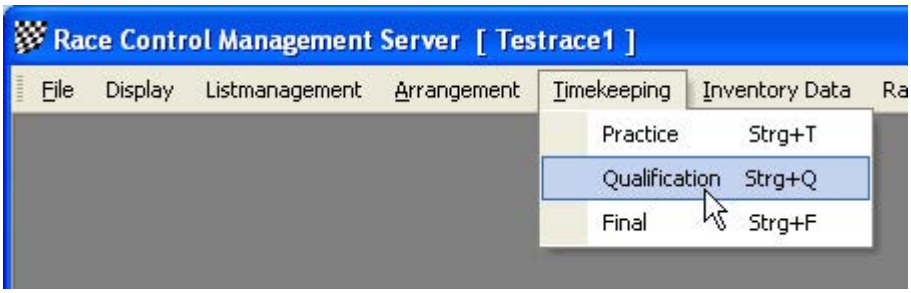
You see the drivers already assigned to this section in the right column of the window. These drivers can easily added to the driver list. If you miss a driver, you expand the list by activating “access to more drivers of the inventory data” in the lower part of the right column. You have also access to more drivers in the archive. Click on “…” button and a new window and a new window opens, giving you access to the archive of inactive drivers which you have created under inventory data/data archiving/persons.
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. If you have added all participating drivers to the driver list in all sections, 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 drivers 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.
Remark: When you create a new event, the arrangement of heats for practice and qualification is the same. If you change the practice heats afterwards, this changes do not automatically affect the qualification heats. If you want to use the same arrangement of heats in qualification as you used for practice you have to copy the practice heats to the qualification heats, This is done under arrangement/ qualification and then use heat arrangement based on the heat arrangement practice.
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.

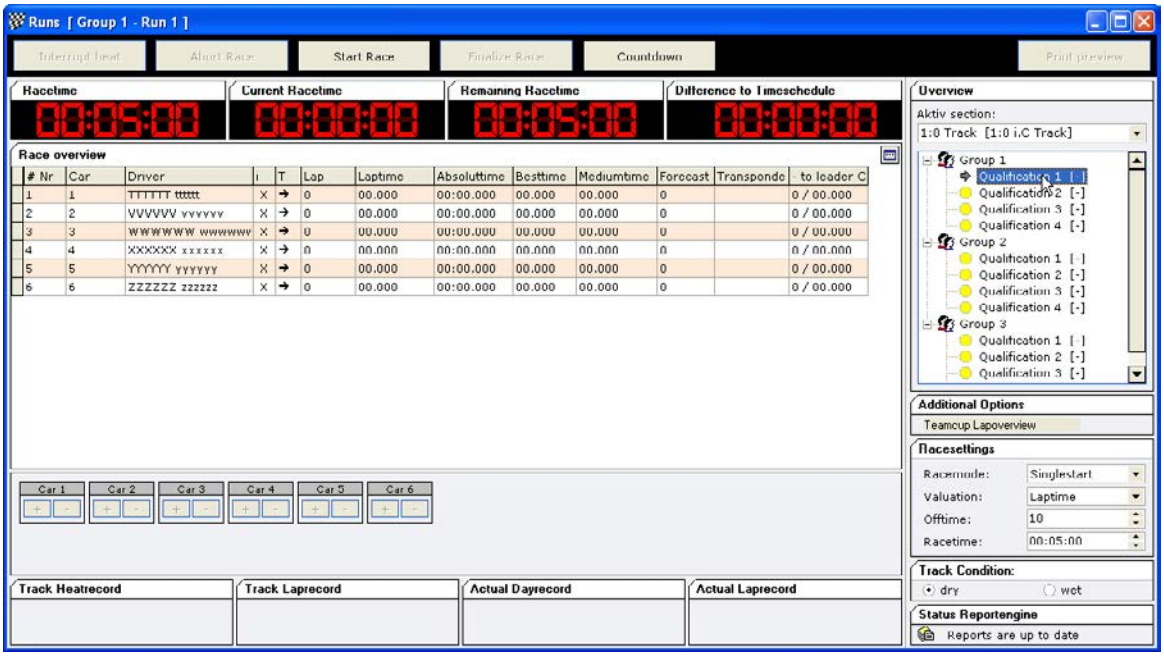
3.2.2 Open the race overview

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.

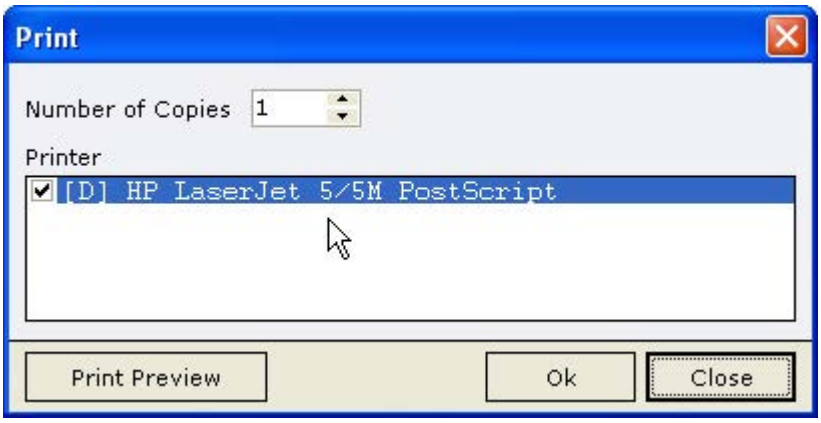


3.2.3 Start the race

After the race grid is open, you see in the right column the heats. You can select 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.

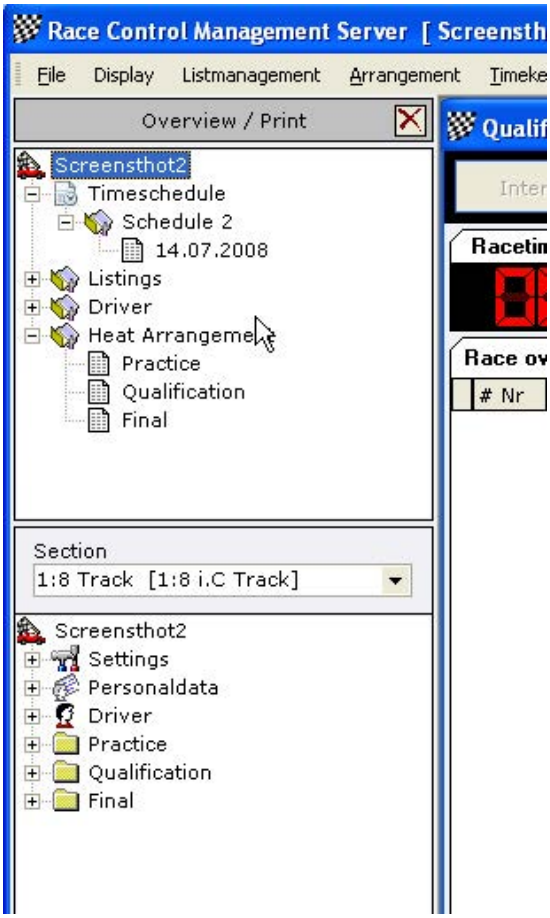


The results are saved and you will be asked to print the results (please note, that you must have selected a printer in settings/interfaces).



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

3.2.4 Print results

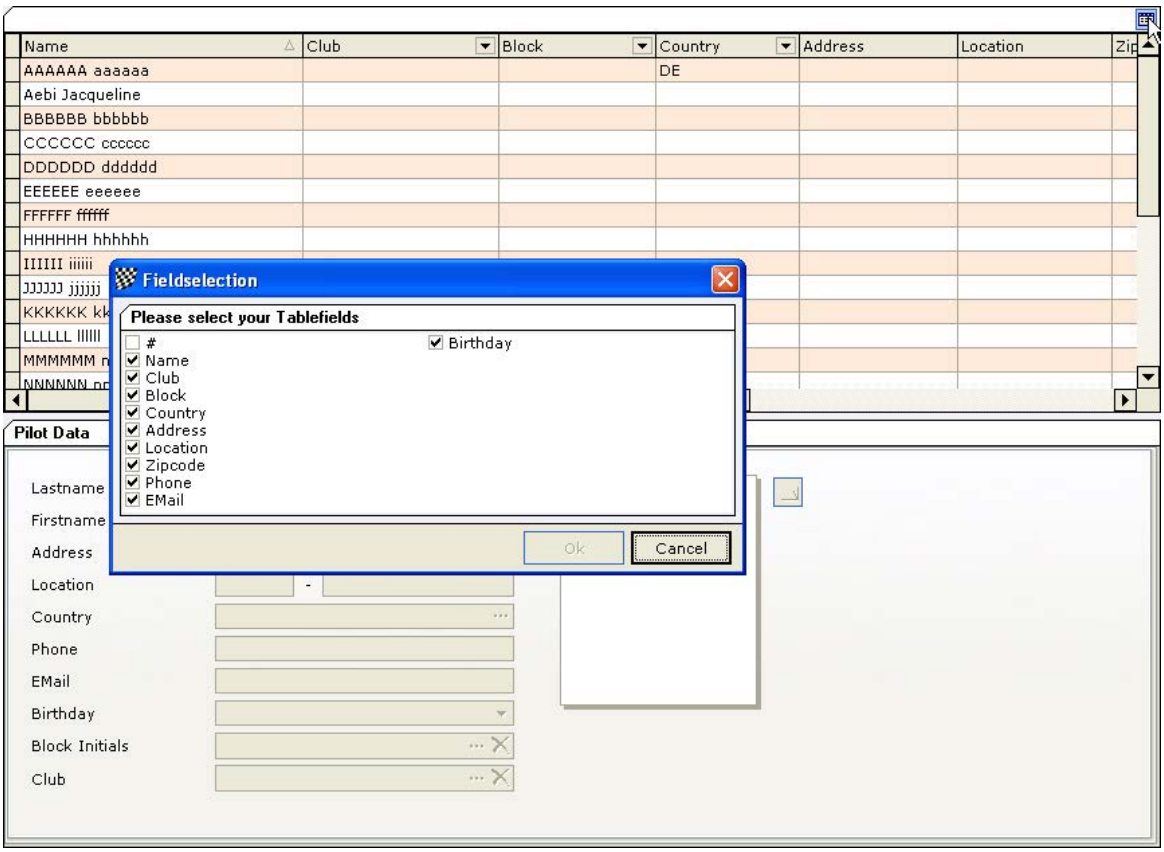


By pressing the function key F2 or by using the menu display/overview you can open a special menu for printing. You can print all available reports. Extend the required region with the mouse and than you can select the item you need. By clicking right with the mouse a submenu will be opened which allows 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.

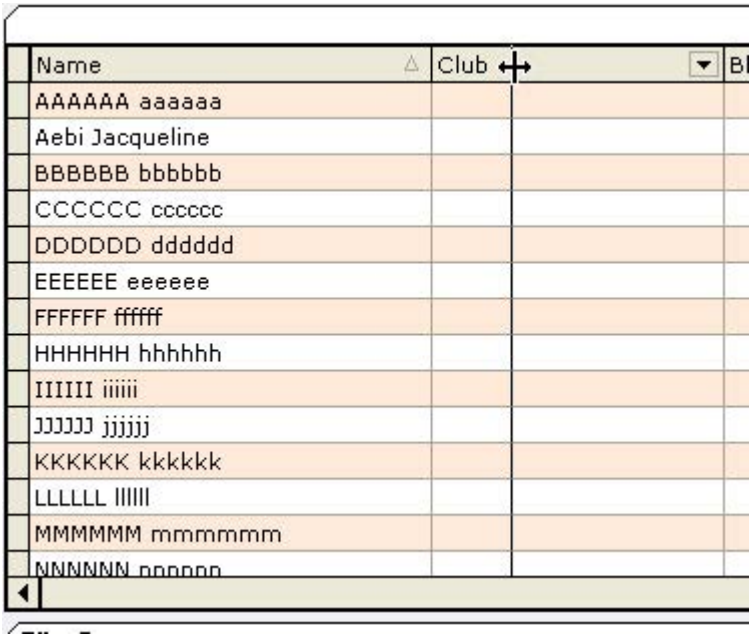
4 Basics to the handling of the program

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.

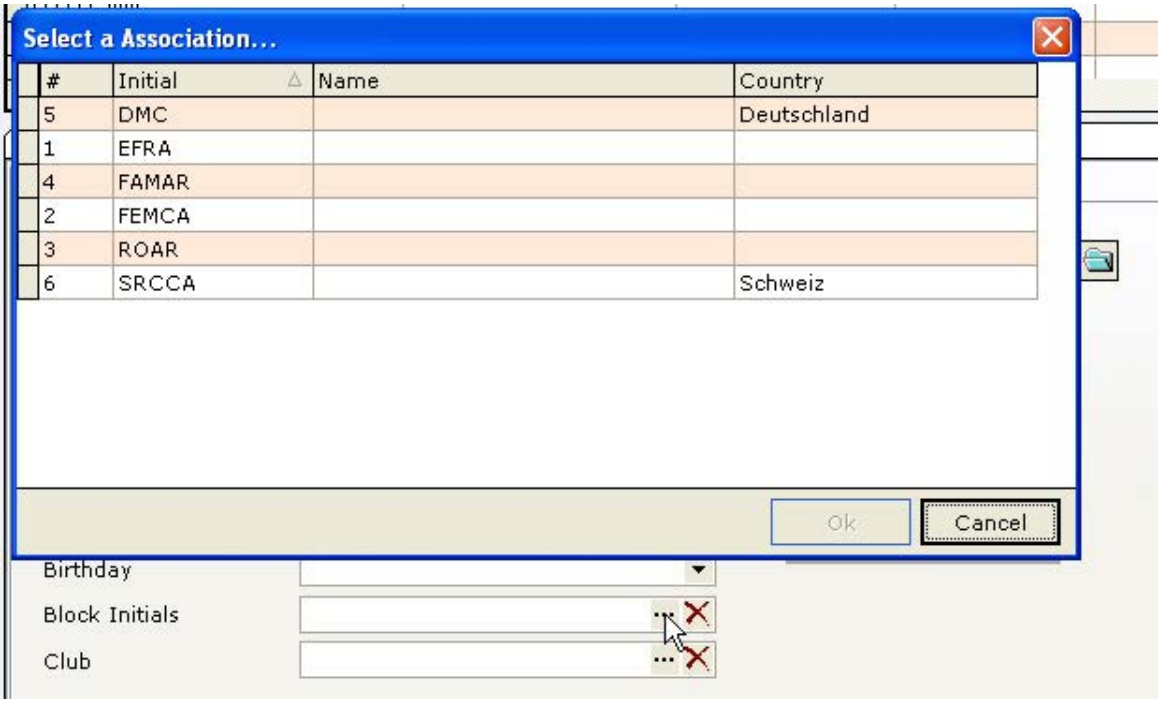


The width of columns in tables can easily adjusted by clicking on the parting line in the header of the table. Hold the mouse key pressed and move the line to the position you need.



4.2 Input fields

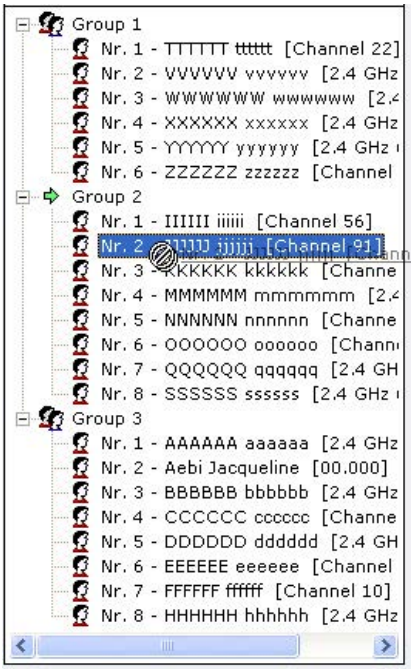
At the right end of several input fields you will find a button with an down arrow or with three dots. By clicking on this button, a list of all available data of the inventory items will be displayed. You can easy select the item needed by clicking on the appropriate line.



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

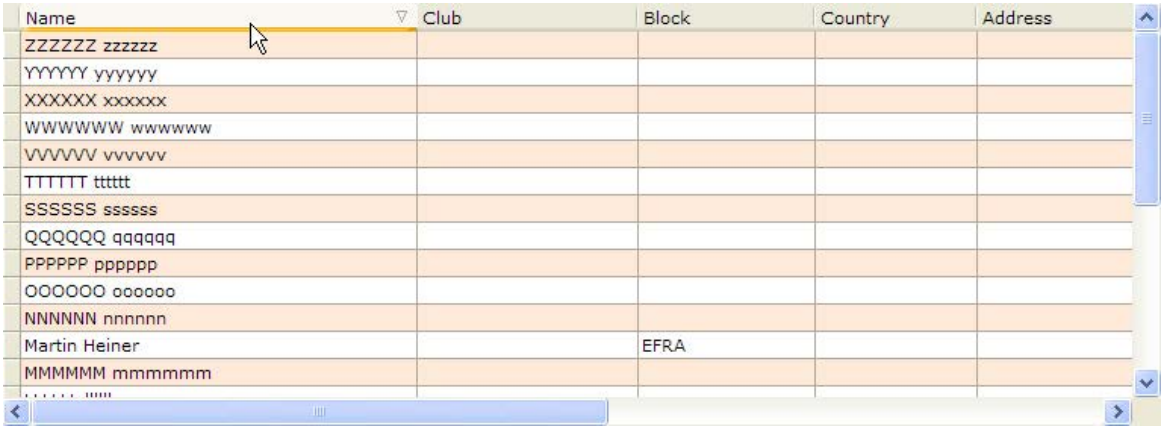


The drag&drop-function of windows is enabled in several windows, when useful. The means you can elements simply move just by left clicking in it, holding the mouse-key pressed, moving the element where you want it and release the mouse key.

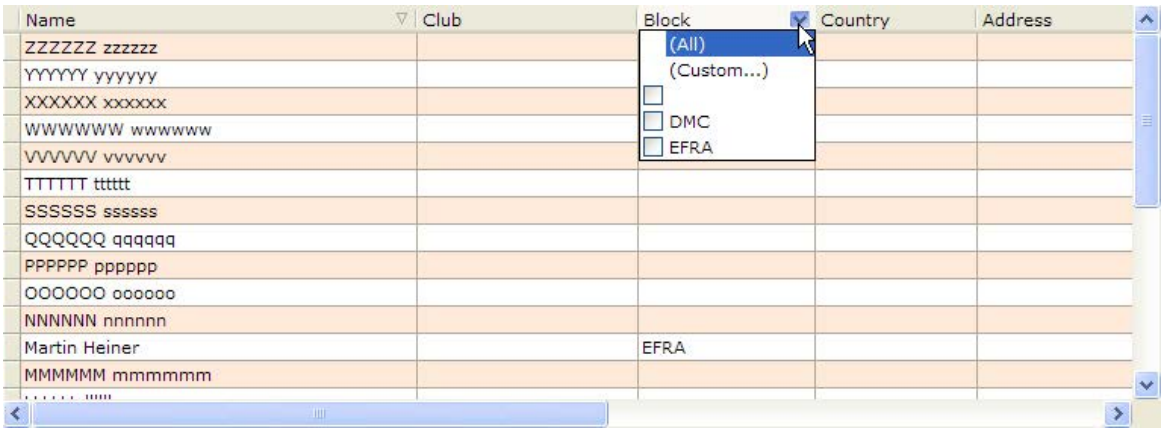
4.4 Search function/navigation in tables

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. 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.

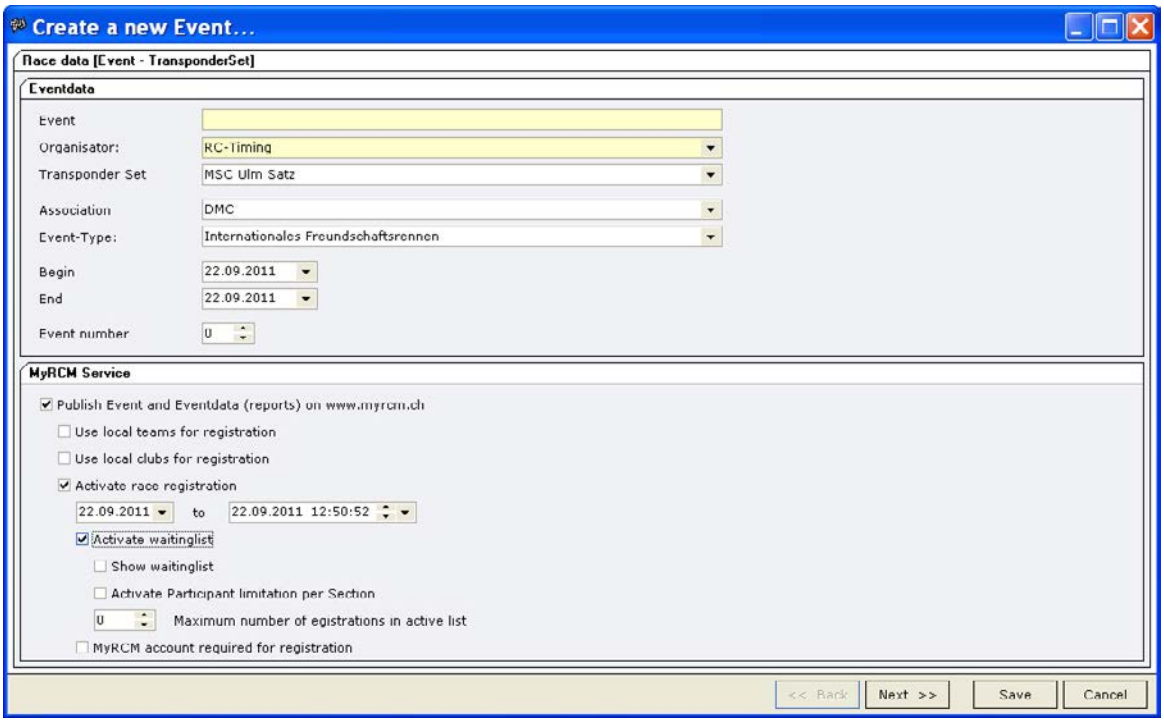


5 File

The file menu contains the administration of the events with
New event … Crate 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.

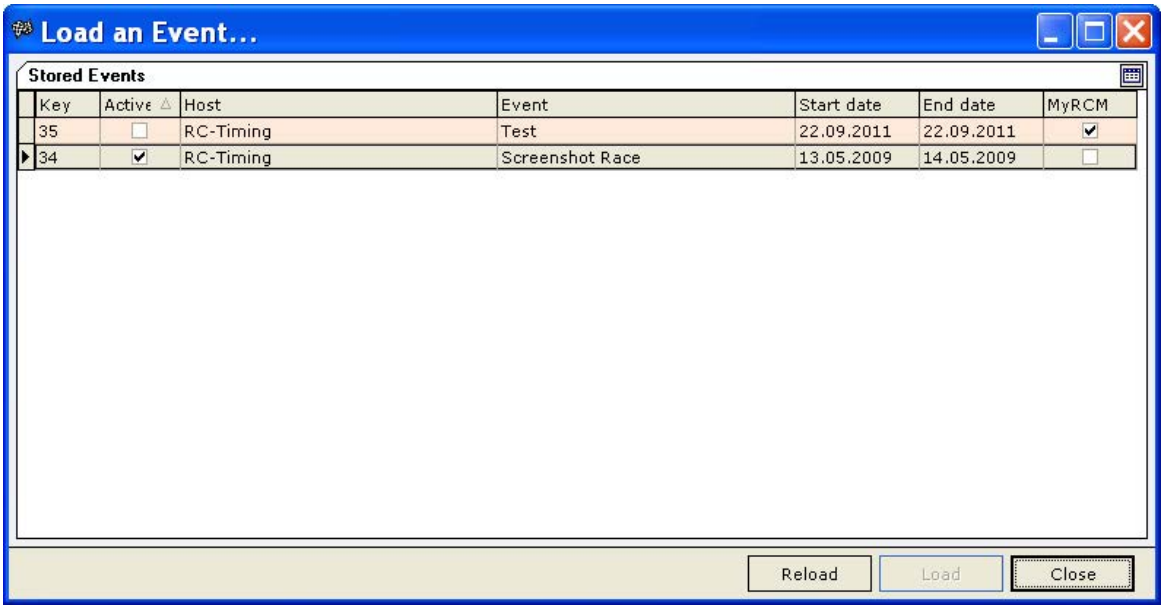


Event: For the name please use the basic description of the event, the main title. You should not refer to a date or a section.
Organizer: Please enter the name of the organizer of the race. You can only enter organizer stored in the inventory data. The track is connected to the organizer as entered in the inventory data.

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 an 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.
Publish event on MyRCM: If the time keeping computer have access to the internet and you want to publish the results on MyRCM, this feature should be activated. Please note, that further settings in the settings-menu are necessary.
If publishing on MyRCM is activated, you can also activate the registration (entering) of a driver via MyRCM.
For a further description of the wizard please refer to the first steps section in this manual.

5.2 Load event

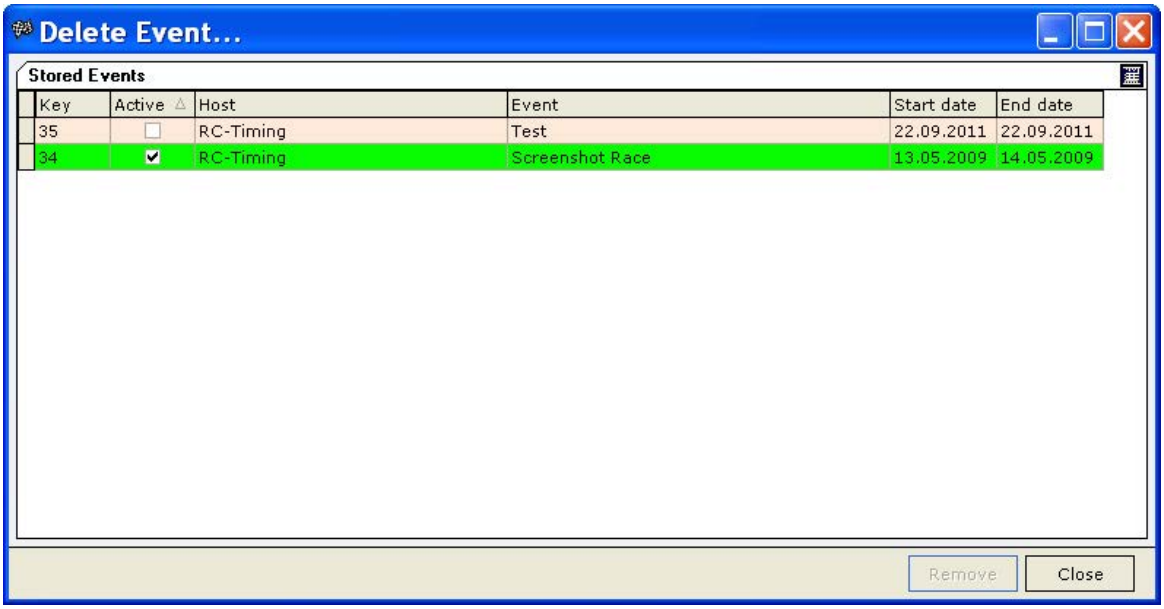
You see a list of all saved events. Double clicking on one of these events will load the event in the memory. If the event is active in the database, the column “Activ” is marked.
In between the loading process you will see a display of the progress. You can not interrupt this process. Clicking on the reload button after marking the already loaded event (green in the display) will reload the event from the database into the memory of RCM Ultimate.



After loading an event, the overview/print menu will automatically displayed. You can switch on and 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 the 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 Ultimate has the same status like when it is started. This option for example allows to you to import data, which is not possible if an event is loaded.

5.5 Close

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

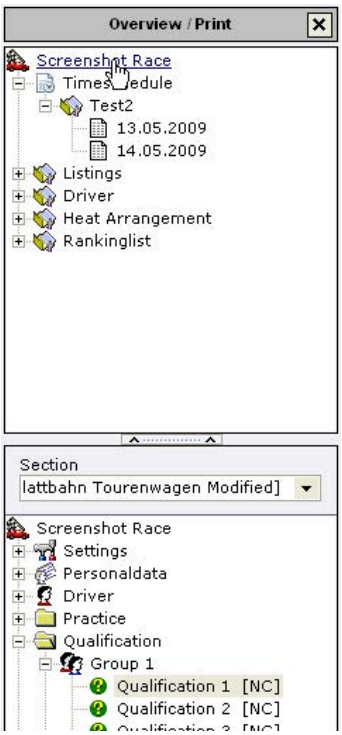
6 Display

In the display menu the submenus overview/print, transponder logfile and system messages can be executed.

Inside RCM Ultimate 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 useful function keys:
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.

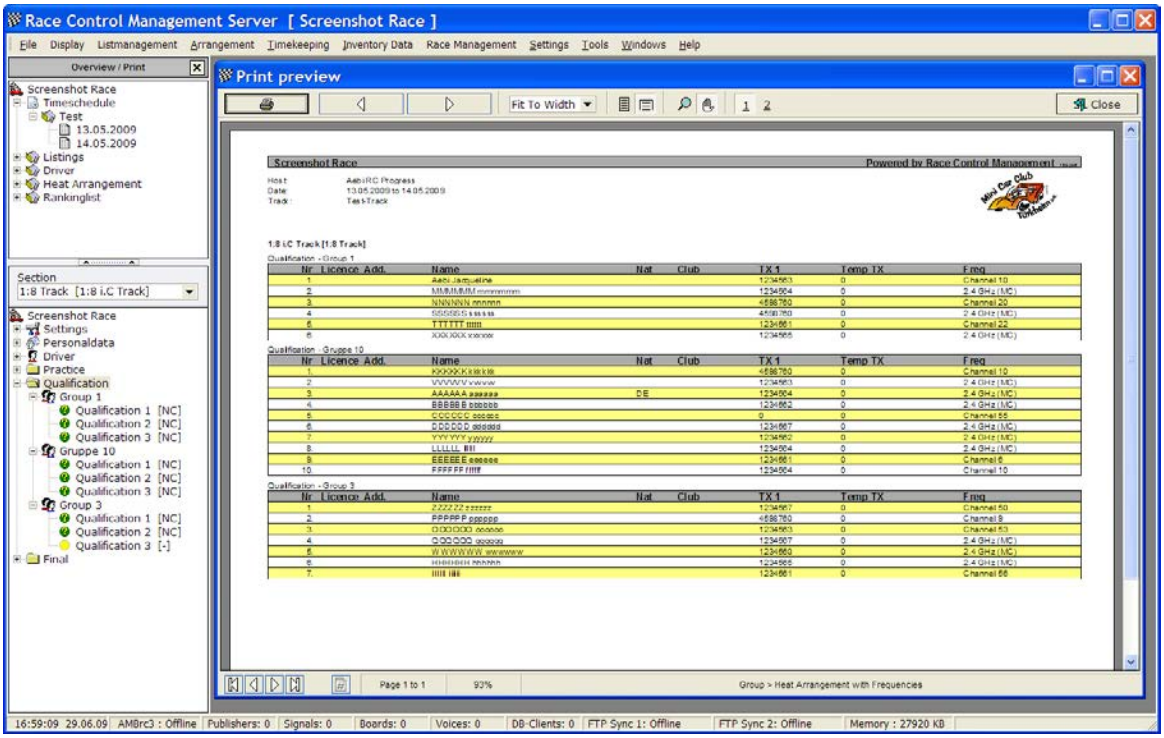
6.1 Overview/print

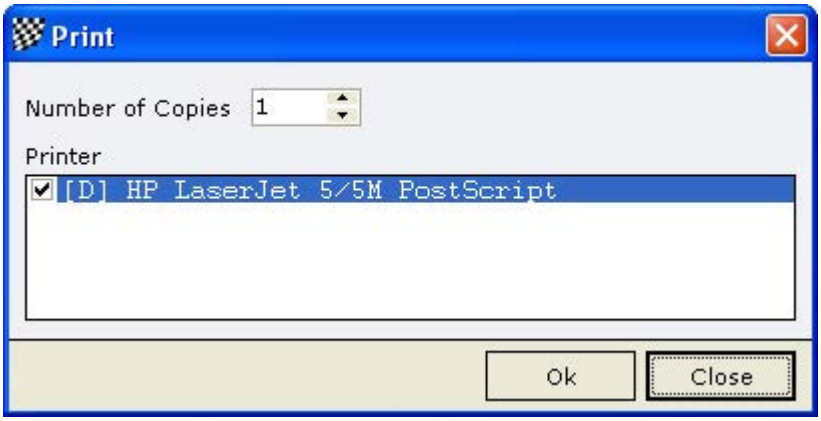
This menu item is only active, if an event is loaded and displays a menu tree in which you see all reports structured. You must have selected at least one printer (see settings/interfaces) to print from that menu.



In the menu-tree 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. In the footer line of the window of the print preview the name of the template used for this printout is shown (please refer to Tools/Templates/Template Editor). 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.

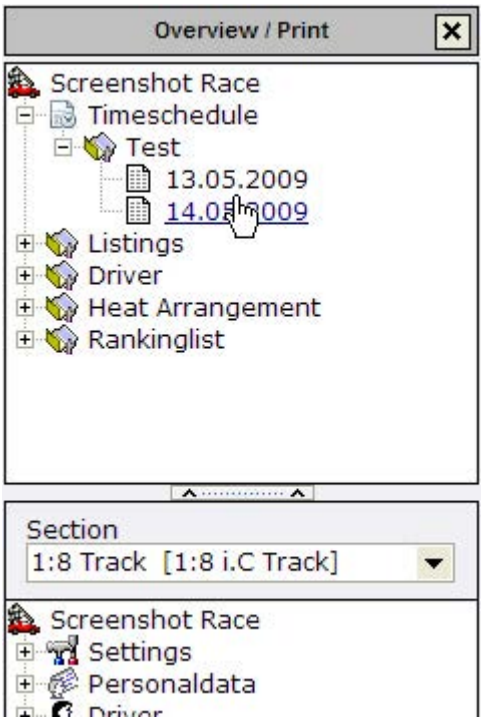




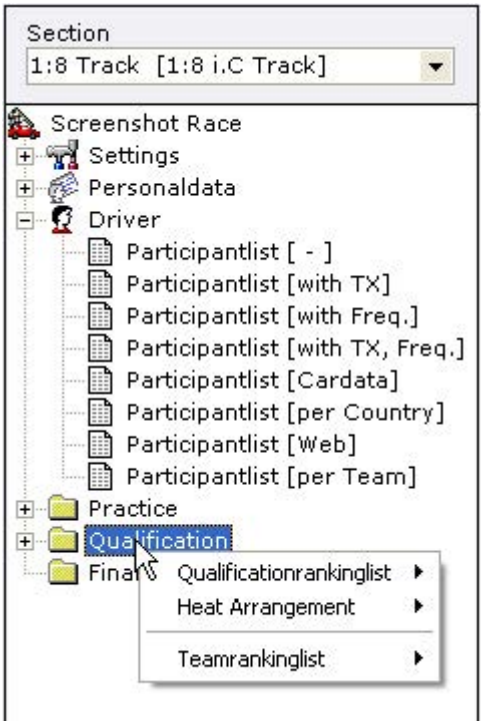
All reports refer to the section which is selected in the middle of the overview/print window. In this menu you only print the reports which have already been generated according to the course of the race (automatically by RCM Ultimate or manually). The status of the reports is always up-to-date. If you make corrections somewhere in RCM Ultimate 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:
On top you will find a general part with the time schedules and lists of all penalties and warnings as well as a list of all laps with „low hits“. In the general part you can select “Driver“, heat arrangements and rankinglist. Here you can print these lists overlapping for all sections. This means that you can print the lists for all sections according to the sortindex set in the definitions of the sections.
Below are the details of the race displayed. These are selected according to the section set in the middle of the window.
Settings: Here you can print the rules of the selected section for practice, qualification and finals separately.



Personal data: A data sheet for each driver can be printed, selectable by country. Included in this sheet are all particulars of the driver as well as details to the used products (if entered in the inventory data). You should let the driver sign this sheet to be sure that all the details are correct.
Driver: Different lists for the participants of the event are available. The content of the lists can be changed with Tools/Templates/Template Editor. The participantlist [Web] is used for the publication on the internet. The participantlist [per country] opens a dialogue for printing the lists all countries or only a specific one. The participantlist [per Team] prints all teams and the affiliated drivers. If you configure a teamcup, all results are not only referred to a driver but also to the team the driver belongs to.



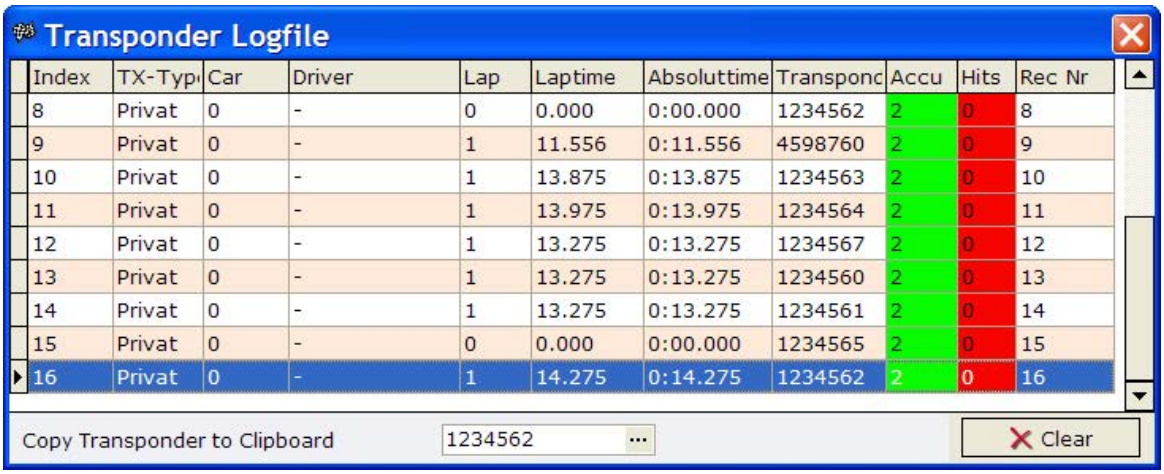
Practice - Qualification - Final: If you enlarge this item, you will find all single heats. You get the heat-list as well as ranking lists by clicking right on the main item . Results of the heats can be printed by clicking right on the specific heat. You can only print the result of heats which have already been run. Only the results of the selected rounds are printed.

If a subfinal is run more than one time and more than one subfinal is counted, you can print a ranking only for this subfinal.
Description of the signs: A yellow circle means, that this heat has not yet any results. A green circle without question mark means, that the heat has been finished and has been confirmed. A green circle with question mark means, that this heat has finished but has not been conformed.
In some cases (especially if you import the race data from another computer) it is possible that no reports are available. If this happens, please use the rebuild report function in the timekeeping survey. When doing this, the ranking lists will be created too.
Ranking lists: The program generates the ranking lists as soon as race results are available. The ranking lists can be printed by right clicking on the main menu item (Practice, Qualification and Final). For Practice and Qualification you will find a special submenu (manual selection) to print the ranking of the heats in different combinations.
The Eventrankinglist is used for the championship administration and is based on the point schema defined for this championship. Depending on the definitions made in the rule, this eventrankinglist is not only based on the final result but can include the qualification ranking.
Remark: An eventrankinglist can only be created, if a point schema is in the inventory data and this point schema is defined in the rule. You can check this under the menu inventory data/rules on the last page of the rule wizard. The Eventrankinglists can be printed separately according to the drivers skill level and the licence data.

6.2 Protocols

6.2.1 Transponder Logfile

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



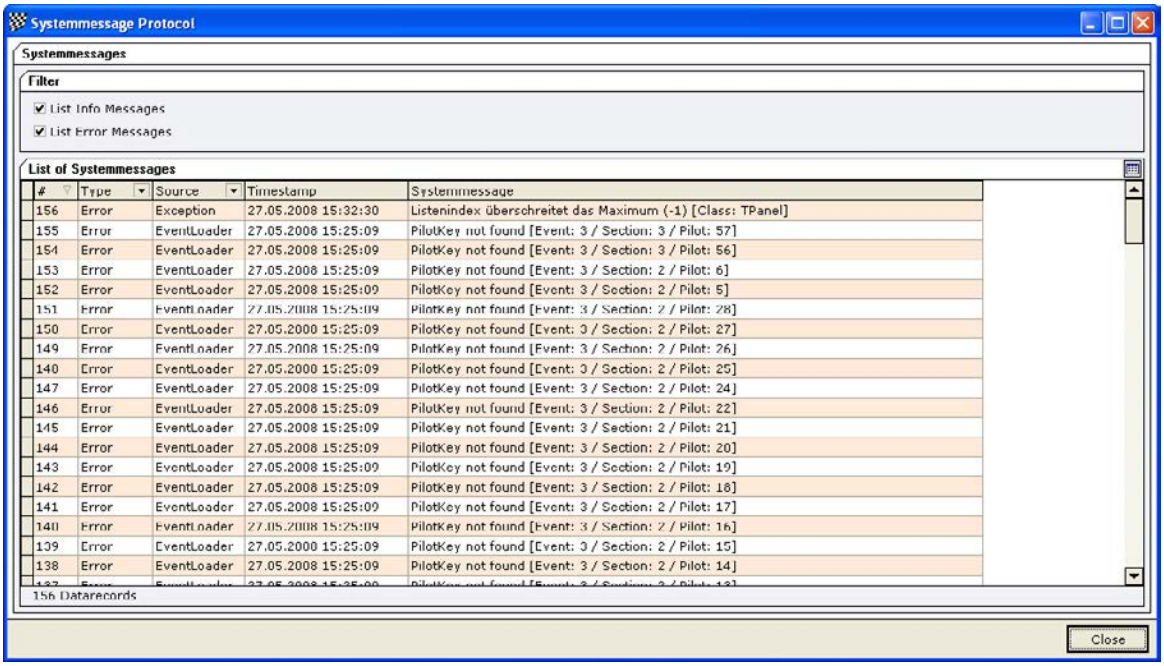
Index	TX-Typ	Car	Driver	Lap	Laptime	Absoluttime	Transponc	Accu	Hits	Rec Nr
8	Privat	0	-	0	0.000	0:00.000	1234562	2	0	8
9	Privat	0	-	1	11.556	0:11.556	4598760	2	0	9
10	Privat	0	-	1	13.875	0:13.875	1234563	2	0	10
11	Privat	0	-	1	13.975	0:13.975	1234564	2	0	11
12	Privat	0	-	1	13.275	0:13.275	1234567	2	0	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

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 decoder. 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. Further on the Laps, laptime and absolute time will be displayed.
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.
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.
You have to check, that the time keeping system is working properly otherwise you risk, that RCM Ultimate is not able to calculate proper results.
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 the battery of a transponder is empty, it will not work anymore and is not recognised by the decoder.
If a transponder produces a peep (headphones of the AMBRC decoder) when passing the loop and it is still not counted, the RS232 serial configuration in

RCM Ultimate is 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 Ultimate.
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.
Starting a heat or final, the display of the transponder logfile window is reset.

6.2.2 Systemmessages

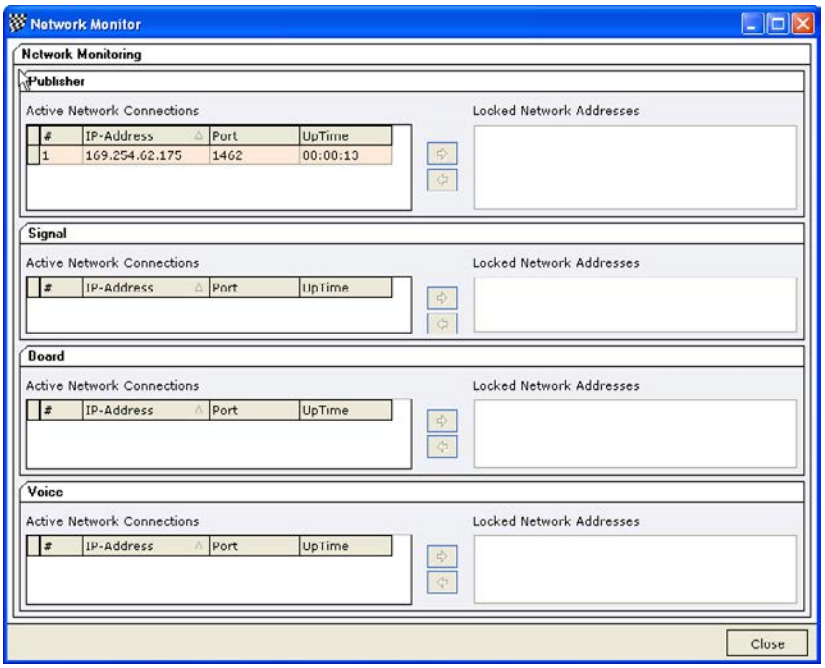
The systemmassages log is used to register all inconvenient exceptions during the handling and usage of the program. These can be only warnings but also errors.
In the case of a wrong behaviour of a function the recent log entries can help the RCM developers to solve the issue fast. In such a case, please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



6.3 Monitoring

6.3.1 Network

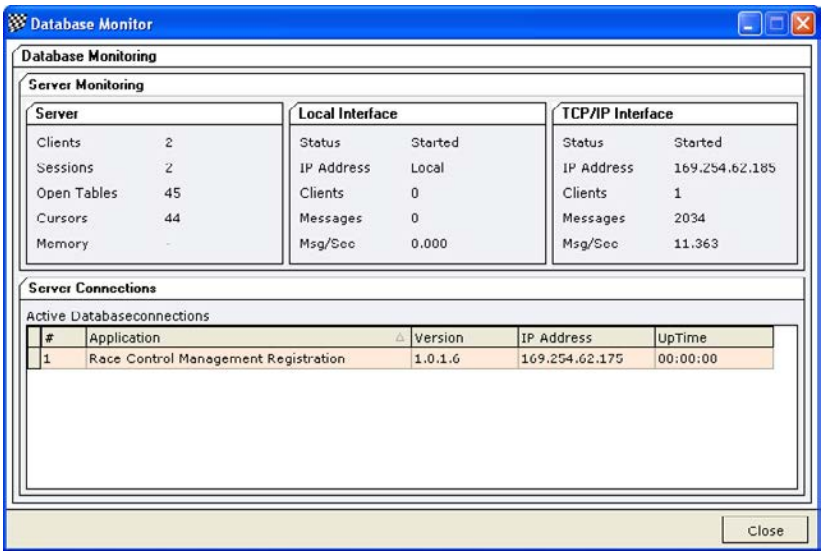
All RCM applications (clients) connected to RCM Ultimate are controlled by RCM Ultimate.



The network-addresses (IP addresses) in the left column of the window are active. You can lock single addresses. Just move the addresses to the right column of the window. If this address is locked, RCM Ultimate closes the connection with this client. A reconnection is only possible if the address is activated in RCM Ultimate (move it to the left column) and the client is restarted.

6.3.2 Database

Some RCM applications are not only connected to RCM Ultimate via network and IP address but have a direct access to the database used by RCM Ultimate respectively need both connections.



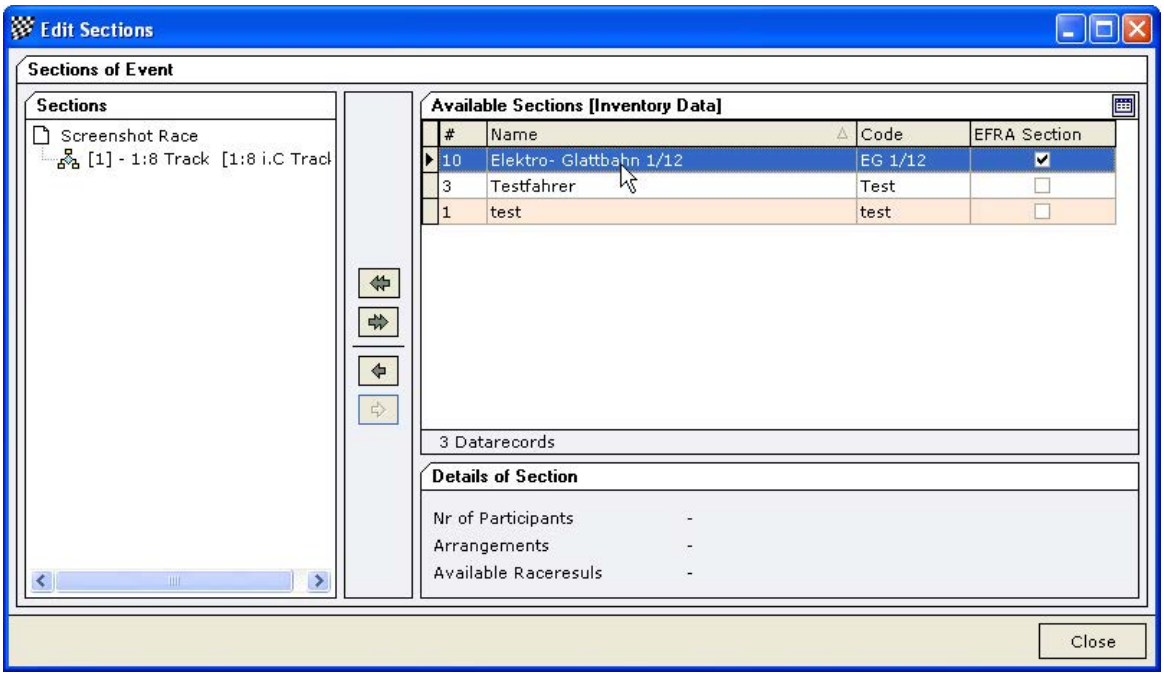
The following applications are listed in this window:
RCM Registration: This client is used for the registration of drivers. You can print badges for the drivers as well as the data sheets for the drivers. In between the race it is possible to print all available reports without interfering with the time keeping.
RCM Tech: This client is used for the technical inspection and register all results of the inspection. RCM Tech is supported by the homologation lists of the federations and should be kept up to date regarding the technical rules of the national or international federations. Entered measurements are compared with the rule and set to valid or invalid. The information of cars not corresponding with the rules are reported to RCM Ultimate. This software is not yet available at the moment.

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 sections 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 Ultimate.

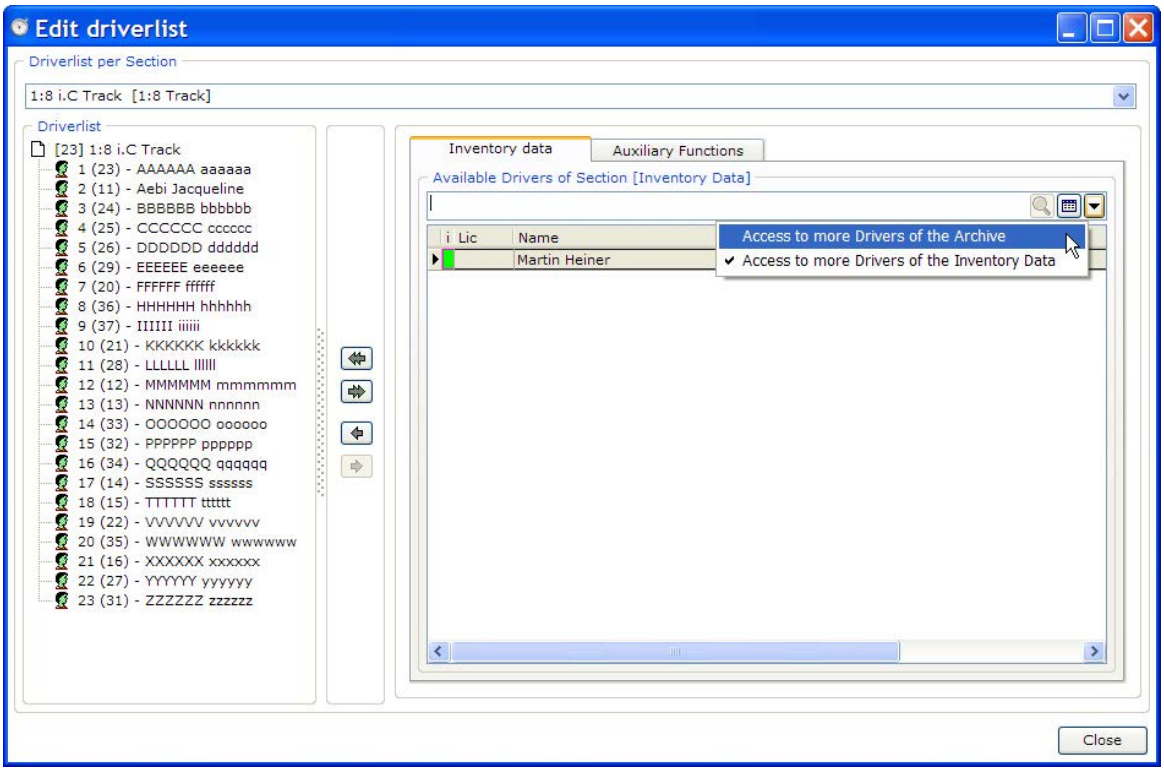


The handling in this window is identically to that window of the driver list. Having more than one track assigned to an organizer and adding a section to the event, you will be asked on which track the section will be run.

If you mark a section in the left column of the window you see the details (number of participants and the availability of arrangements and raceresults) on the bottom of the right column.
The order of the sections can be changed by drag&drop. Just click on the name of the section, hold the mouse key pressed and drag it to the desired position. You can order the sections as you run the sections in the race.

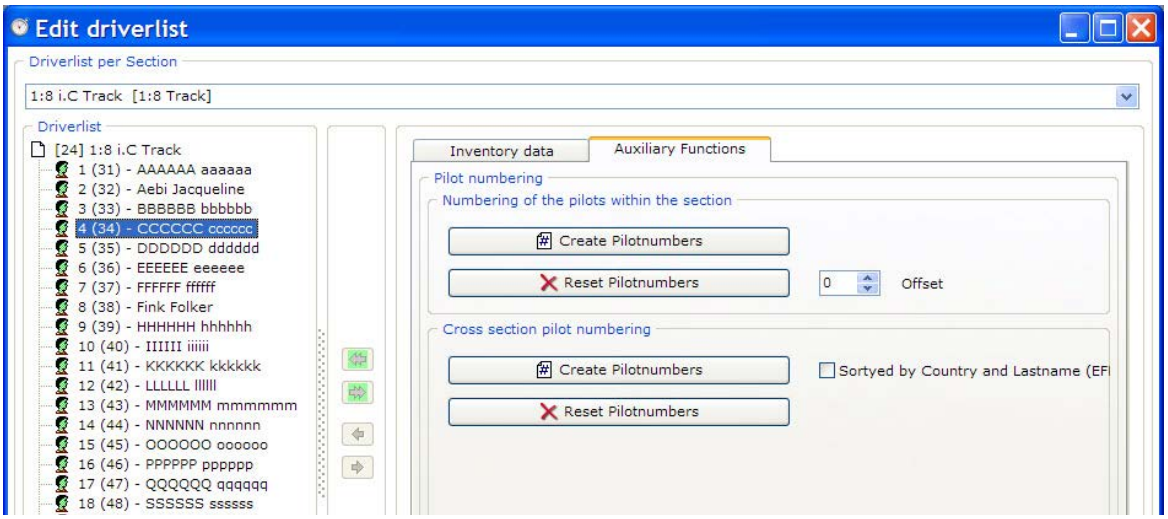
7.2 Drivers

Here you can select the drivers per section. The right column shows to you the drivers assigned to the specific section selected on top of the window. Theses are all marked green. By clicking on the driver with the right mouse key you can set the frequency and the transponder number.



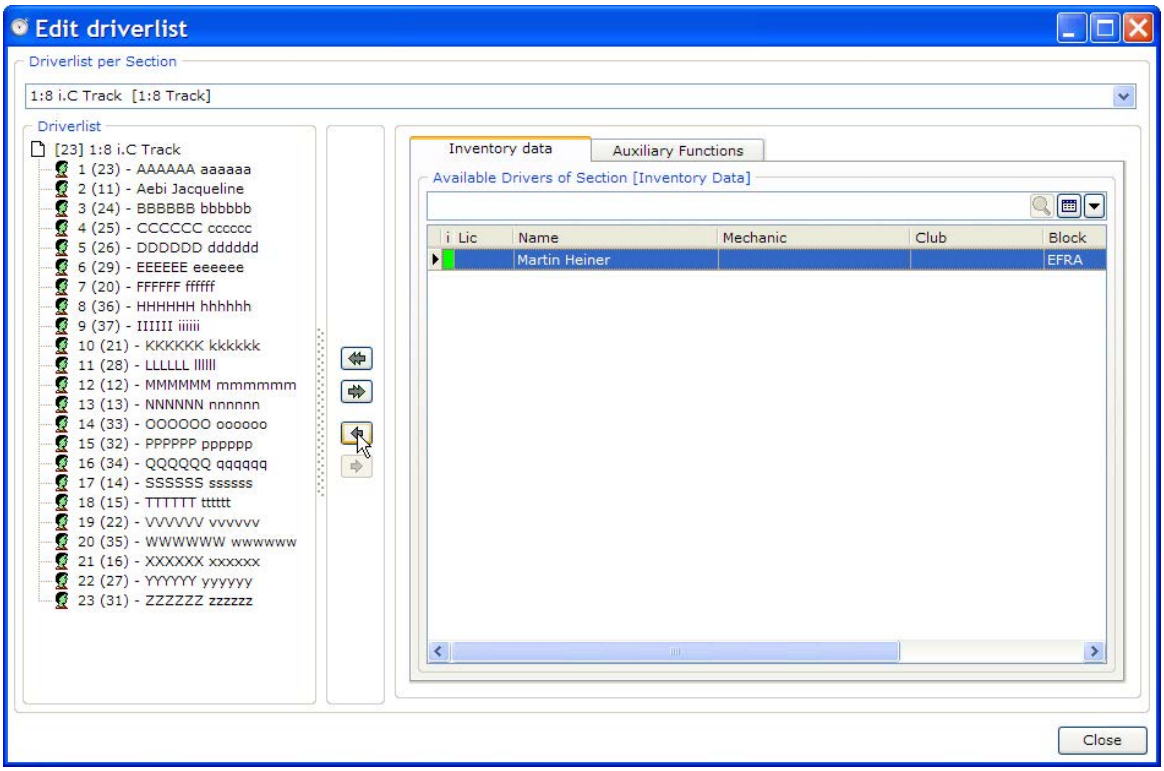
More drivers of the inventory data can be added by activating “Access to more drivers from the inventory data” (click on the down-arrow right beside the search field). These drivers are marked yellow.
In the left column of the window all the drivers are displayed, which have already added to the driver list for the loaded event and the selected section.

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.



7.2.1 Add a driver to the driver list

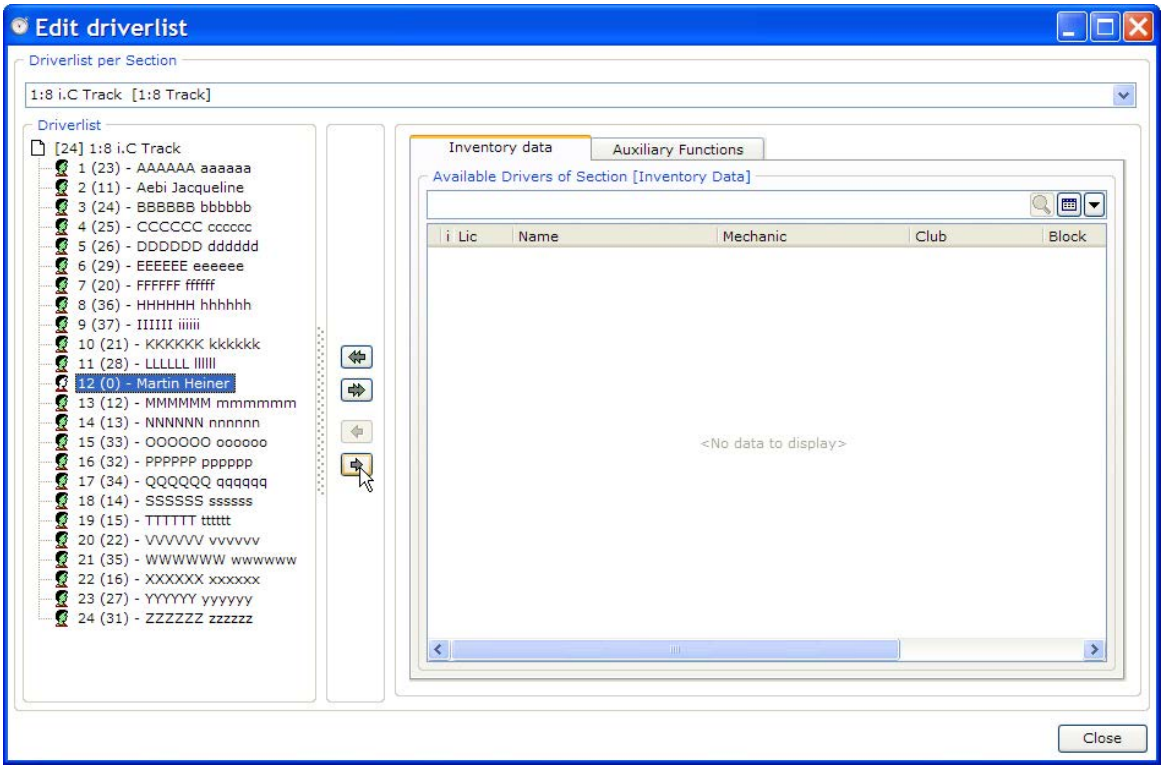
Click left on the driver in the right column and use the arrow left button to add the driver to the driver list. The double arrow button left adds all drivers from the right column to the driver list.



If you add a driver from the inventory data to the driver list which is not assigned to the selected section (the driver is marked yellow in the list), this will be done automatically. But you have to add the entries for frequency and transponder for that specific driver. You can do this 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.

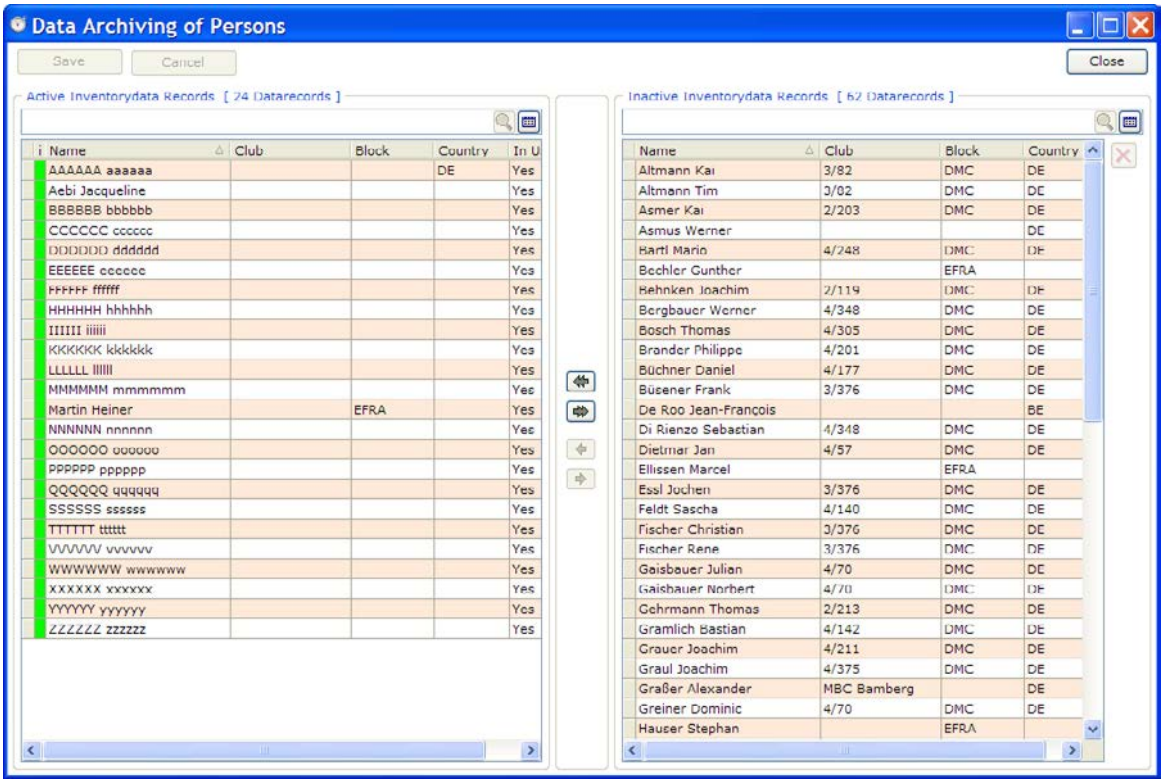
7.2.2 Remove a driver from the driver list

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.



7.2.3 Adding drivers from the archive

By clicking on the arrow right beside the search field and selecting “Access to more drivers from the archive” a new window is opened, which give you access to all drivers you have archived earlier (see Inventory Data/Data Archiving). You can now reactivate one or more of these drivers. Mark the driver in the right column and use the left-arrow-button in the middle of the window to reactivate the driver.



Please note that you have to save all changes before closing this windows. Otherwise all changes are lost.

8 Arrangement

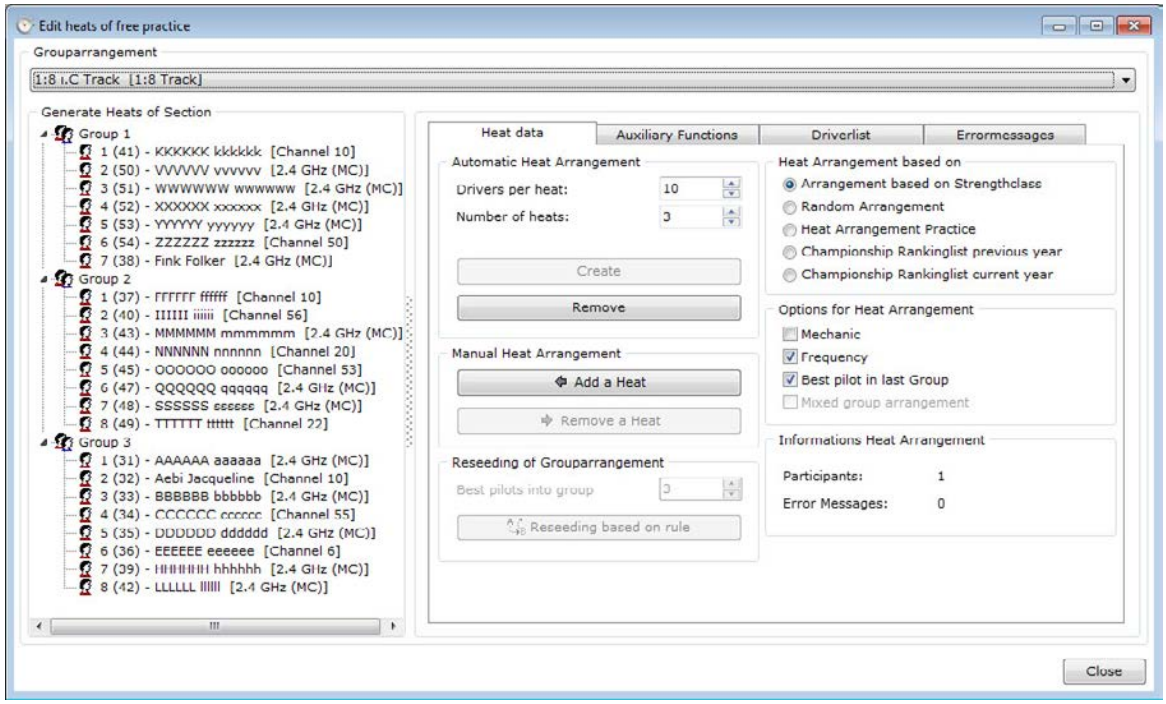
This menu is only active with a loaded event. You can change the arrangement of the practice and qualification heats as well as of the finals. Even if the race has already started, you can make changes in the arrangements. Further on you can add or delete groups.

8.1 Free Practice

Here you can arrange all the heats for free practice. It is only possible to do this, when an event is loaded and practice is activated in the definition of the rules for this section.
Using the heat data tab you can arrange the heats. With the driverlist tab you can modify the arrangement for single drivers. Having arranged the heats you see problems (for example frequency-problems) under the errormessages tab.

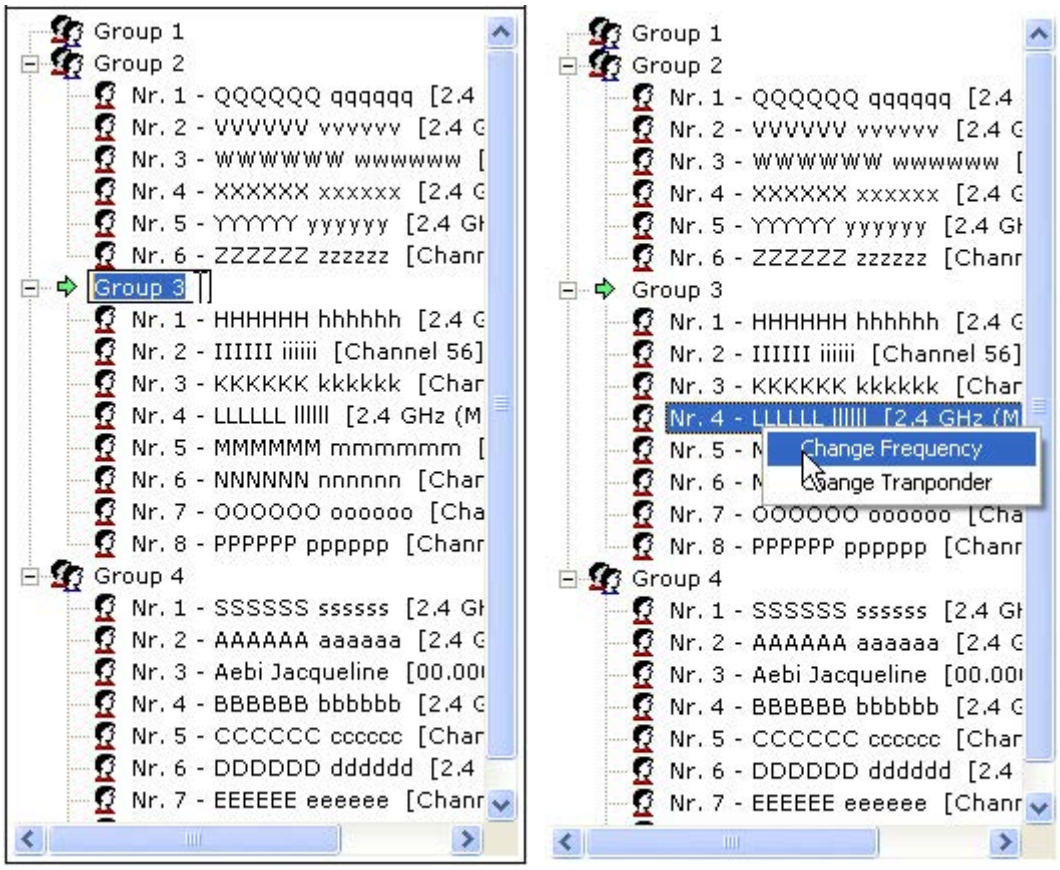
8.1.1 Arrangement of heats

With the Heat Data tab you can automatically arrange the practice heats or you can delete a existing arrangement. First of all you have to select the section on the top of the window.
With Settings Heat Arrangement you can define the numbers of drivers per heat and the numbers of the heats. Clicking on the create-button will automatically create the arrangement. With remove you can delete the arrangement (only possible, if no heats have already been run).



Heat Arrangement based on: Here you can define, if the arrangement is done according to a qualification list, the skill of the driver, a championship ranking or randomly.
Options of the heat arrangement: If you activate “Mechanic”, the arrangement takes into consideration that a driver who is acting as a mechanic for another driver (can be entered in persons of the inventory data) should not be in the same group.
Frequency should be activated always to avoid frequency clashes.
Usually the best drivers race in the last groups, so this feature should also be activated. Mixed group arrangement is only active if the rule is a Top Plus rule and should be activated in that case.
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.

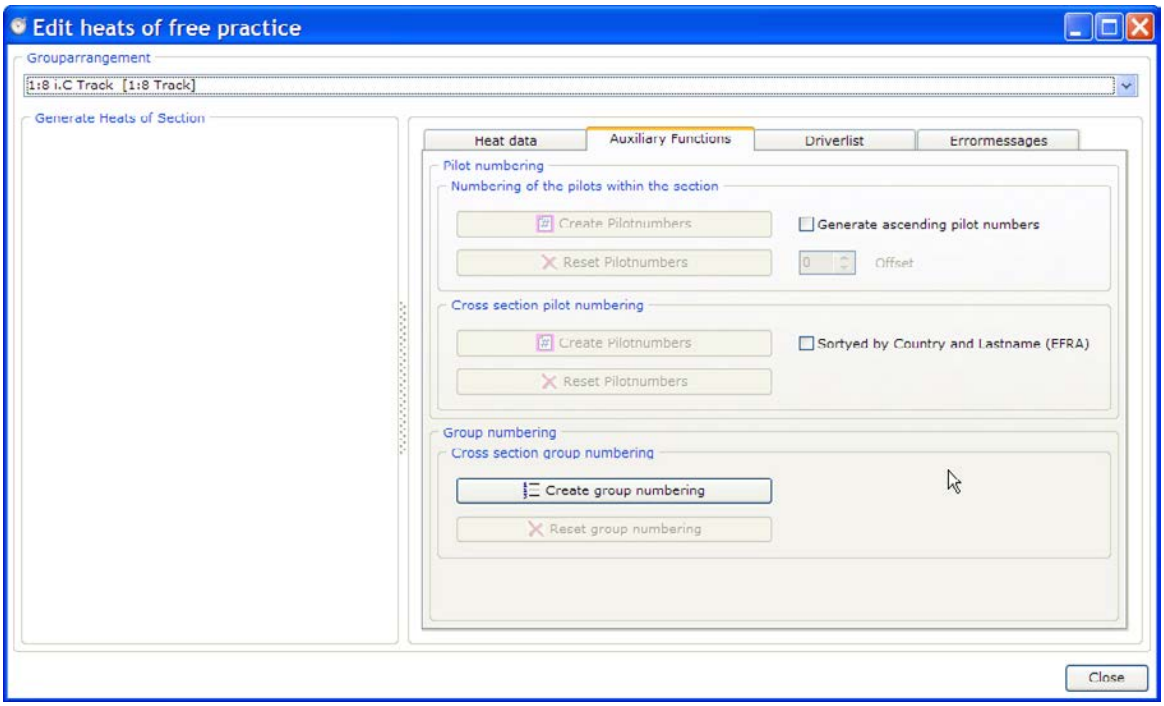
With “Reseeding of Grouparrangement” you can reseed the heats according to the settings in the rules.
If you do not like the order of driver in the heats, you can move a driver simply with drag&drop. This means, you click left on the drivers name, keep pressing the left mouse button and drag the driver 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.



Further on you can rename a group. Right click on the group and after that click left on the group. Now you can edit the name. This is maybe useful when you run different sections and want your groups numbered serial.
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 number.

8.1.2 Auxiliary Functions

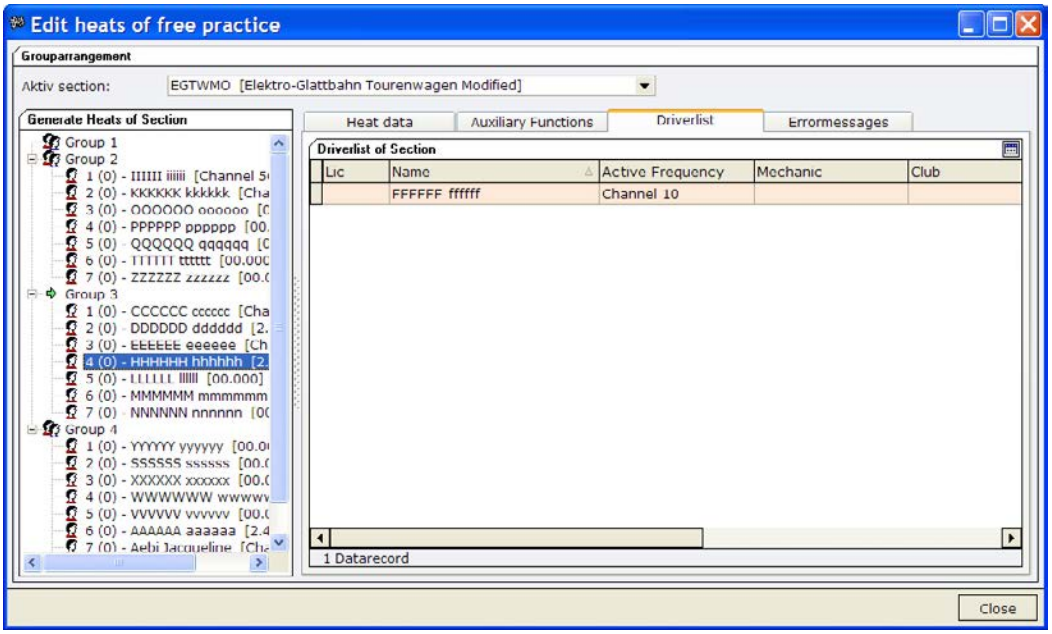
Here you can do some additional tasks:



Pilot numbering: Activating „Numbering of the pilots within the section“ you can generate the pilotnumbers according to the heat groups. You can also reset these numbers. If you activate “Generate ascending pilots numbers” the pilotnumbers are generated continuous. This means, that the pilotnumbers are generated throughout the pilots without a number for the group.
If ascending pilot numbers is used, with offset the starting number can be set.
With “Cross section pilot numbering” you can generate pilotnumbers according to the groups of all sections. You can also reset these numbers. If you activate “Sorted by country and lastname (EFRA)”, the pilotnumbers are generated yb the nationality and the lastname.
In “Cross section group numbering” you can renumber the groups ongoing through all sections. And you can also reset this ongoing numbering.

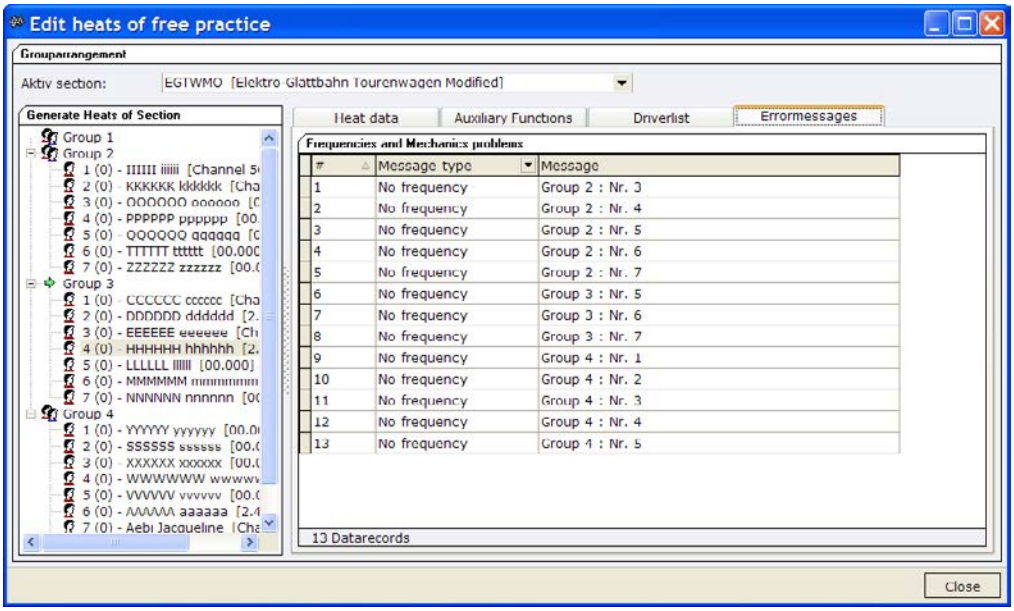
8.1.3 Driverlist

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 of this window is empty (driverlist of section), otherwise the drivers not yet arranged in heats are displayed. If you want to remove a driver from a 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). To 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.



8.1.4 Errormessages

Here you see all problems regarding the frequencies of the heats as well as other problems detected by RCM Ultimate. 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.

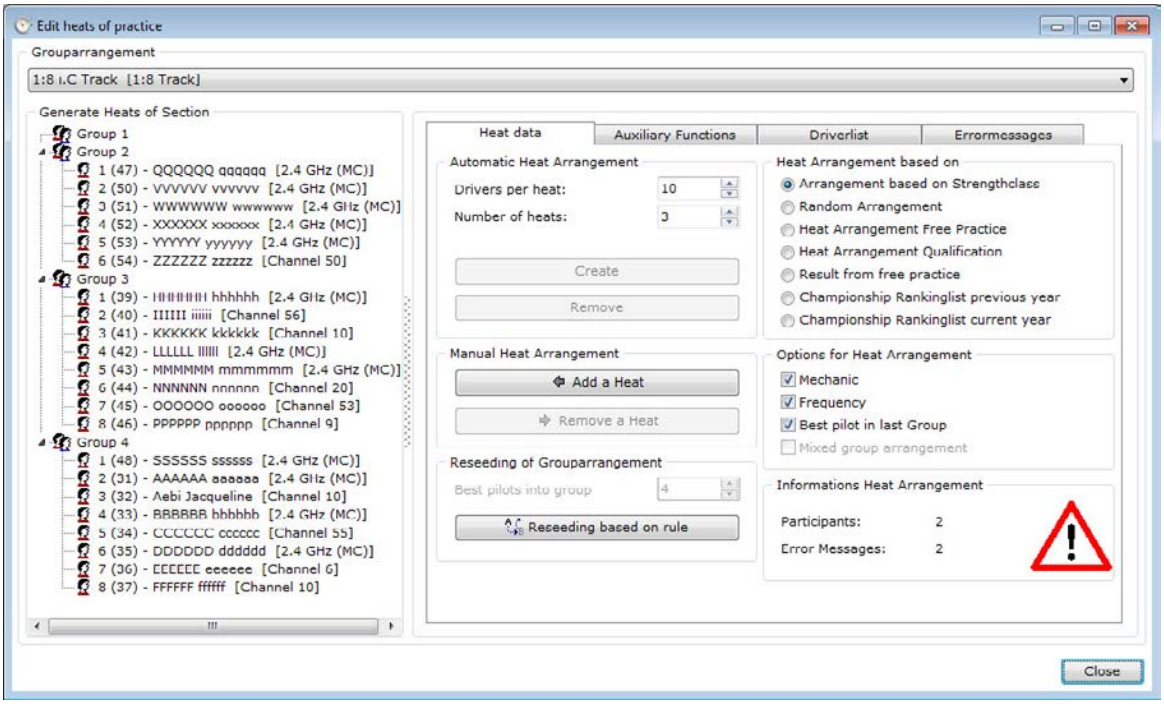


8.2 Practice

Here you can arrange all the heats for practice. It is only possible to do this, when an event is loaded and practice is activated in the definition of the rules for this section.
Using the heat data tab you can arrange the heats. With the driverlist tab you can modify the arrangement for single drivers. Having arranged the heats you see problems (for example frequency-problems) under the errormessages tab.

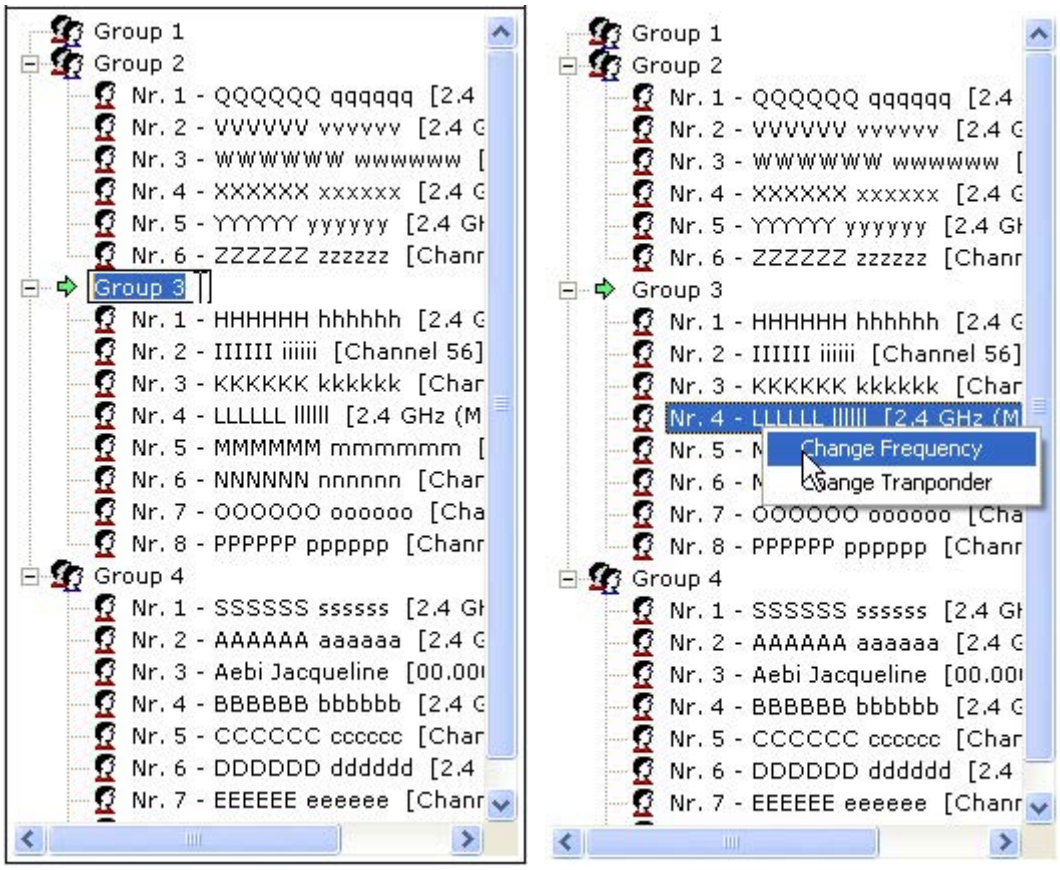
8.2.1 Arrangement of heats

With the Heat Data tab you can automatically arrange the practice heats or you can delete a existing arrangement. First of all you have to select the section on the top of the window.
With Settings Heat Arrangement you can define the numbers of drivers per heat and the numbers of the heats. Clicking on the create-button will automatically create the arrangement. With remove you can delete the arrangement (only possible, if no heats have already been run).



Heat Arrangement based on: Here you can define, if the arrangement is done according to the arrangement in free practice, the arrangement in qualification, the result of the free practice, the skill of the driver, a championship ranking or randomly.
Options of the heat arrangement: If you activate “Mechanic”, the arrangement takes into consideration that a driver who is acting as a mechanic for another driver (can be entered in persons of the inventory data) should not be in the same group.
Frequency should be activated always to avoid frequency clashes.
Usually the best drivers race in the last groups, so this feature should also be activated. Mixed group arrangement is only active if the rule is a Top Plus rule and should be activated in that case.
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.

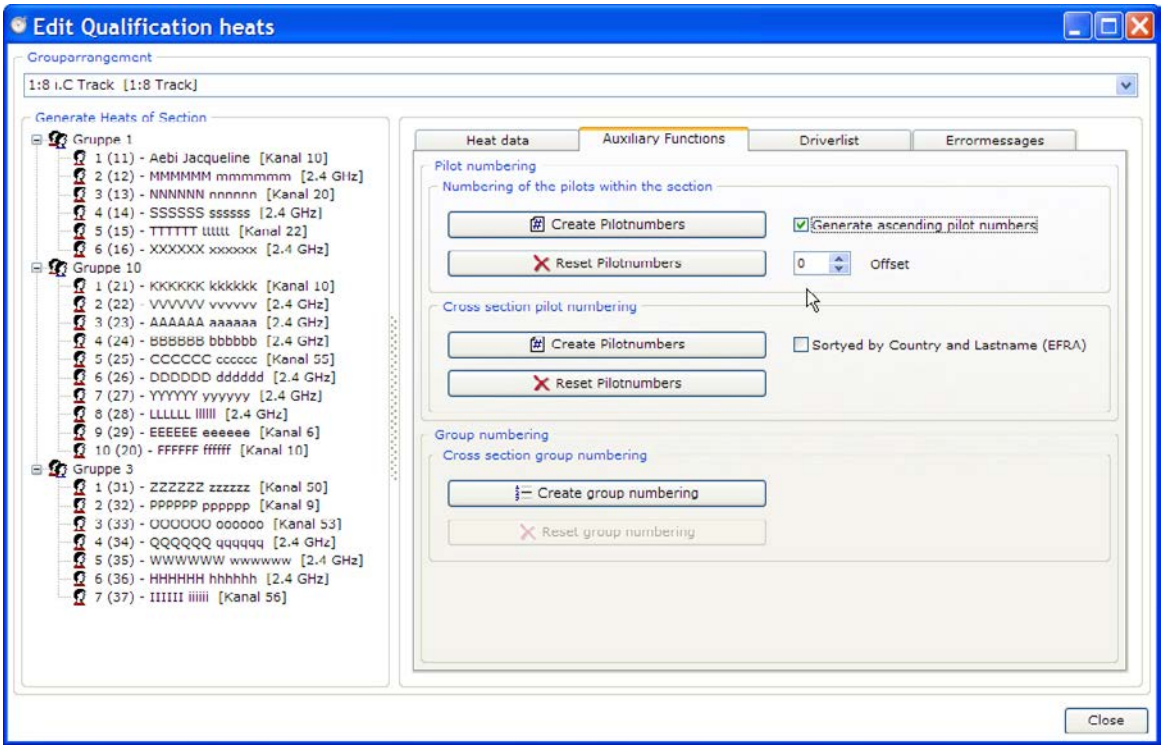
With “Reseeding of Grouparrangement” you can reseed the heats according to the settings in the rules.
If you do not like the order of driver in the heats, you can move a driver simply with drag&drop. This means, you click left on the drivers name, keep pressing the left mouse button and drag the driver 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.



Further on you can rename a group. Right click on the group and after that click left on the group. Now you can edit the name. This is maybe useful when you run different sections and want your groups numbered serial.
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 number.

8.2.2 Auxiliary Functions

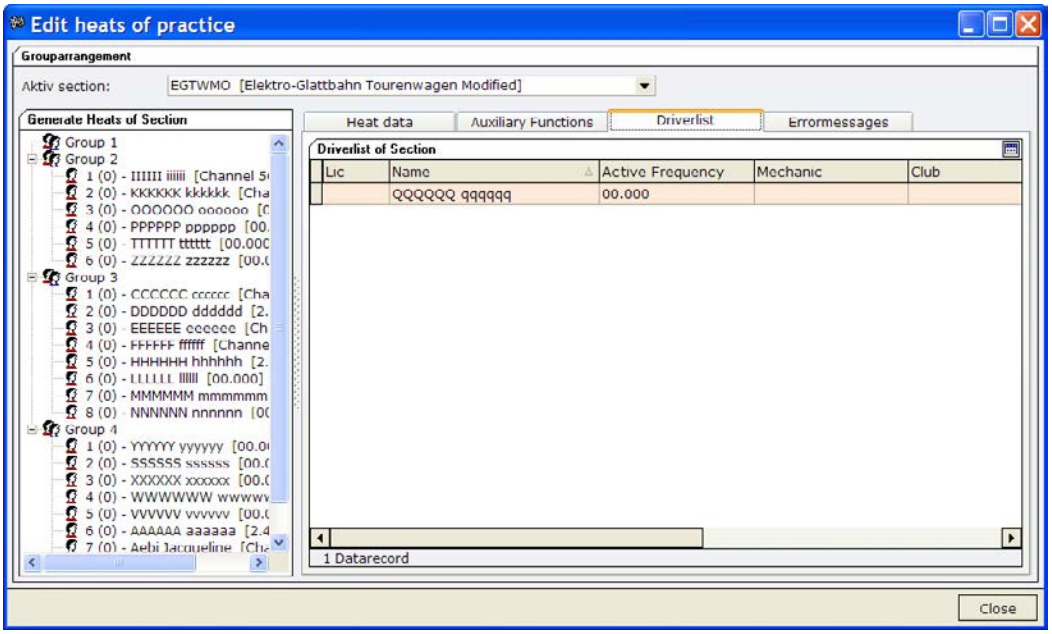
Here you can do some additional tasks:



Pilot numbering: Activating „Numbering of the pilots within the section“ you can generate the pilotnumbers according to the heat groups. You can also reset these numbers. If you activate “Generate ascending pilots numbers” the pilotnumbers are generated continuous. This means, that the pilotnumbers are generated throughout the pilots without a number for the group.
If ascending pilot numbers is used, with offset the starting number can be set.
With “Cross section pilot numbering” you can generate pilotnumbers according to the groups of all sections. You can also reset these numbers. If you activate “Sorted by country and lastname (EFRA)”, the pilotnumbers are generated yb the nationality and the lastname.
In “Cross section group numbering” you can renumber the groups ongoing through all sections. And you can also reset this ongoing numbering.

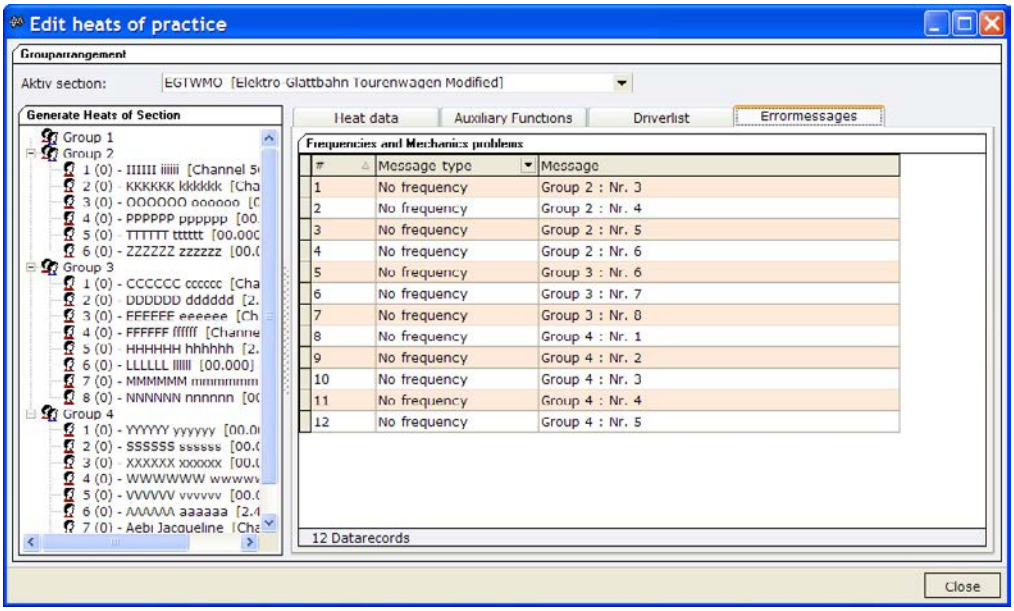
8.2.3 Driverlist

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 of this window is empty (driverlist of section), otherwise the drivers not yet arranged in heats are displayed. If you want to remove a driver from a 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). To 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.



8.2.4 Errormessages

Here you see all problems regarding the frequencies of the heats as well as other problems detected by RCM Ultimate. 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.

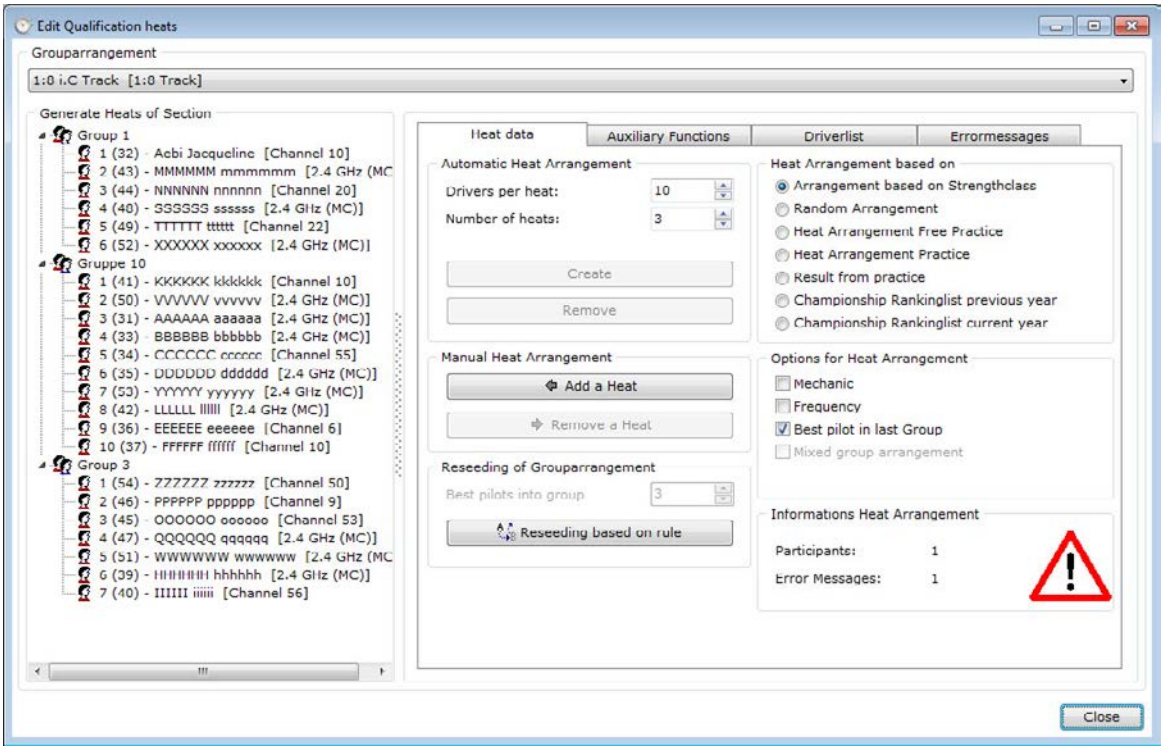


8.3 Qualification

Here you can arrange all the heats for the qualification. It is only possible to do this, when an event is loaded and qualification is activated in the definition of the rules for this section.
Using the heat data tab you can arrange the heats. With the driverlist tab you can modify the arrangement for single drivers. Having arranged the heats you see problems (for example frequency-problems) under the errormessages tab.

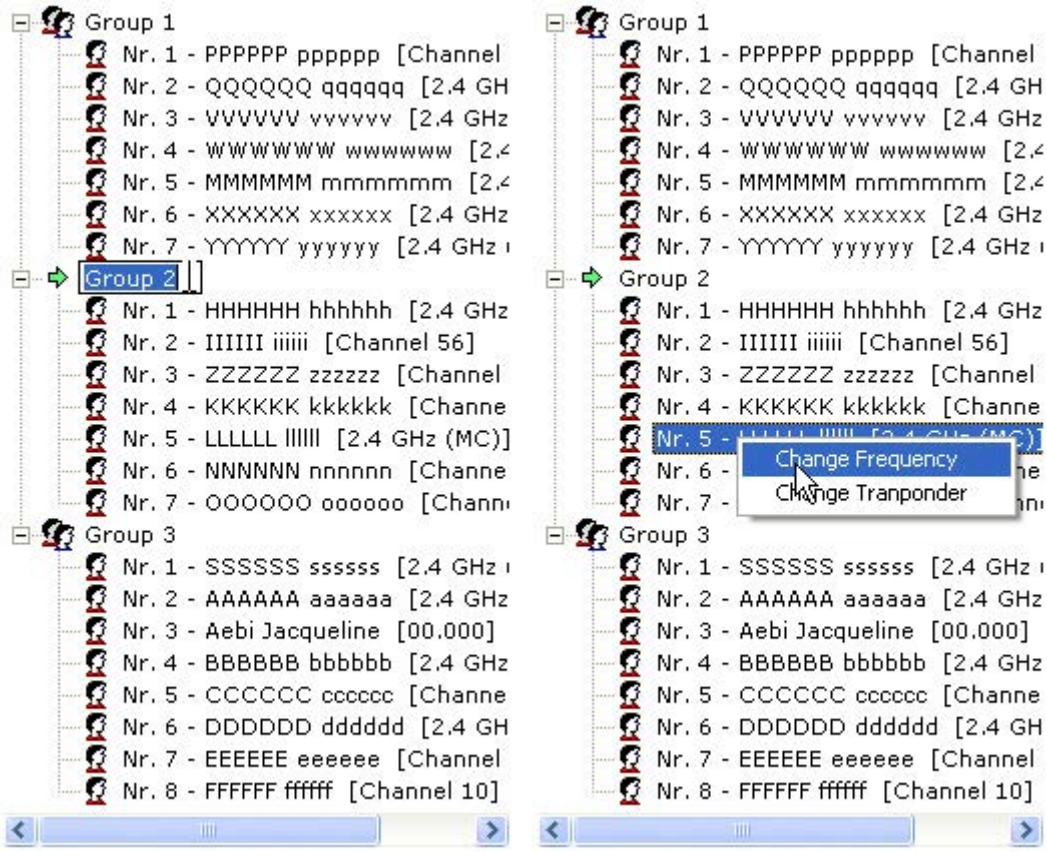
8.3.1 Arrangement of heats

With the Heat Data tab you can automatically arrange the practice heats or you can delete a existing arrangement. First of all you have to select the section on the top of the window.
With Settings Heat Arrangement you can define the numbers of drivers per heat and the numbers of the heats. Clicking on the create-button will automatically create the arrangement. With remove you can delete the arrangement (only possible, if no heats has already been run).



The heat arrangement can be influenced by several additional inputs:
Heat Arrangement based on: Here you can define, if the arrangement is done according to the arrangement in free practice, practice, the result of the practice, the skill of the driver, a championship ranking or randomly.
Options of the heat arrangement: If you activate “Mechanic”, the arrangement takes into consideration that a driver who is acting as a mechanic for another driver (can be entered in persons of the inventory data) should not be in the same group.
Frequency should be activated always to avoid frequency clashes.
Usually the best drivers race in the last groups, so this feature should also be activated. Mixed group arrangement is only active if the rule is a Top Plus rule and should be activated in that case.
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.

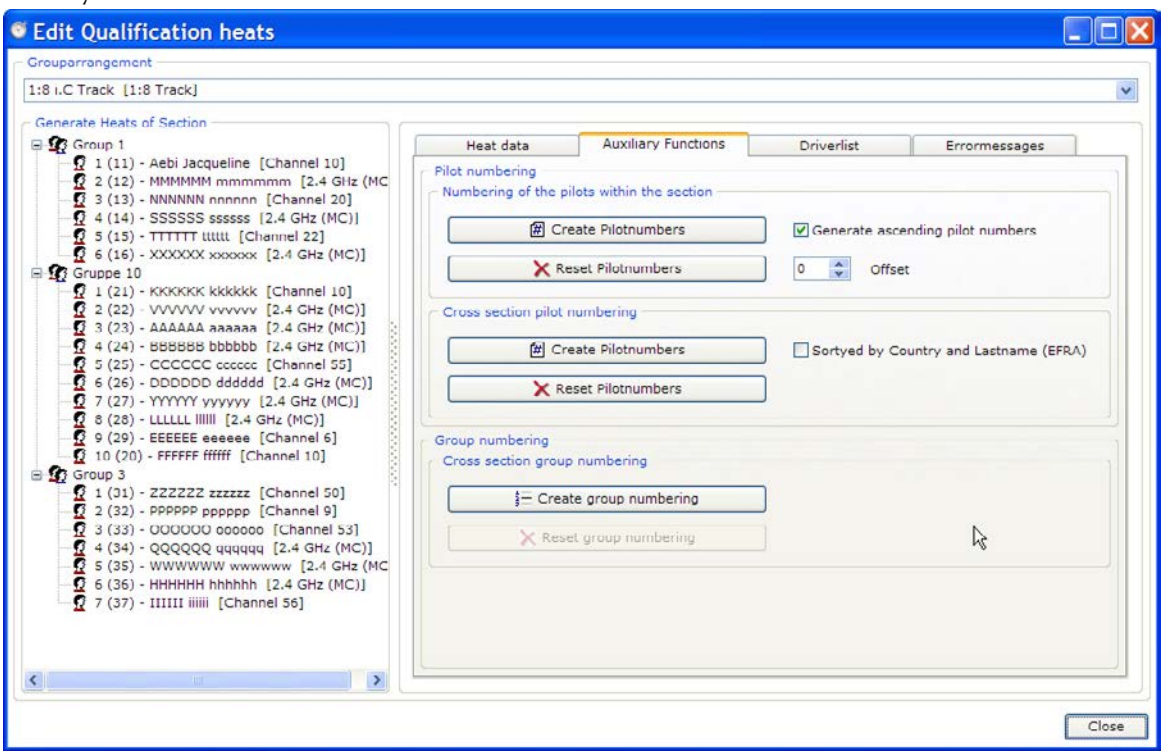
With “Reseeding of Grouparrangement” you can reseed the heats according to the settings in the rules.
If you do not like the order of driver in the heats, you can move a driver simply with drag&drop. This means, you click left on the drivers name, keep pressing the left mouse button and drag the driver 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.



Further on you can rename a group. Right click on the group and after that click left on the group. Now you can edit the name. This is maybe useful when you run different sections and want your groups numbered serial.
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.

8.3.2 Auxiliary Functions

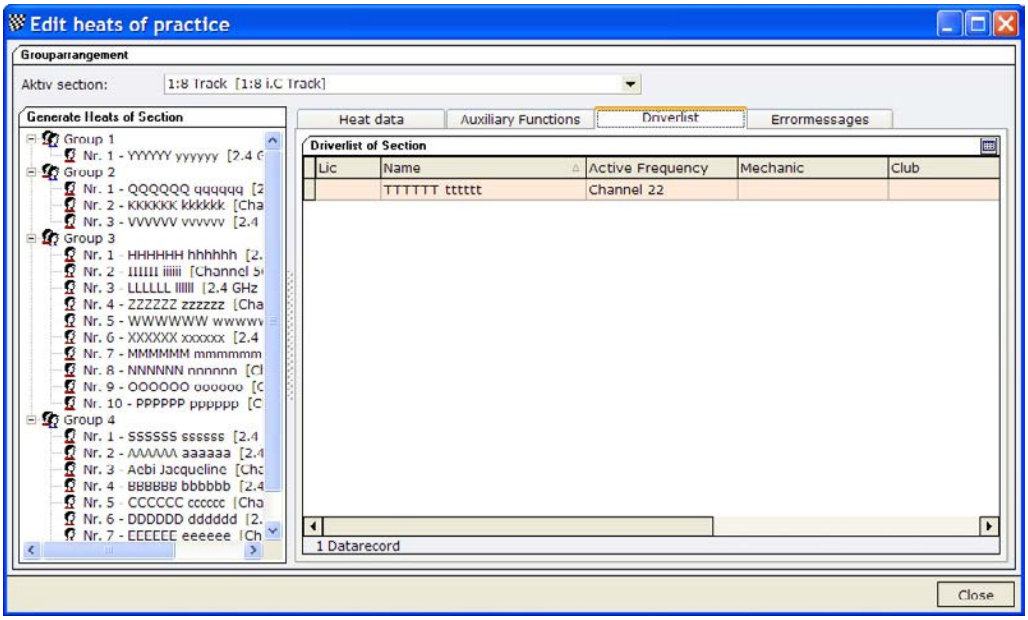
Here you can do some additional tasks:



Pilot numbering: Activating „Numbering of the pilots within the section“ you can generate the pilotnumbers according to the heat groups. You can also reset these numbers. If you activate “Generate ascending pilots numbers” the pilotnumbers are generated continuous. This means, that the pilotnumbers are generated throughout the pilots without a number for the group.
If ascending pilot numbers is used, with offset the starting number can be set.
With “Cross section pilot numbering” you can generate pilotnumbers according to the groups of all sections. You can also reset these numbers. If you activate “Sorted by country and lastname (EFRA)”, the pilotnumbers are generated yb the nationality and the lastname.
In “Cross section group numbering” you can renumber the groups ongoing through all sections. And you can also reset this ongoing numbering.

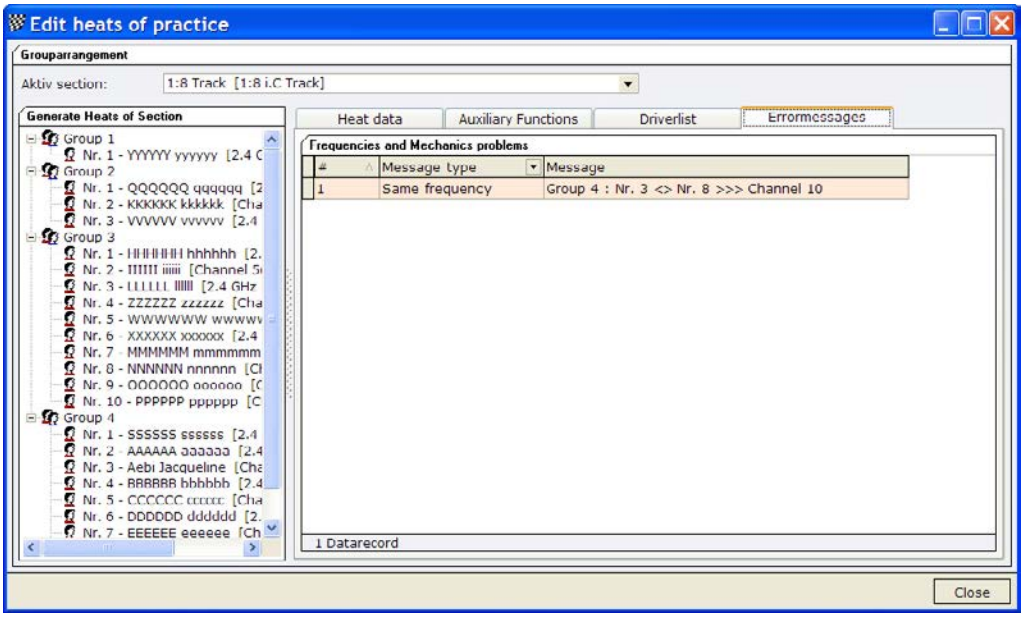
8.3.3 Driverlist

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 of this window is empty (driverlist of section), otherwise the drivers not yet arranged in heats are displayed. If you want to remove a driver from a 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). To 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.



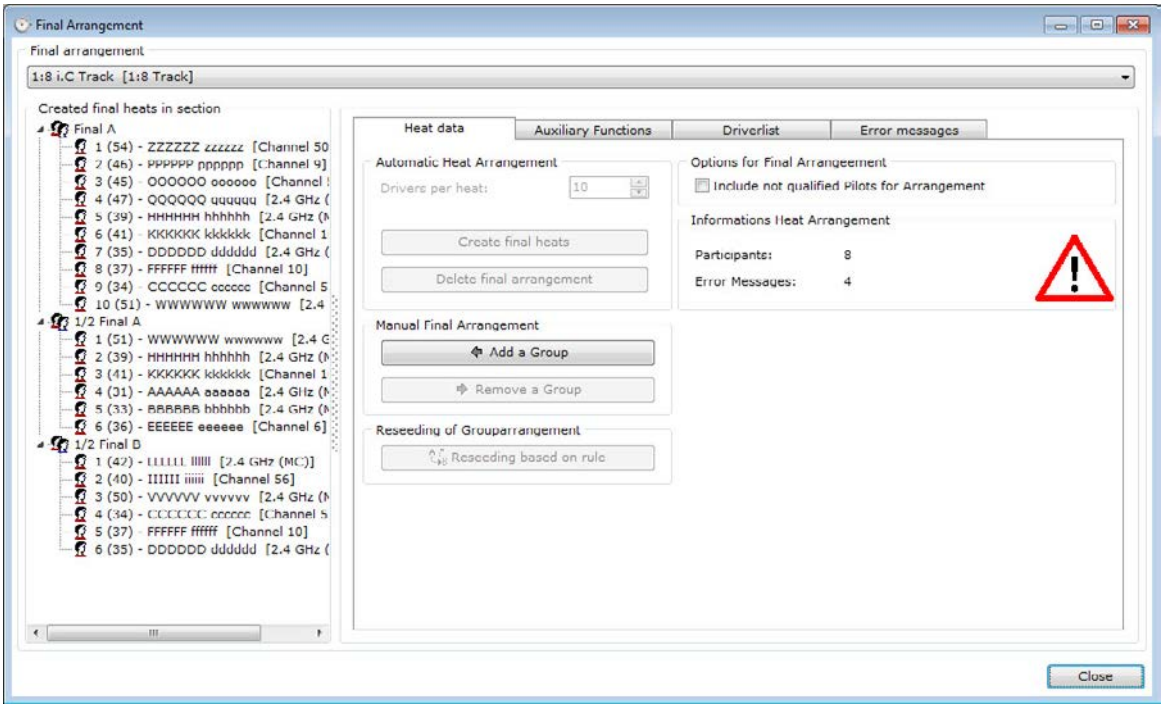
8.3.4 Errormessages

Here you see all problems regarding the frequencies of the heats as well as other problems detected by RCM Ultimate. 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.



8.4 Final

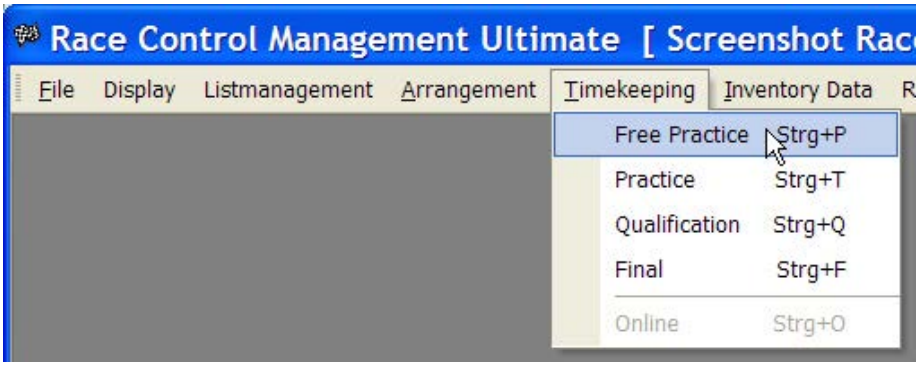
This menu is only active if a event is loaded. Before creating the finals you can see under the driver tab a list of all drivers having a valid qualification for the finals (depending on the rule for the selected section). Before you arrange the finals, you can specify whether not qualified pilots should be included in the arrangement or not.



Under the heat data tab 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. In Automatic Heat Arrangement you can define the numbers of drivers per heat. 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.
With Auxiliary functions new pilotnumbers can be generated. You can define if this should be ascending.
The printing of the arrangement of the finals will be done through the overview/ print menu.
Remark: All corrections in the qualification heats affecting the ranking list should be finished before arranging the finals. If you already have arranged the finals and are forced to make a correction in the qualification heats please delete the arrangement of the finals and create new final heats.
With “Reseeding of Grouparrangement” you can reseed the heats according to the settings in the rules.

9 Timekeeping

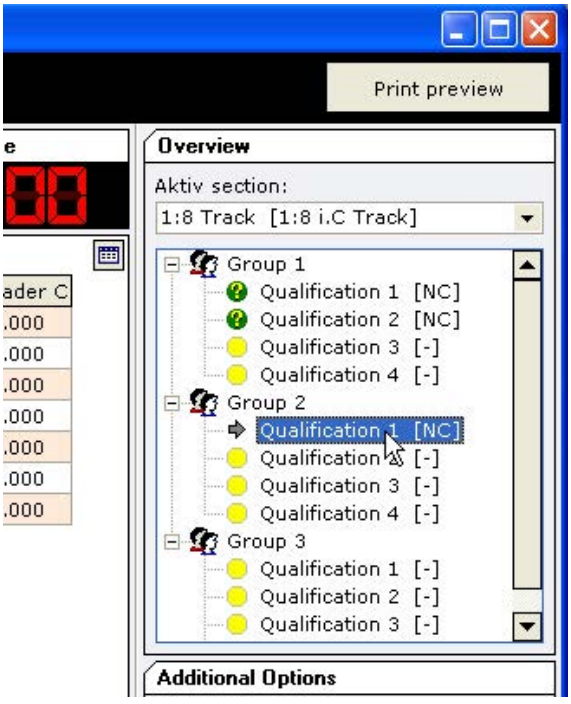
This menu is only active if an event is loaded. Here you start the free practice heats, the practice heats, the qualification heats and the finals. After a race is finished you can print the results (for printing all other reports please refer to the menu display).



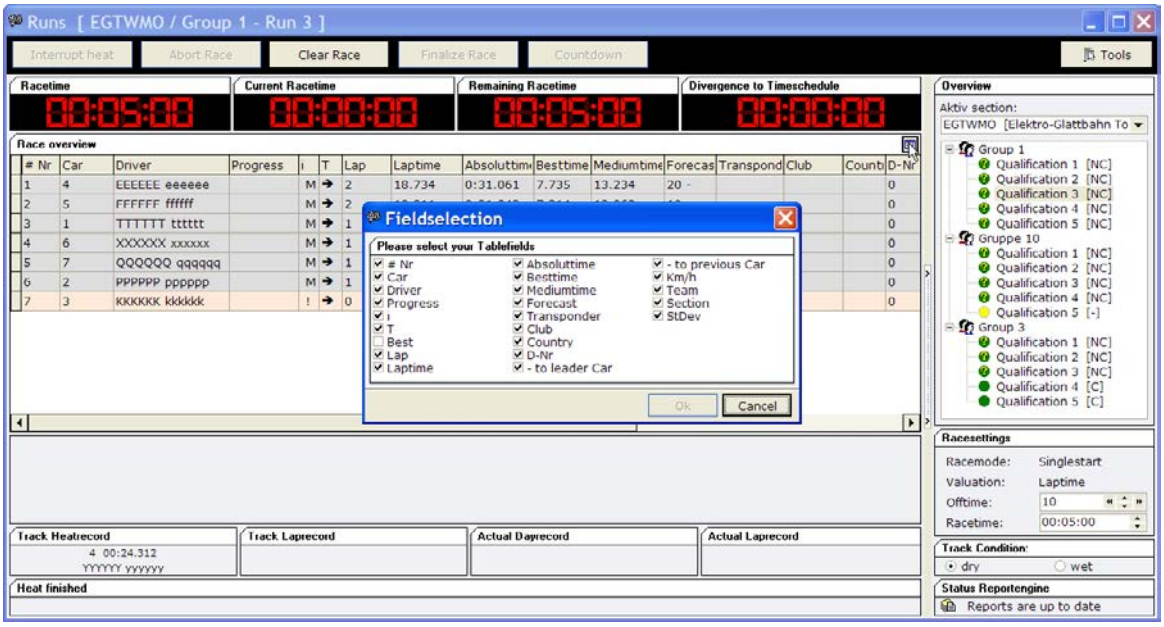
After the heat you can correct the results. Some penalties can be given in between the race. All changes made when the heat is running can be cancelled after the race.
The sequence of racing and the scoring of the races are determined by the rule.
The race overview is the same for practice and qualification heats as well as finals.
The following explanations refer to the time keeping in general.

9.1 Prepare a heat

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. If there are frequency conflicts in a selected heat, you will see an corresponding error message. You can edit the transponder and frequencies of a driver here. Just click right on the drivers name and select transponder or frequency from the submenu. Please check in the right column the race settings. If necessary you can correct now these settings. The start mode, the valuation, the locktime and the racetime can be changed. Further on you can set the track condition to dry or wet.

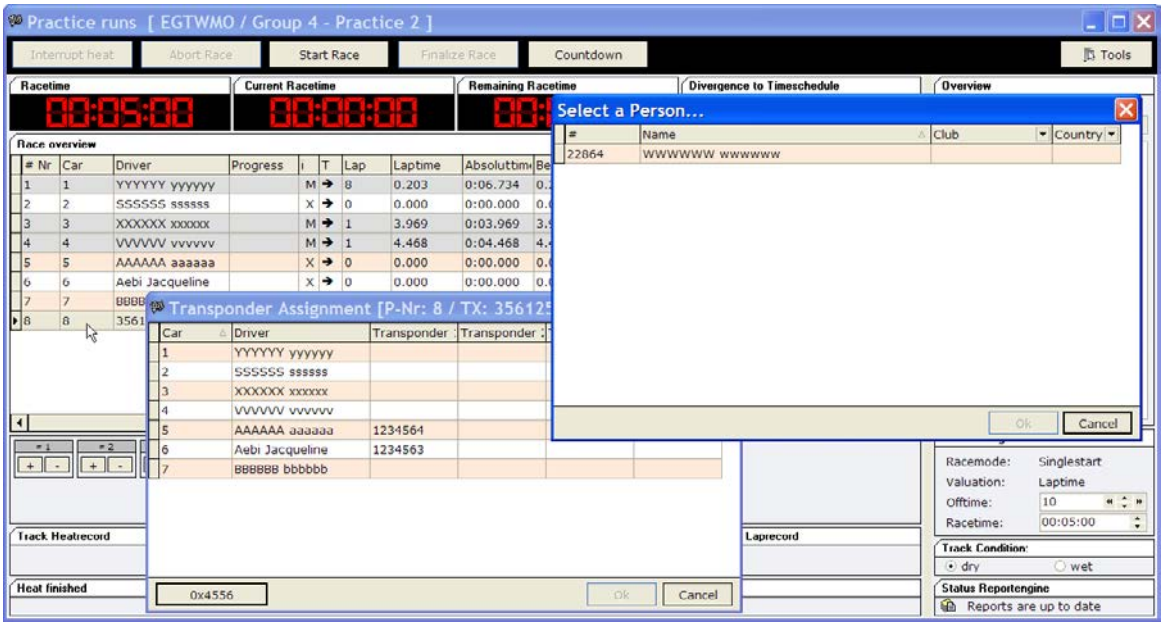


Clicking on the button just below the display difference to the time schedule you can activate additional columns for the race overview. Especially for the speaker the column “delay to the first car” is quite interesting.



9.2 Warm-up time and transponder check

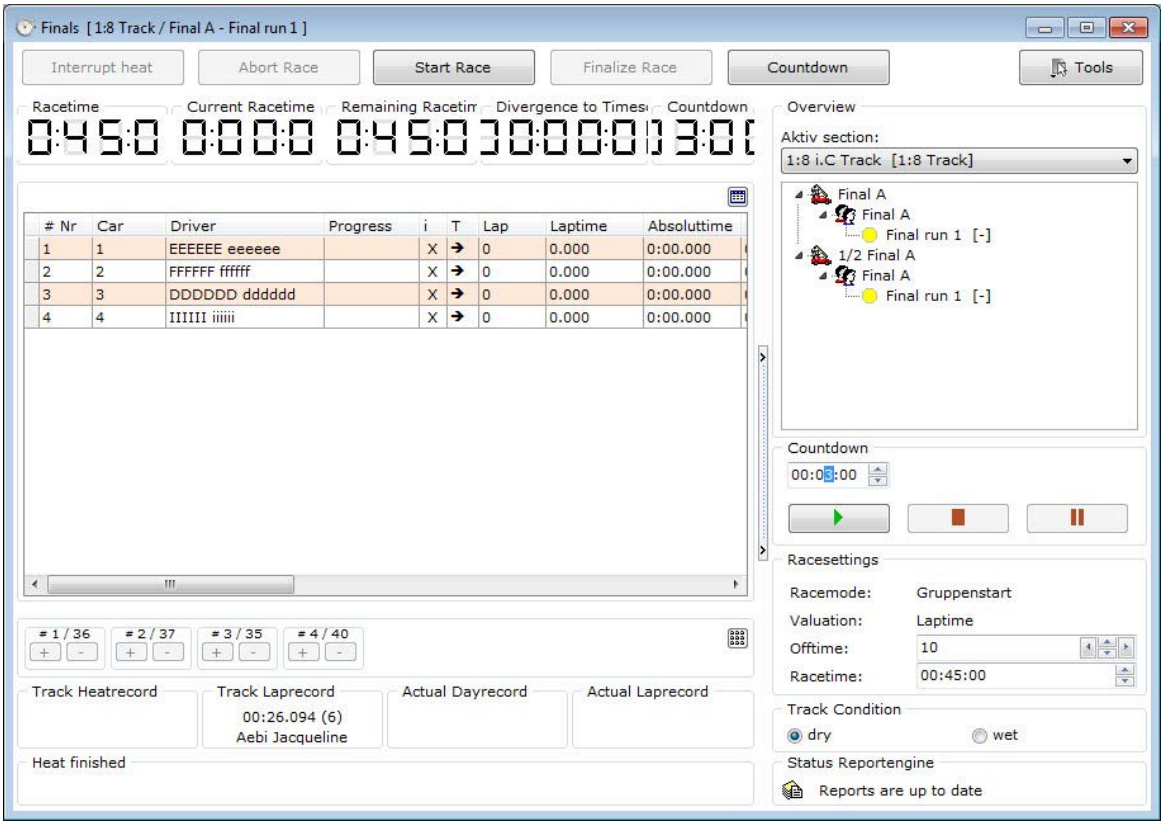
Normally the drivers drive some laps on the track before you start the heat. Use this time to check the proper working of all transmitters and to check whether all drivers are on the track of not. If a transponder passes the loop, the corresponding driver will be marked yellow. This means, that his transponder number is correctly registered.
You can also open the transponder log file with the F4 key. Here you can see if all of the 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. This assignment can be removed afterwards (click right on the drivers name).



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 a is a personal transponder it will 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.
If a driver uses a timeout in a final or subfinal, click right on the drivers name and select timeout from the submenu. A big clock counting the time down appears. The time for a timeout is set in Configuration - Time Keeping - General. A timeout is printed on the result sheet.

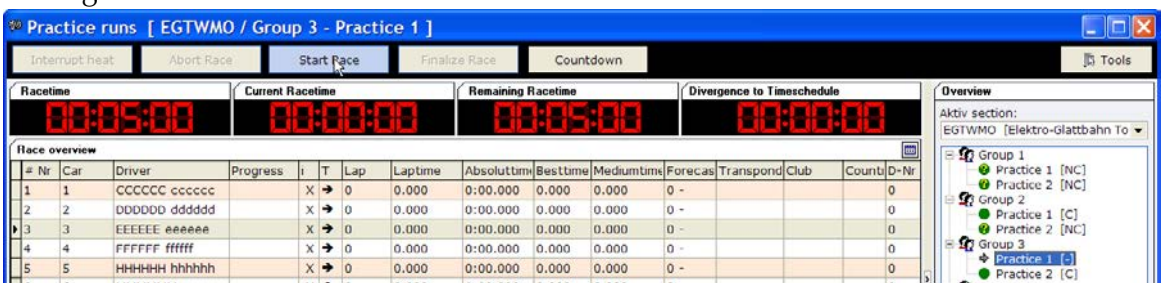
9.3 Countdown

Directly from, RCM Ultimate or with 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 a sound card in your computer the remaining preparation time will be announced in certain time intervals. Further on the race will be started after the preparation time. The announcements can be defined under racemanagement/messages/announcements of in RCM Ultimate or RCM Voice. You can close this window by clicking again on the countdown button.

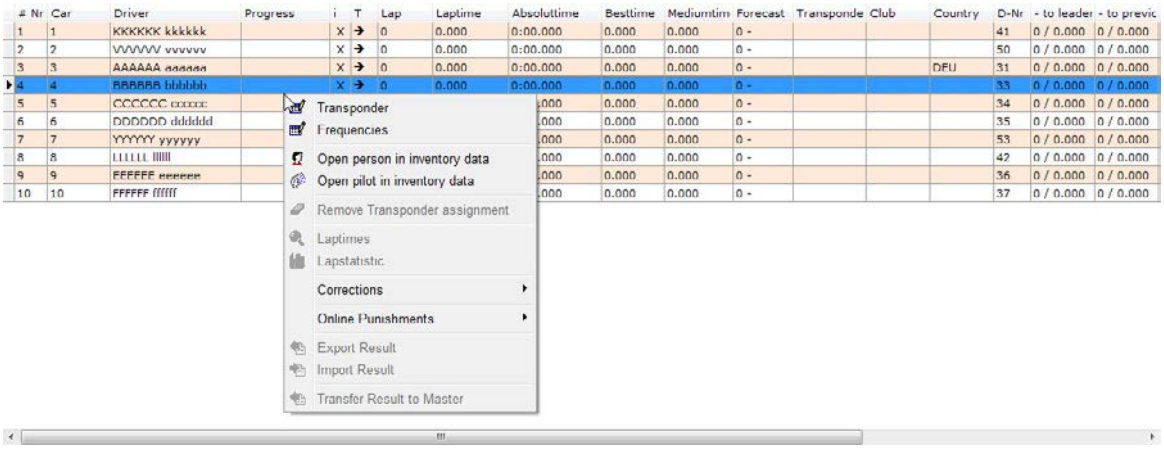


9.4 Start the heat

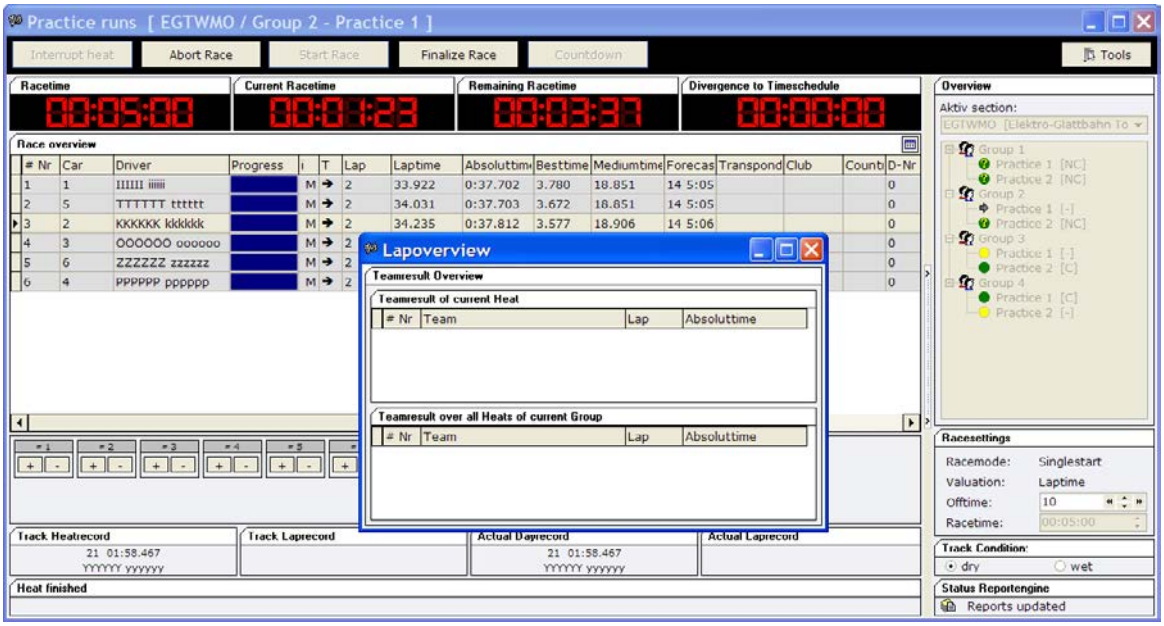
You start the heat or the final by clicking on the start race button or by pressing the function key F5 (if you do not use the countdown feature). According to the selected rule a delayed start or a groupstart will be executed. A small red marking in a drivers row shows the blocking time. No laps will 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 can be assigned. Clicking on the button below left in this window opens another window in which all drivers of the inventory data are listed, which are not in the participant list of this event and have this section assigned. By double clicking on a driver in this window, the driver will automatically be added to the participant list of the event and will be added to the selected group. Further on the transponder is assigned to to this driver. This function is only available in free and controlled practice as well as in qualification heats. 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 numbers, frequencies as well a personal data for each driver by clicking right on the drivers name. In the submenu select what you want to change. But here you have to type in the information.



If a Teamcup is activated under Settings/timekeeping you click on the button Tools to open the Teamcup Lapoverview. This opens a windows displaying the teamcup results.



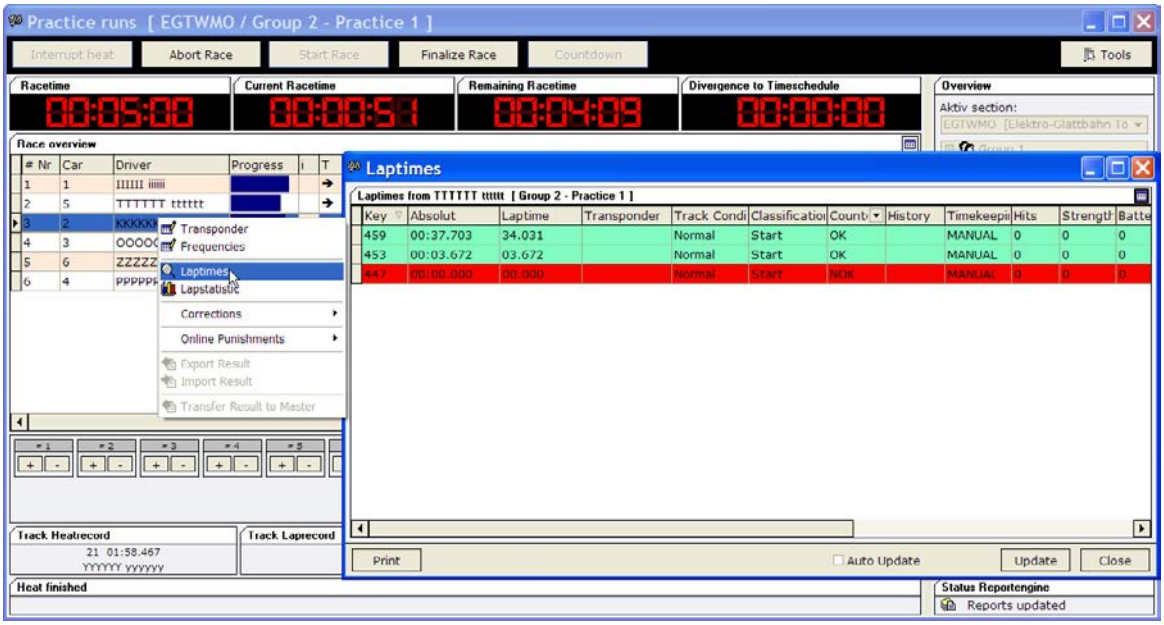
9.5 Control instruments during the active heat

9.5.1 Race time

On top of the race overview the race time, the current racetime and the remaining racetime is displayed. If you have activated to show the time difference to the timeschedule in Settings/Timekeeping/Timeschedule the difference to the time schedule will also 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 timekkeeping 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. Further on you can open a lap statistic for each driver. This statistic shows the laptimes in a graphic format and can also be printed.
Progress In this column a bar is displayed. The length of the bar corresponds to the lap just raced by the driver. This shows to the timekeeper, when a driver should pass the starting line again.

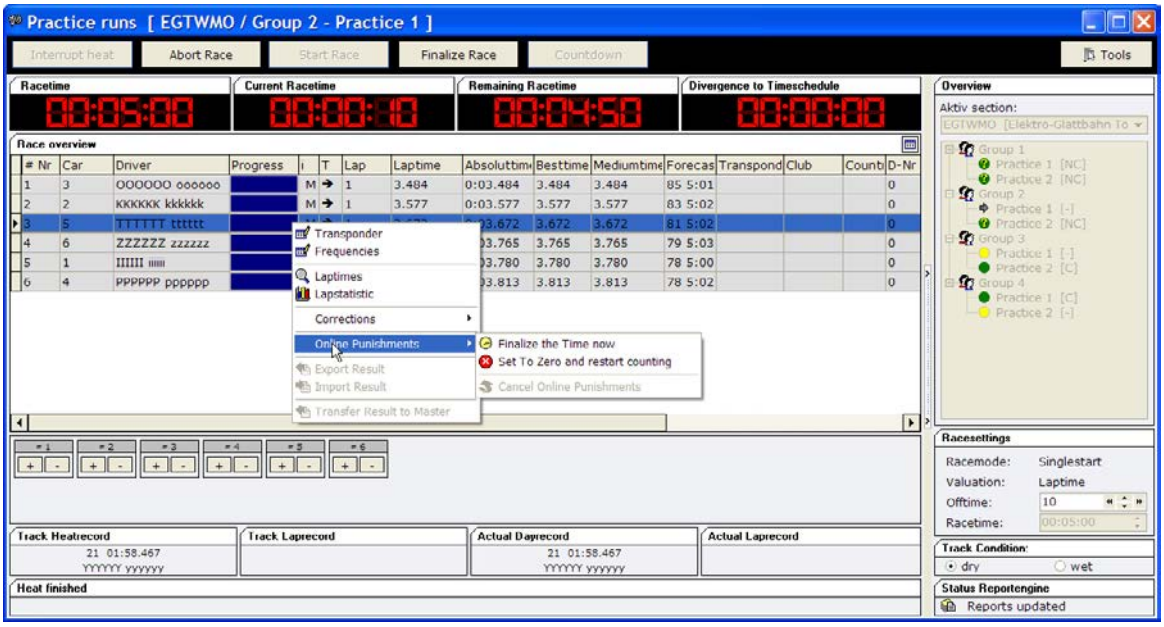


9.5.3 Online corrections

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. The number identifying the counting box is the pilotnumber when available. If the pilotnumber is not set, the car number will be displayed. You can add laps (by clicking on the + sign) or reduce laps (by clicking on the - sign. If the online correction boxes are not visible, you can select these by clicking on the right button in the window.

Corrections can also be entered by the number keys of the keyboard. Pressing a key will add a lap to the specific driver. This interactions will be logged and registered as corrections. 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

From the submenu which can be accessed through right clicking on the drivers name, you can access online punishments.



Set to zero and restart counting: Set the laps of a driver to zero and starts again to count.

Finalize the time now: The race will be finished for this driver and no more laps will be counted. The laps already counted will be kept.

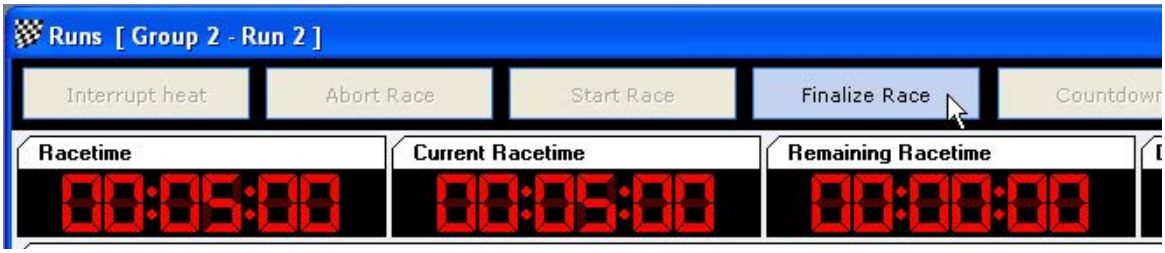
Track condition: You can set the track condition to dry or wet when the race is running. The laptimes will be marked with wet or dry. You can set the track condition after the race too. Right click on the heat in the Overview and select from the menu Dry- or Wet-Rating.

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 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. In the lower part of the window, the numbers of the finished cars are listed. After all drivers have finished their race, you click on the finalize race button or you press the function key F6.The race will also be finished after the follow-up time.

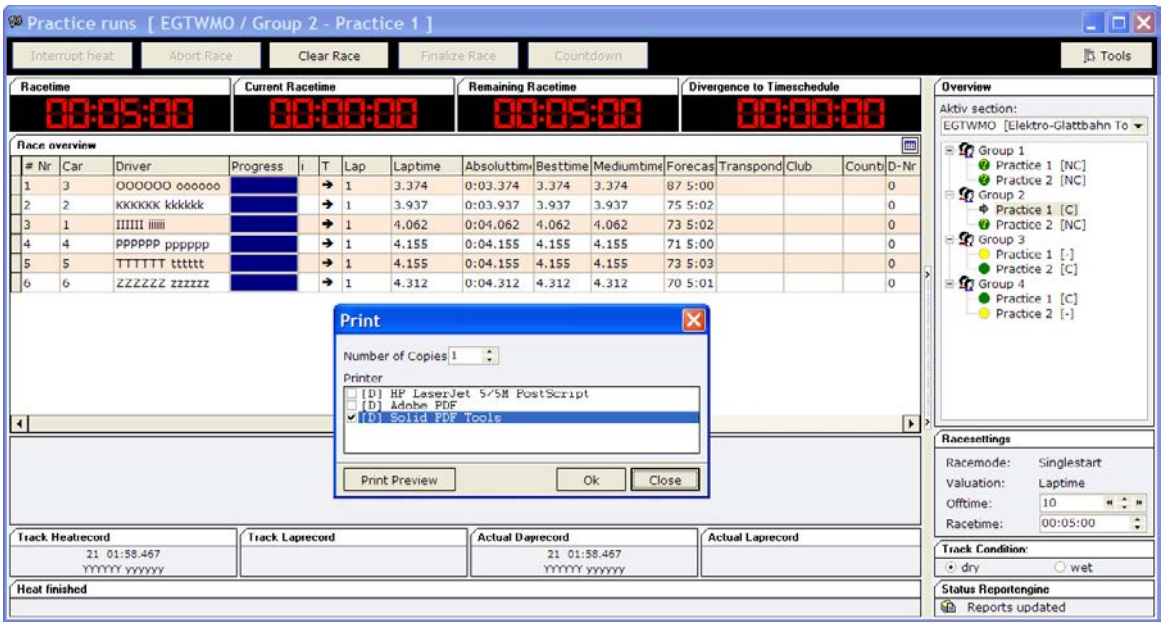


First you have to confirm new records (if there are some in that heat). New records will be saved in the inventory data affiliated to the race track and are printed on the result sheet. RCM Ultimate handles four different types of records: actual best lap, actual best result, best lap ever on this track, best result ever on this track.

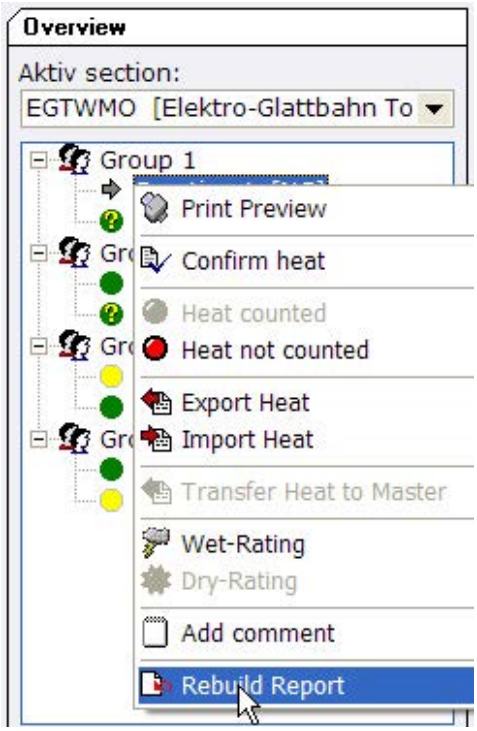
The results are saved and according to the settings a database backup will be performed. Now all the reports necessary are generated. This process can take some seconds and the progress is displayed in a small window.
The print menu will be displayed and after printing you are ready for the next heat.

9.7.1 Print results

When a heat is finished, the printing menu will be displayed, You can select the printers and the number of copies to be printed.



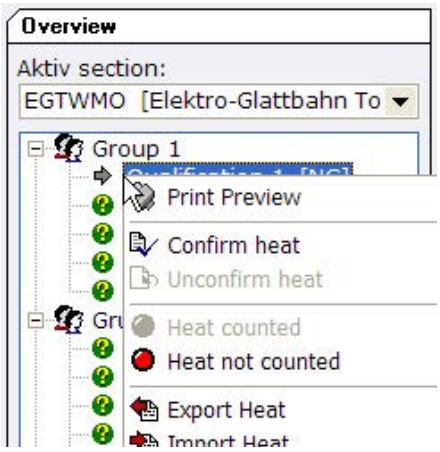
Further more you can select whether to print directly or to preview the results. If you need another copy of the result, you can print it using the Tools/print preview button on the top right edge of the overview window.
If a transponder number is printed instead of a driver name, please mark this heat 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

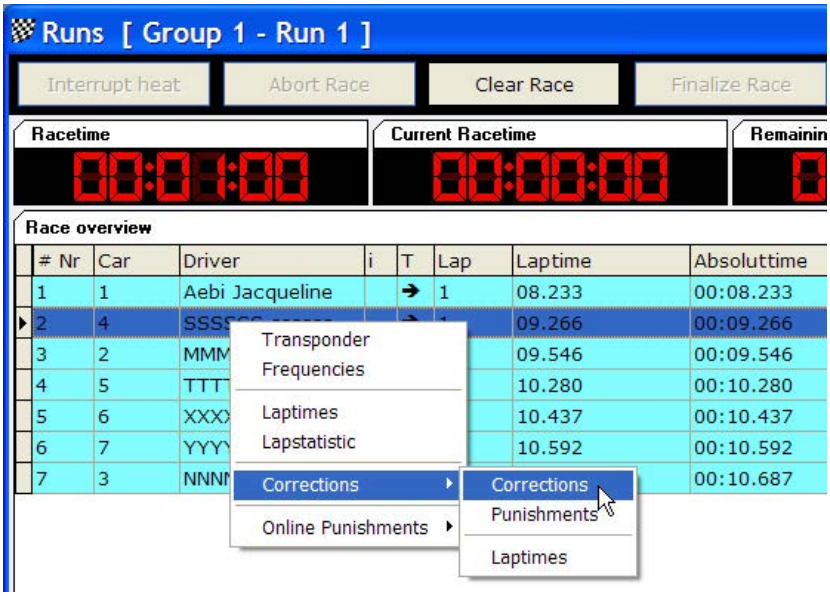
This is used for technical inspection. During qualification it is not necessary to confirm a heat. But during finals this feature will be used for the move up of drivers to the next higher final. Only if a final is confirmed, the drivers can move up. If you have to made corrections to the result of a final, you have to reconfirm this final. You confirm a heat/final by right clicking on the heat/final in the overview section. The confirmation can be reversed by clicking on „not confirm“. From the menu select confirm. When confirming a subfinal the move up of drivers will be done automatically by RCM Ultimate. If there are frequency conflicts in the higher subfinal due to the move up of drivers you see an error message with the frequency conflict.



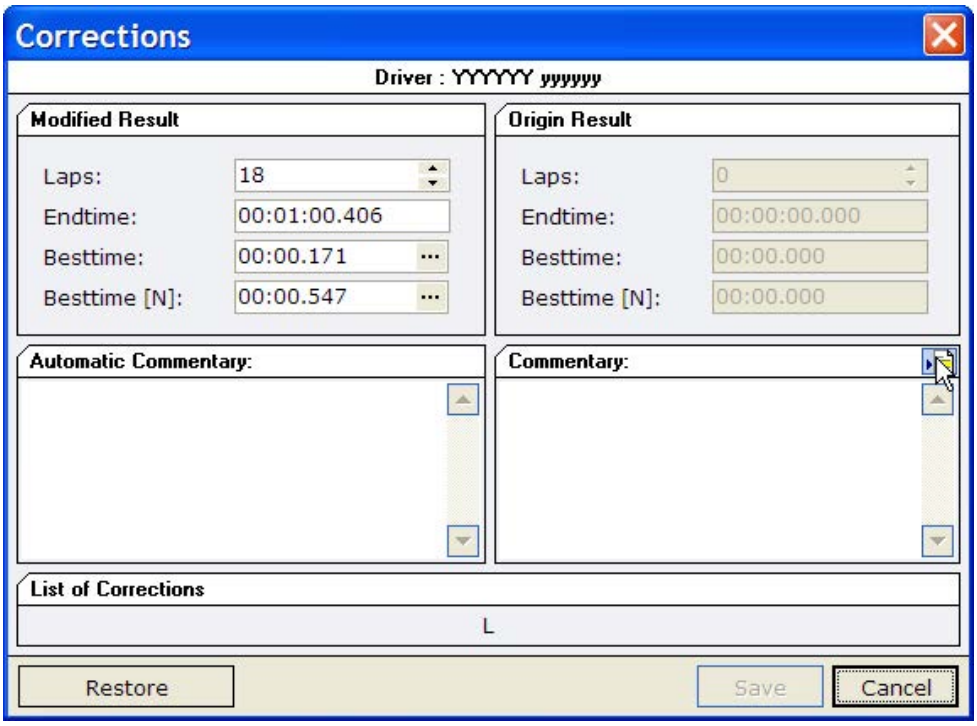
Heat not counted: In the same menu you find the option, that this heat will not be counted. The result remains and can be printed, but the result is not used for the ranking list or the overall result. If necessary you can cancel this setting by selecting Heat Counted from the menu.

9.8 Corrections

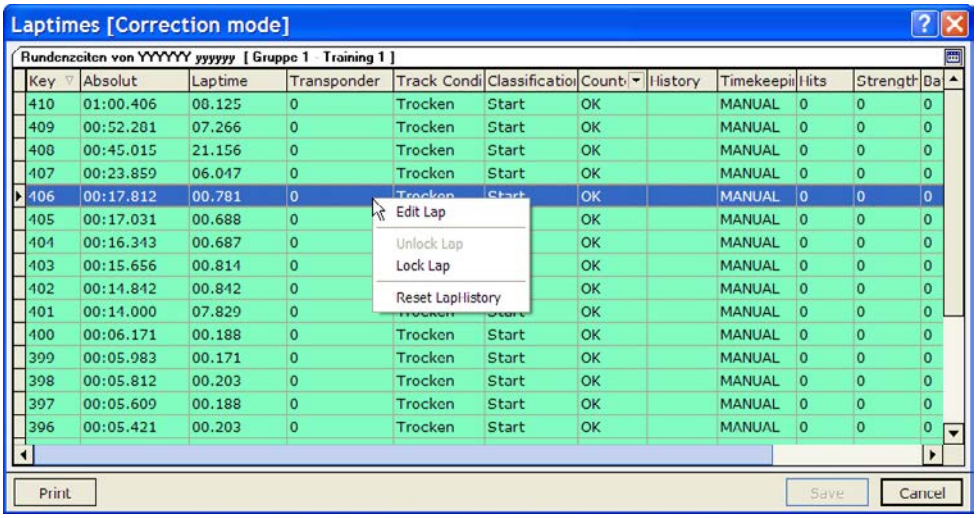
In the race overview and after the race is finished you right click on a driver and choose corrections from the submenu.



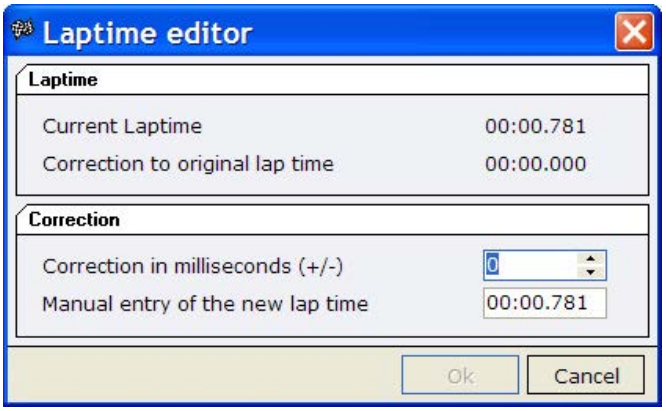
A Jury comment will be added automatically. You can make changes on the heat results of the laps and of the end time.



Single laps can be set to invalid. To do so, just click on the button with the three dots at the right end of the input field for the besttime. A window with all laptimes opens. Right click on the lap and select from the menu Lock Lap. This can be done also directly with selecting laptimes from the menu corrections.



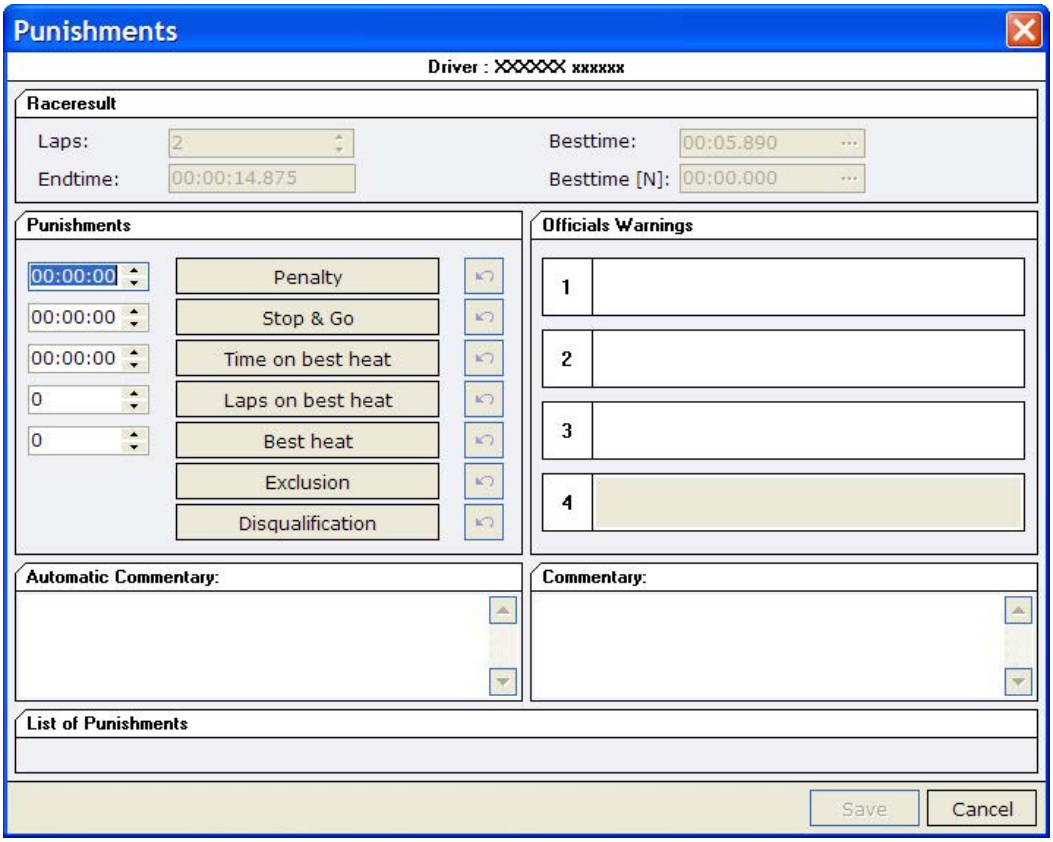
It is possible to correct single laptimes. Just select “edit laps” from the right click menu and then you can correct the time by entereing the value in milliseconds.



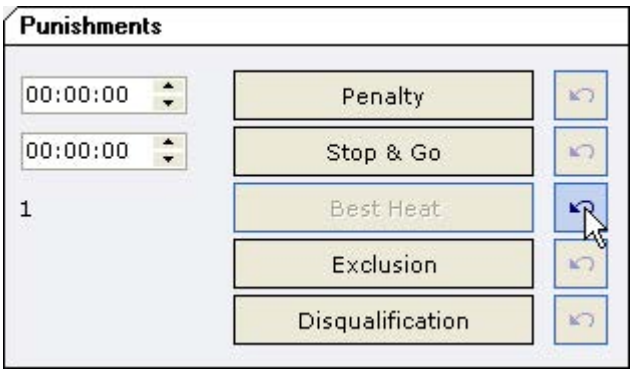
If two laps are highlighted, these two laps can be merged to one lap. Just click right on one of the laps and select “merge selected laps”.
The field commentary is used for additional remarks. You can enter pre defined records by clicking on the button at the end of the line. Just click on the record you need.
After a correction all necessary reports and ranking lists will generated. This makes sure, that the rankinglists are always actual.
If you have made some wrong corrections by mistake, you can cancel these by clicking on the restore button.
On the printouts corrections are marked by only one character:
L means correction of laps
E means correction of the time
B means correction of best time.

9.9 Punishments

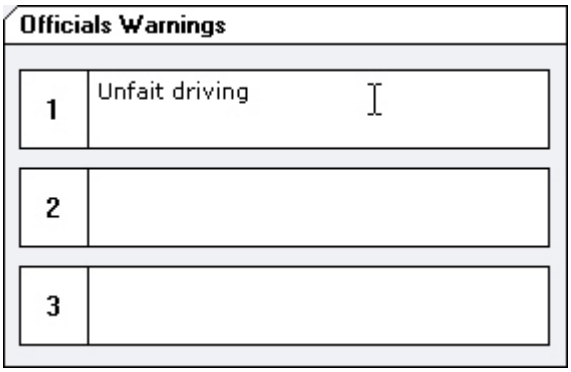
Right clicking on a driver in the race overview shows you a submenu where you can select punishments. A window similar to the correction window opens. Here you find punishments based on the rules of EFRA and IFMAR as well as some other federations.



Warnings can be entered and are saved. Therefore you know at any time how many warnings a driver has. You can cancel all punishments by using the button right of the punishment button.



RCM Ultimate can handle the following punishments:
Penalty: This is a time penalty and the time must be entered left of the penalty button.
Stop & Go: This is used if a driver was not able to complete stop & go penalty. Left you have to enter the amount of seconds. The configured time in seconds at the left side will be reduced and the laps decreased by 1, when the seconds are higher than the end time after the race duration. Otherwise the time will be added.
Time of best heat: The time set is added to the result of the best heat.
Laps on best heat: The number of laps set are subtracted from the best heat.
Best heat: The best heat of a driver will not be counted. This is calculated new after each round of heats. This option can be used repeatedly, for example if you do not want to count the second best result of a driver too. In this case, please set the number of best heats to cancel in the left input-field.
Exclusion: The result of this heat will be set to zero.
Disqualification: The driver will be excluded from the whole race. The results are not in the ranking list. The disqualification can be set in any time. When you do this during qualification the driver will not be in the ranking list and cannot drive the finals. When you do this in finals the driver can not move up into the next final, the next best driver will move up. When you disqualify a driver at the end of a race the driver will be eliminated from the ranking list and the following drivers move one place up.
Warnings 1 - 3: You can write a comment for official warnings. The warnings are stored and it is visible at any time how many warnings a driver already has.



Automatic Commentary: All punishments will automatically recorded and result in a automatic commentary in the Jury notes. This comment will be printed on the result sheet.
Commentary: Additional commentary can be added and is registered on the result sheet.

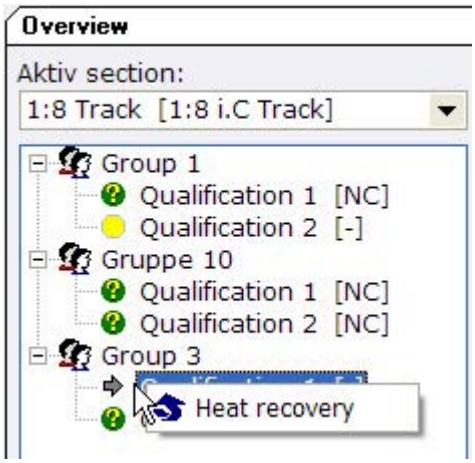
9.10 Rerun a heat

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. If a race is cleared at the Sub- and Mainfinals, the moveup is automatically undone.

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.

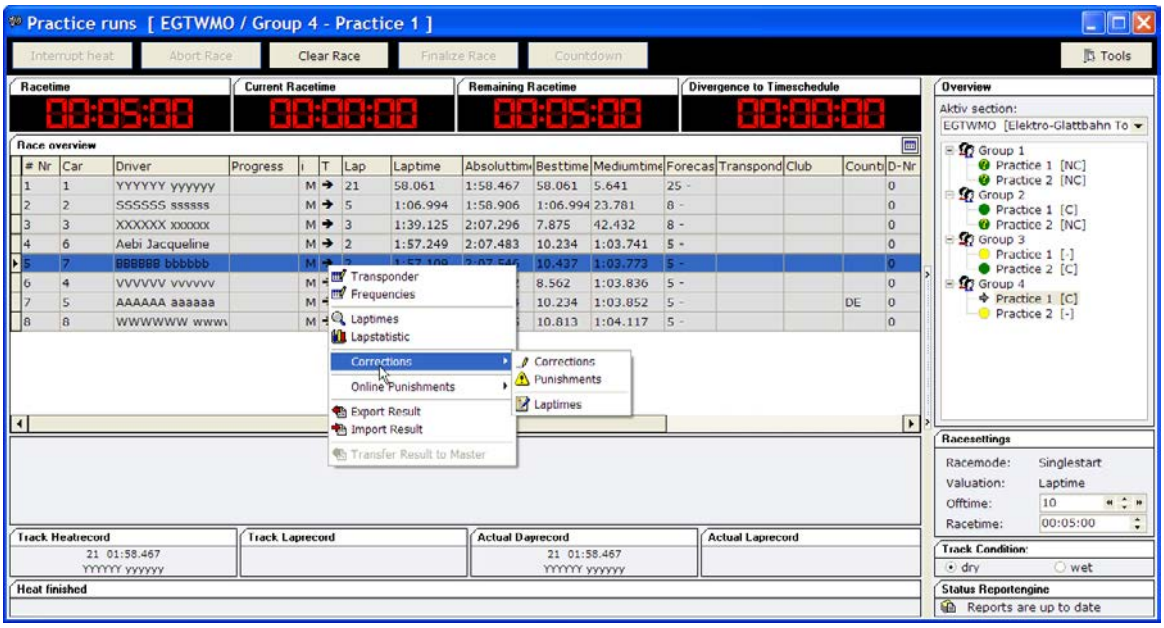
9.11 Power failure

After a power failure or a abnormal end of the program the result of the last heat run can be recovered to the last counted laps. Restart RCM Ultimate, load the event and select the timekeeping. Now click right in the menu of the heats on the heat in question. Am menu appears where you can select “heat recovery”. Now you see the result of the heat as it was when the power failure occurred. Now click right again on the heat and select “rebuild report”. Now you can print the result at the time of the power failure as usual.



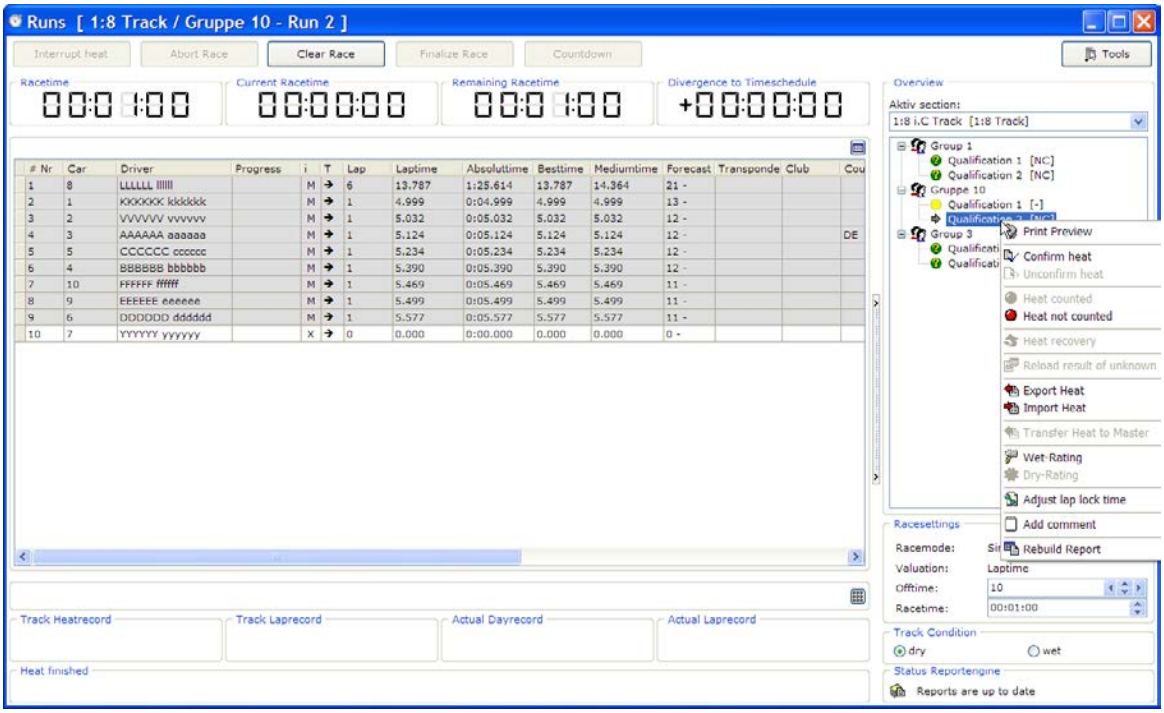
9.12 Additional function in timekeeping

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. If a master-slave-timekeeping system is installed, you can also transfer the result to the master resp. slave.

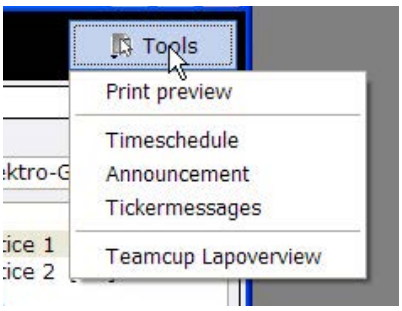


By clicking right in the right window on a heat, you an also export or import the result of the whole heat in an XML-file. Here you can transfer the complete result of that heat to the master resp. slave. Finally you can create the reports according to the wet or dry rating. This is especially important for finals, when the move up is executed.

Further on you can recover a heat and you can reload the results of an unknown transponder. If the AMBrc3 or AMBrc4 decoder interface has been activated, you can recover the laps from the decoder. RCM will load the collected laps from the decoder. This laps will be listened in an overlay. Within this list, the user can select a number of laps, which will then be assigned to the current selected heat. According to this laps, the race result will be calculated.

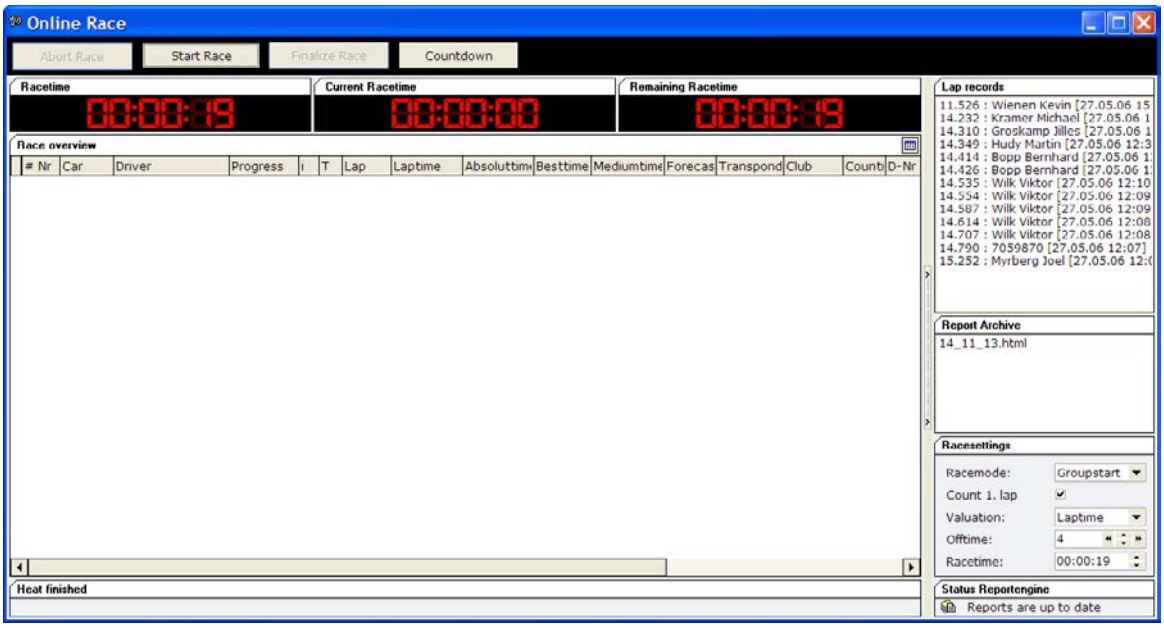


Last but not least you can add a comment to this heat, which is printed on the result sheet. In addition the laps of a not assigned transponder can be recalled. After that, the transponder can be assigned to a driver.
Further on the next heat according to the time schedule is displayed.
By clicking on the button „tools“ in the right upper corner, you can directly enter the functions print preview, time schedule, announcements and teamcup lapoverview. This functions are explained in this handbook elsewhere.



9.13 Online timekeeping

This function is only active, if no event is loaded.
In the menu timekeeping you can start an online race where no further setups are necessary. In the right window some details (racetime, single start and so on) can be set. With the button “start race” the timekeeping is started.



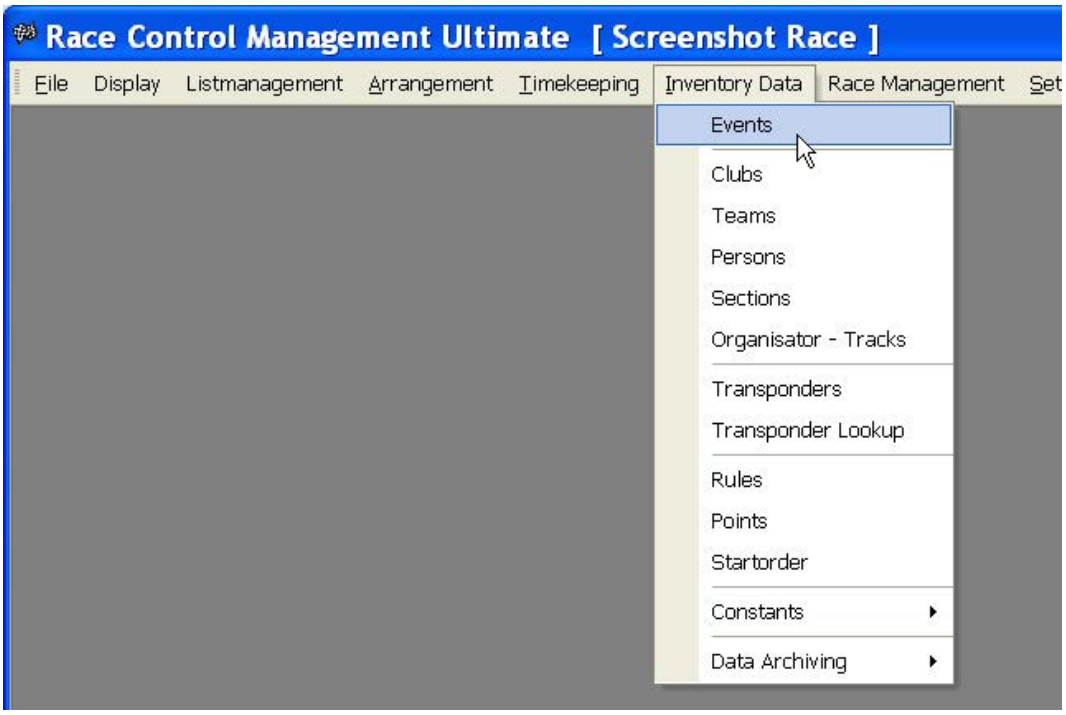
A transponder, which is now detected by the loop, will be automatically registered and the lap times will be counted.
Clicking on one of the button “finalize race” on the top of the window will finish the race and the result is printed.
The submenu you reach with clicking right on a name allows you to change the transponder number too and to add a driver to the inventory data.
Right clicking on a transponder number/name opens a submenu where you can select Laptimes. All lap times of this driver are now displayed in an extra windows and can be checked.
The submenu you reach with clicking right on a name allows you to change the transponder number too.
Online-Races can be published on MyRCM.

9.14 Transponder black list

The program is now equipped with a black list of stolen transponders. The transponder 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

The care of the inventory data is one of the most important things for a database. The inventory data has to be up to date and complete as much as possible. It is much easier to run events in the future, if the data of the sections, of the rules, of the organizer and so on are completely registered.

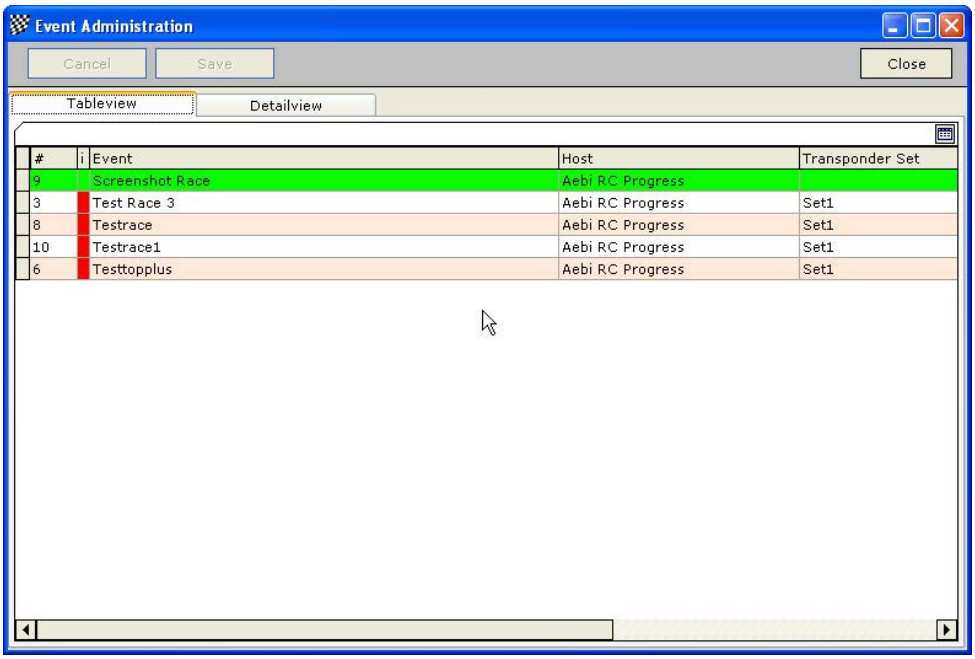


Through the inventory data menu the following functions for the administration is available:

* 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 teams, this is a optional information to associate a driver with a team.
* Edit or create the personal data of the drivers.
* Edit or create a section. It is mandatory that you have sections combined with a 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.
* Edit and create point schemas for use with the championship editor.
* Edit and create a certain starting order.
* Edit and create constants like country codes, frequencies and associations.
* Archive the personal data.

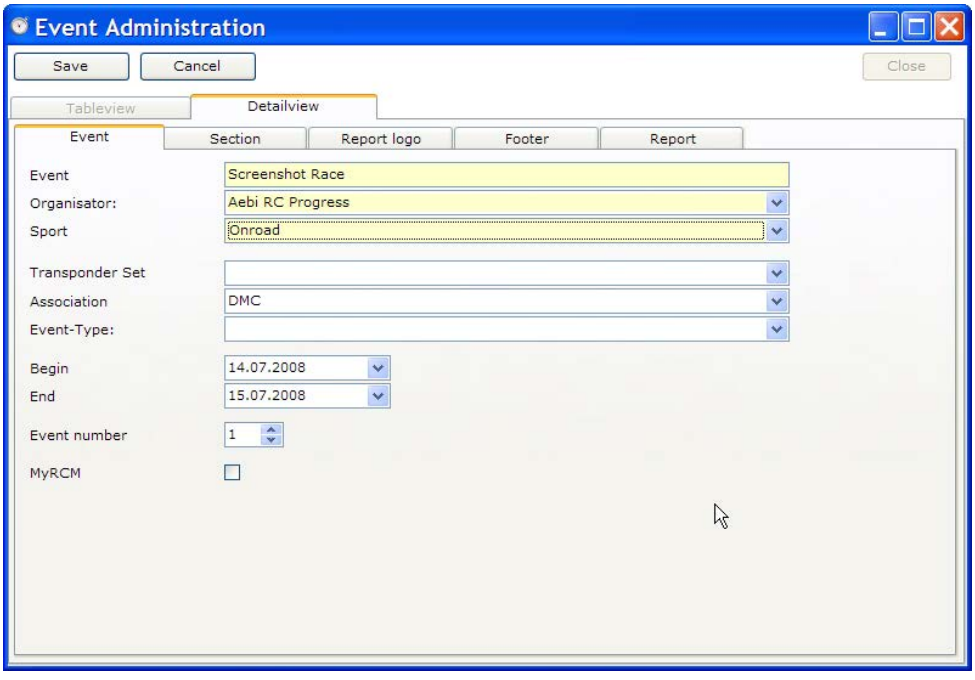
10.1 Events

The event window displays all events, which have been run sometimes with this program. 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

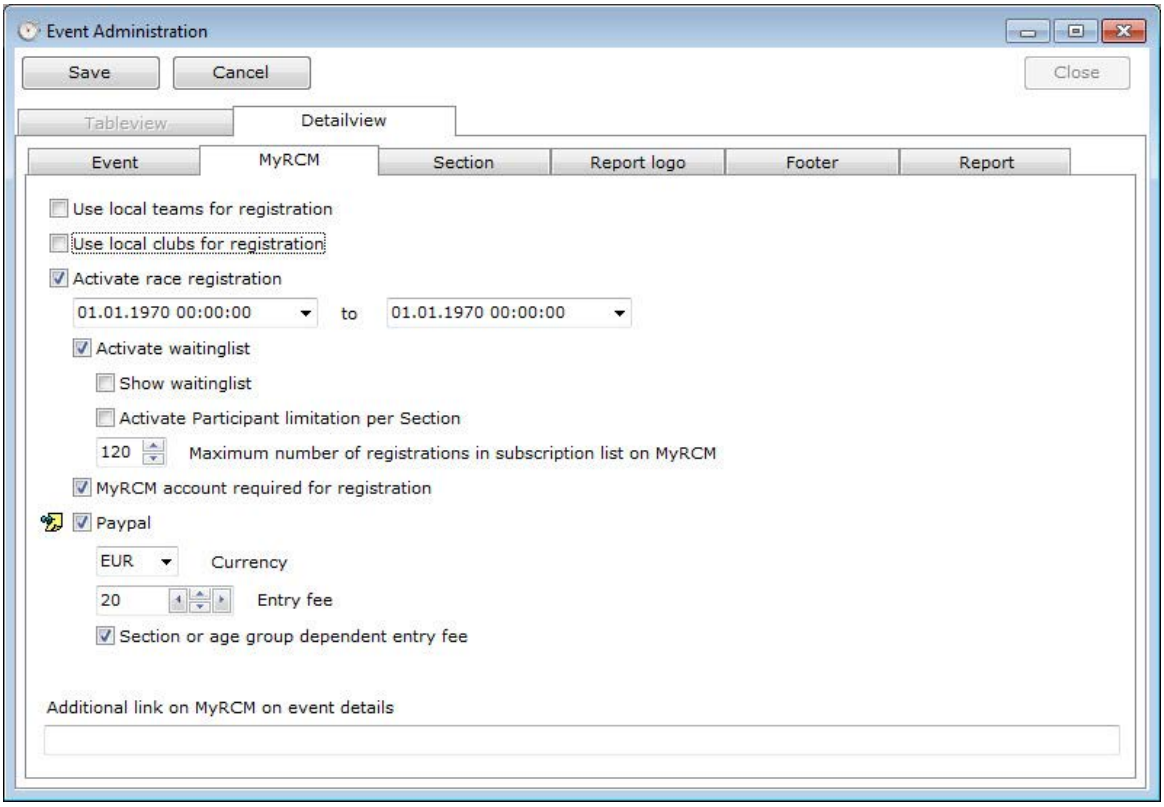
Double clicking on the event or using the detailview tab shows the detailed data of the event.
Event: This is the title of the event. Do not use the date or the different sections you run. This is the general name of the event.



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.
MyRCM: Has to be activated if the event will be published on MyRCM. If this is activated, the event will automatically published on MyRCM. All results, information etc. will be uploaded. Further settings are not necessary. The action is displayed in the footline of RCM Ultimate at Message Queue. In detail: 1st value: messages in the queue, which needs to be transferred, 2nd value: failed message transactions, 3rd value: rejected message transactions, 4th value: accepted message transactions.
Please note: If MyRCM will be deactivated, the event will disappear on MyRCM. So if an event should be published on MyRCM, this must be activated for ever.

10.1.2 Details on MyRCM

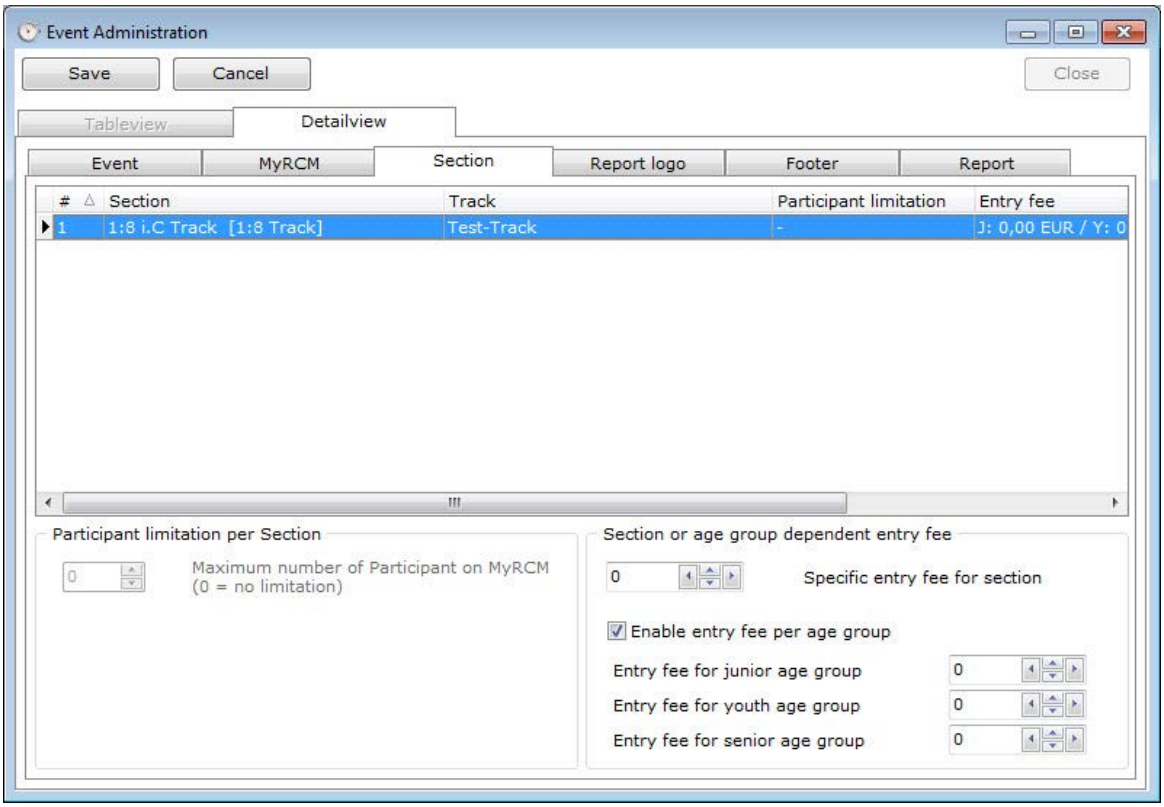
Publish event on MyRCM: If the time keeping computer have access to the internet and you want to publish the results on MyRCM, this feature should be activated. Please note, that in Settings/WWW an ftp-connection must be enabled.



Further on you can select several information:
Use local teams for registration: The name of the team is compared with the local entered team names
Use local clubs for registration: The name of the club is compared with the local entered club names.
Activate race registration: The registration on MyRCM is activated. You can determine the time period who long the registration is active on MyRCM. You can enter the day and the time. You can also activate a waiting list and you can say how many registrations are accepted.
With „Activate Participant limitation per Section“ the number of drivers in the sections can be limited. This limitation has to be entered under the tab „Section“.
Finally you can select whether a MyRCM account is necessary for the registration or not.
In addition it is possible, to activate the payment of the entryfee via Paypal. This feature must be enabled by RC-Timing separately. The amount can be adjusted to 0,05 by using the up and down arrows.
Here you can define, whether the entry fees should be different for the sections and age groups.
Below you can enter an additional link which will be showed at the event details on MyRCM. This can be used for example for the invitation.

10.1.3 Details of the section

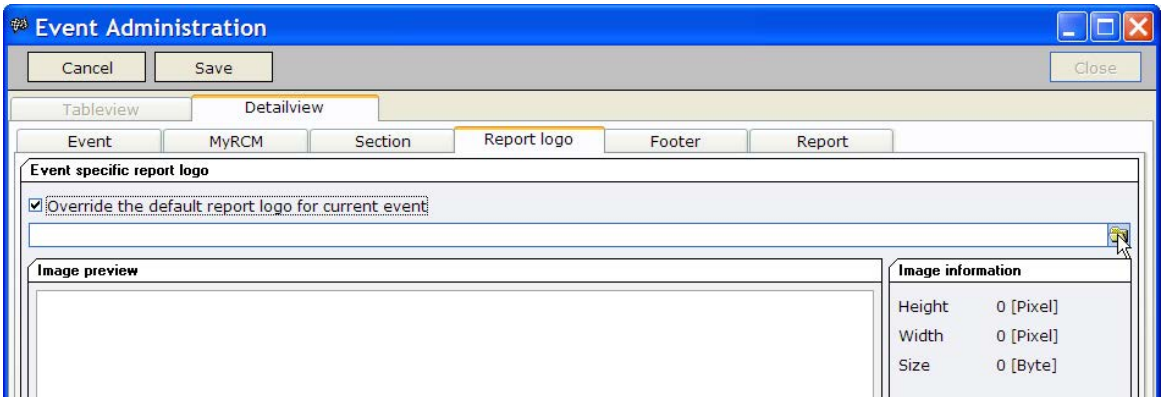
Clicking on the section tab shows to you all sections of this event and on which track the section will be raced. Here you can only change the track. Double clicking on the section allows you to choose the track (if more than one track is assigned to the organizer). Adding or deleting sections can only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



Below you can enter the maximum number of drivers in this section as well a the entry fee for this section and different entry fees for the age groups. The amount can be adjusted to 0,05 by using the up and down arrows.

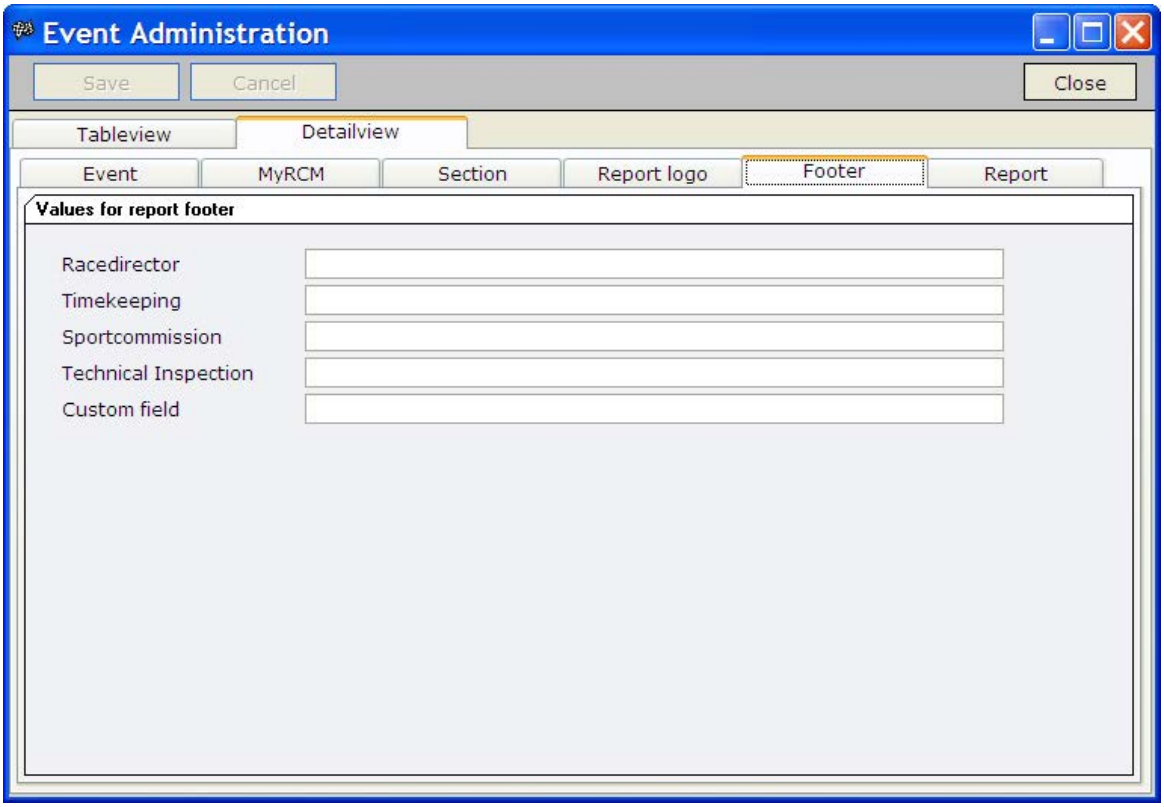
10.1.4 Details of Report Logo

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.



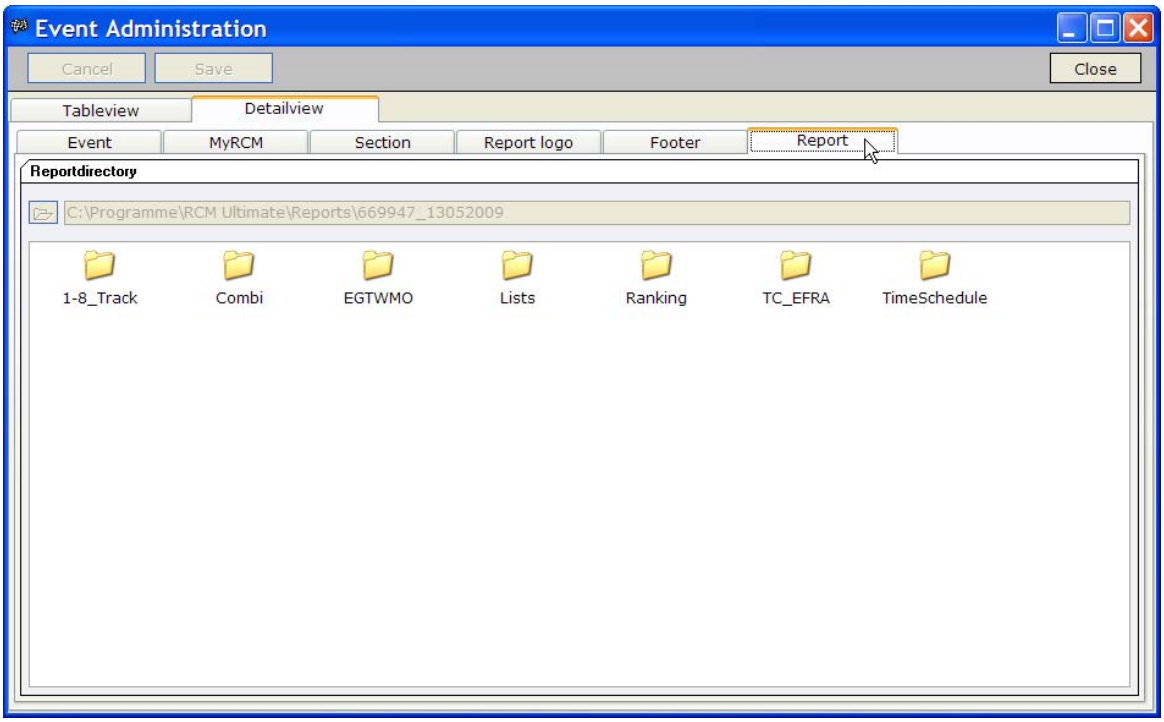
10.1.5 Details of Footer

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.



10.1.6 Details of the reports

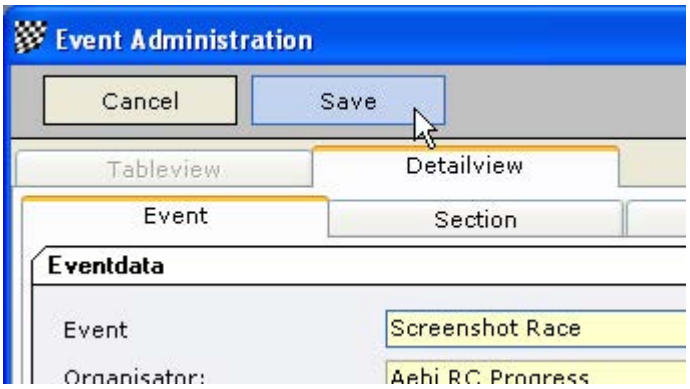
The report tab shows you the folders where the reports are saved. There is one folder for each section. The folders are used like in the Windows Explorer. If you have a web browser installed on your computer you can view the reports by double clicking on the file.



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”.

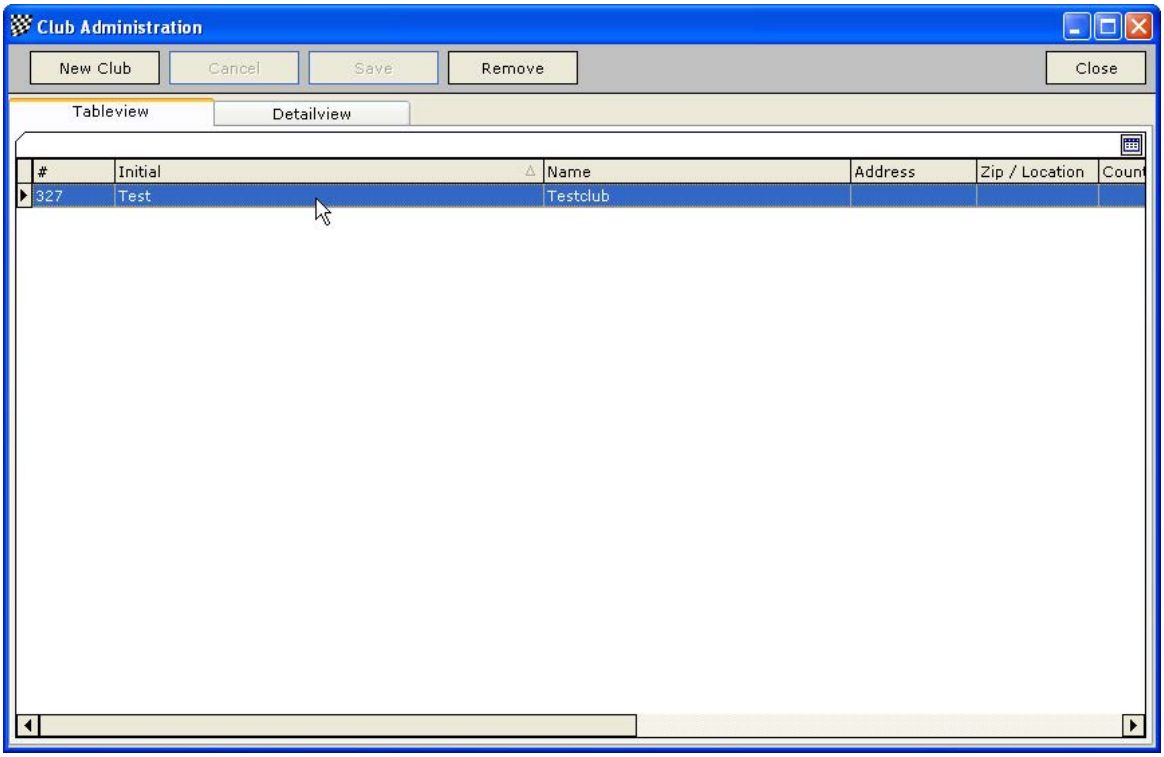
10.1.7 Save

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

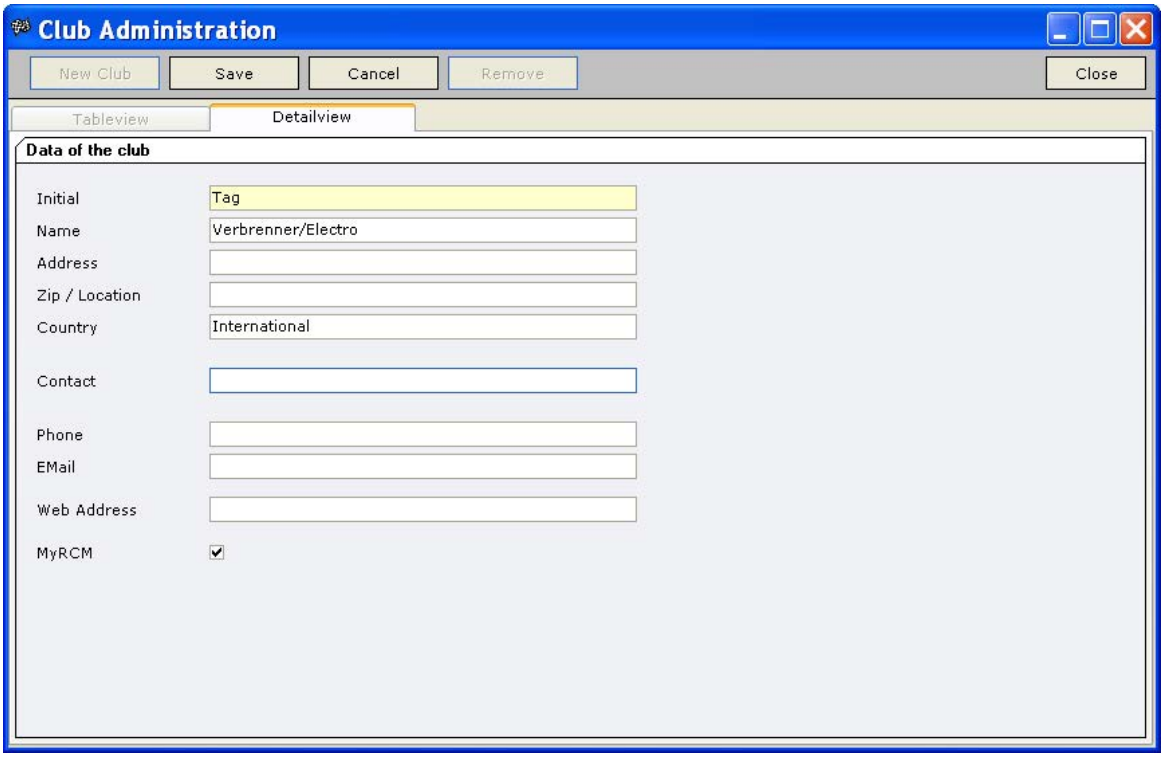


10.2 Clubs

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.



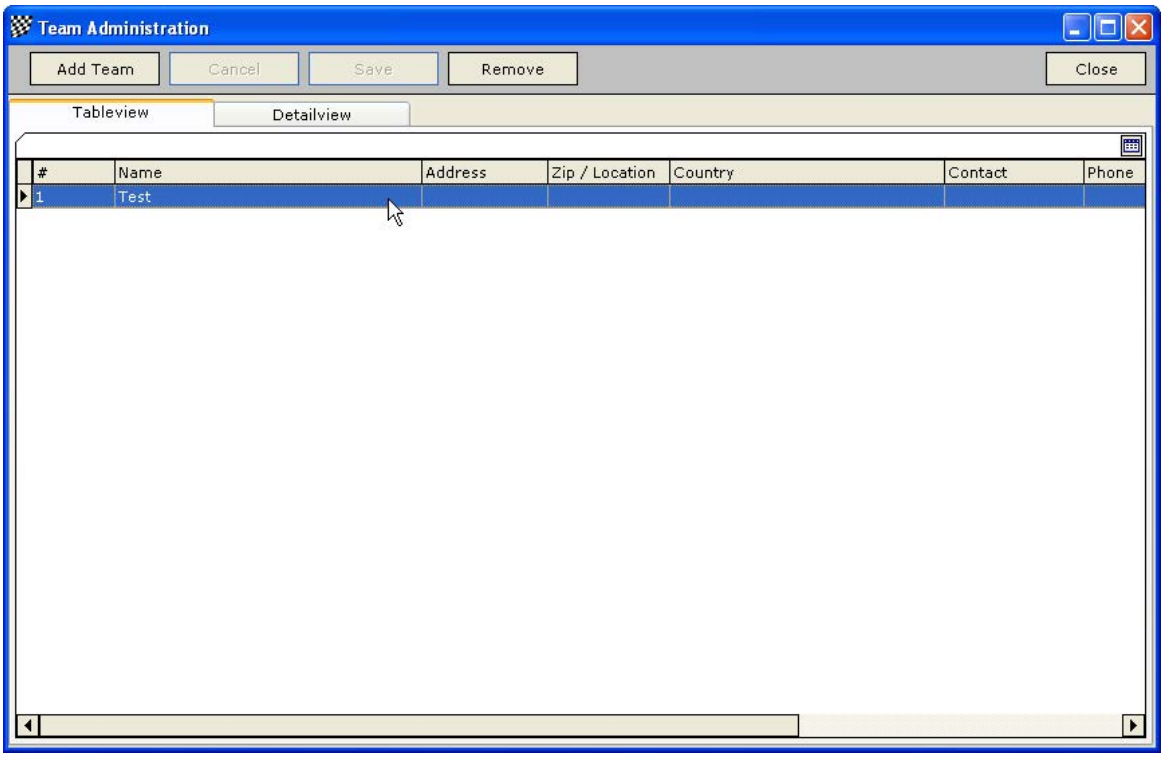
For a club you can enter the name, a nickname, the address, a contact person, telephone number, email-address and website.



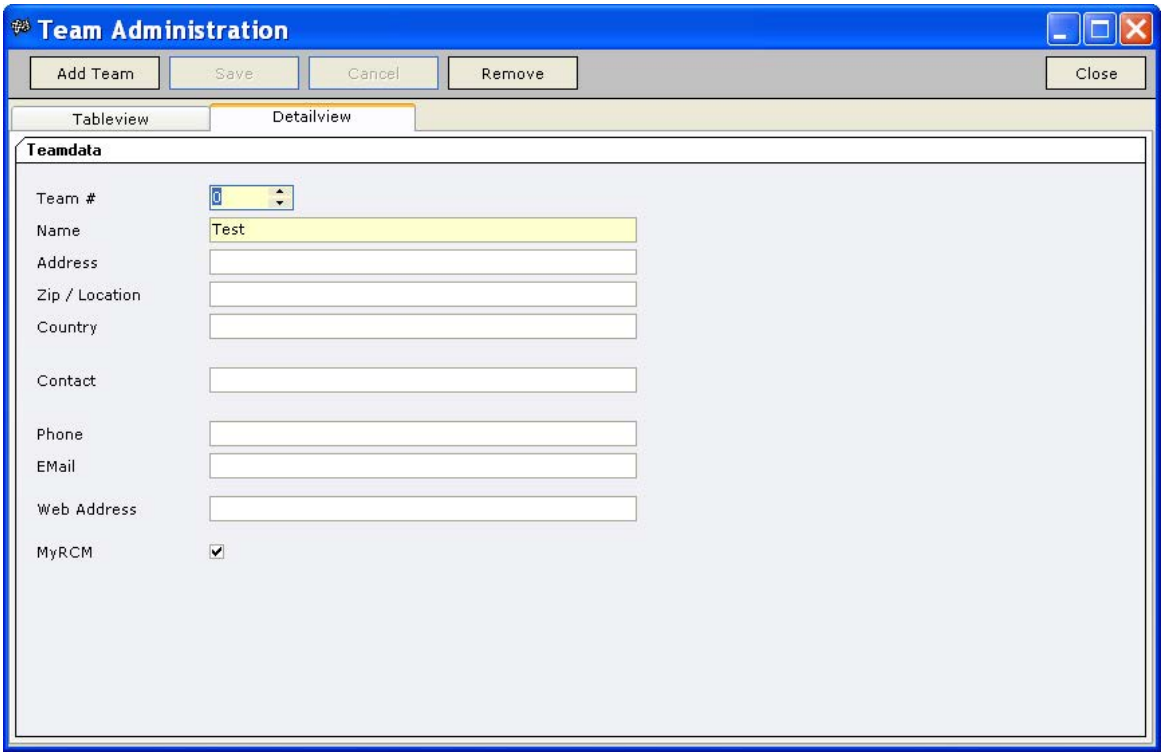
If MyRCM is activated, this club will be used at the registration on MyRCM if at the event the use of local clubs is activated (in the tab MyRCM).

10.3 Teams

The team menu shows you all teams which are stored in the database. You can change the data, add a new team or delete a team. The team data is only mandatory, if you use the teamcup-features. If you have entered information of a team, you can assign the team to a driver.



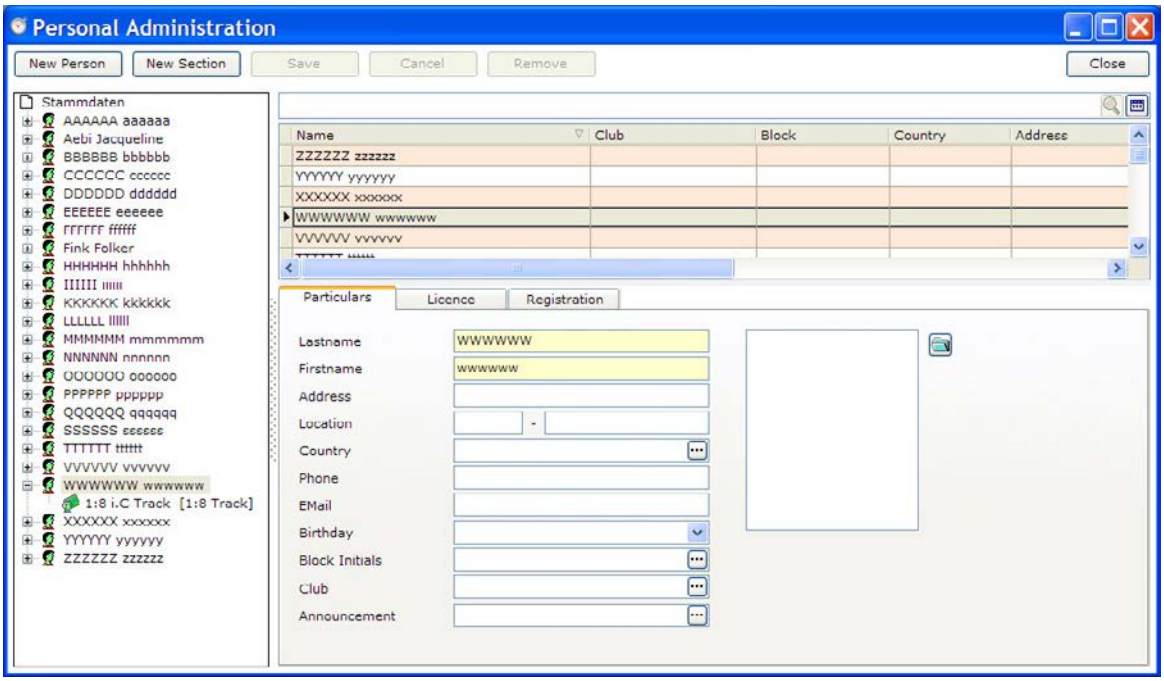
For a team you can enter the name, a nickname, the address, a contact person, telephone number, email-address and website.



If MyRCM is activated, this team will be used at the registration on MyRCM if at the event the use of local teams is activated (in the tab MyRCM).

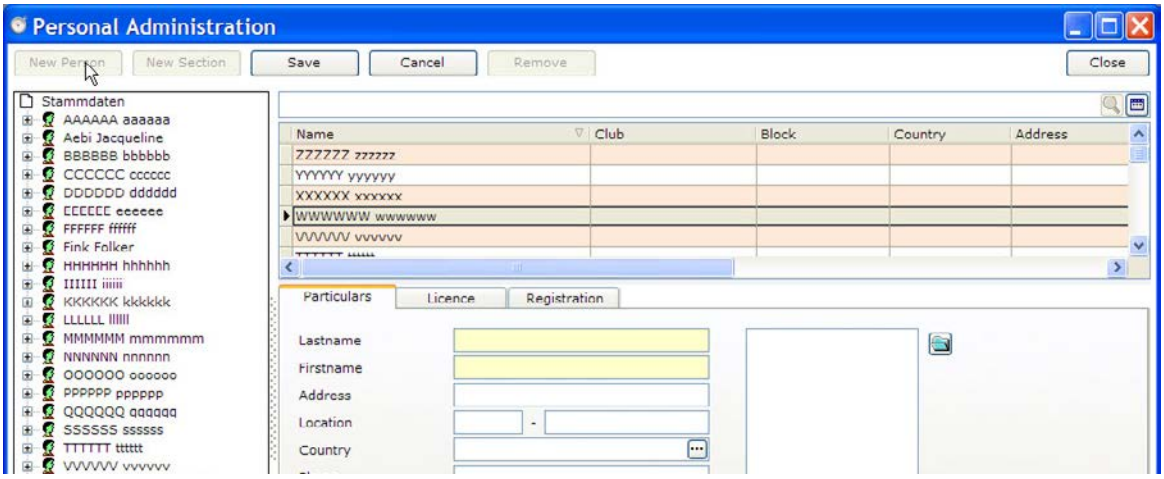
10.4 Persons

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



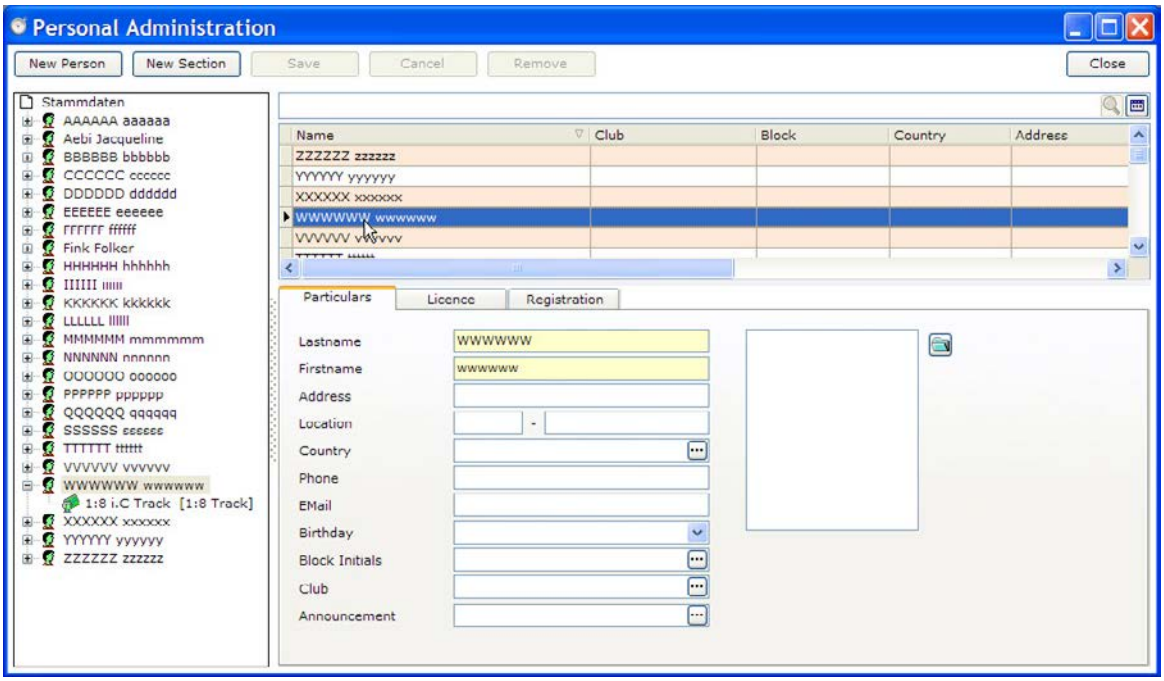
10.4.1 Personal data

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 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.

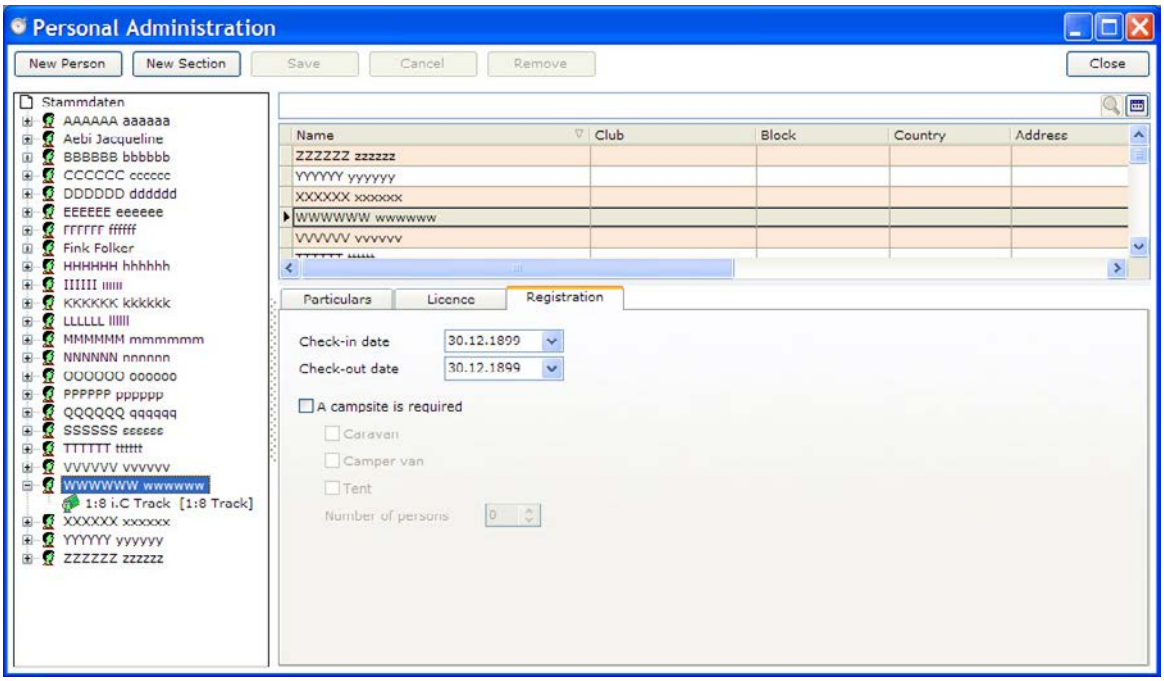
The pilot data in the lower part of the right column is divided in two parts: The particular tab shows all personal data.



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. In the field announcement you can load a filename which is used, if the drivers name should be announced.
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.

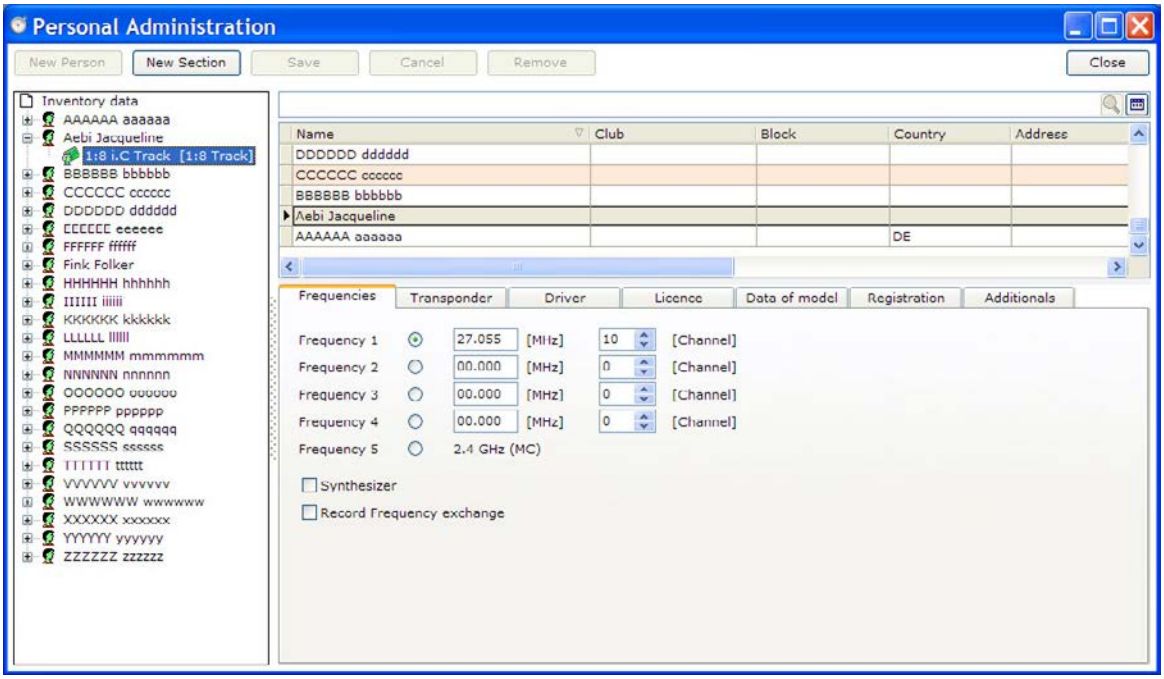
Please note, that you have to save all changes before moving to another person.

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



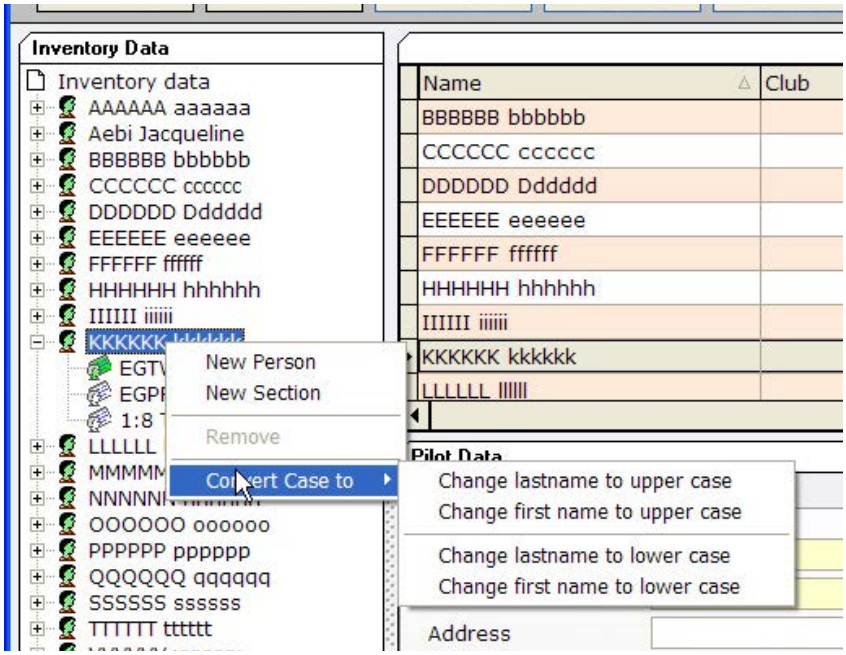
10.4.2 Section based personal data

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.



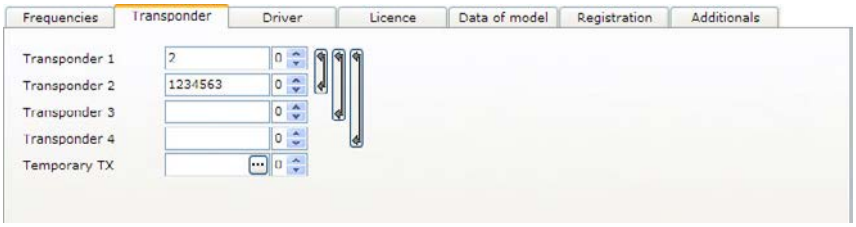
You can also use the new section button on the top of the window. If you mark the persons by clicking while holding the Ctrl-Key pressed you can assign a section to all highlighted persons. Clicking right on a section of a driver you can adopt the data of another section. Deleting a section from a driver 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 uppercase characters. Further on you can undo the changing to uppercase characters.

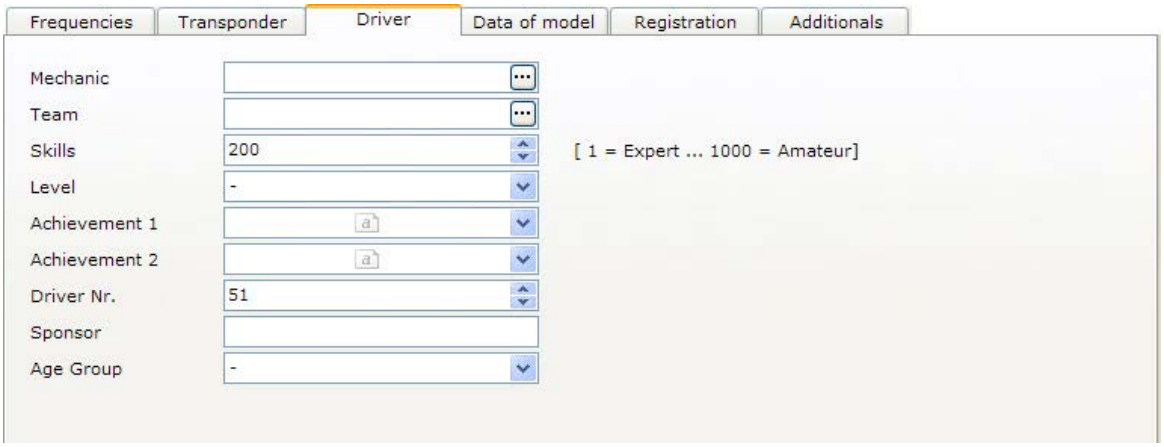


If you click on a section of a driver, you will see the section data related to that driver on the lower right column. Frequencies, transponders etc. can be entered for this section.

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.

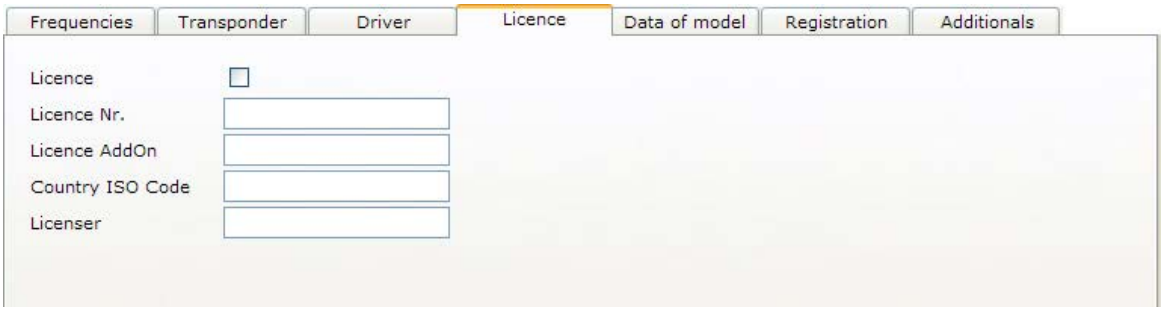


The transponder tab allow you to enter four personal transponder and one temporary transponder. The box temporary transponder will be used for the hand out transponder of your club. The temporary transponder is exactly the same as the personal transponder, but RCM Ultimate offers a subroutine to delete 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 he CarID of the new AMBrc4 transponders.
The data under the driver tab are optional, but can make the race organization easier and contain further information:

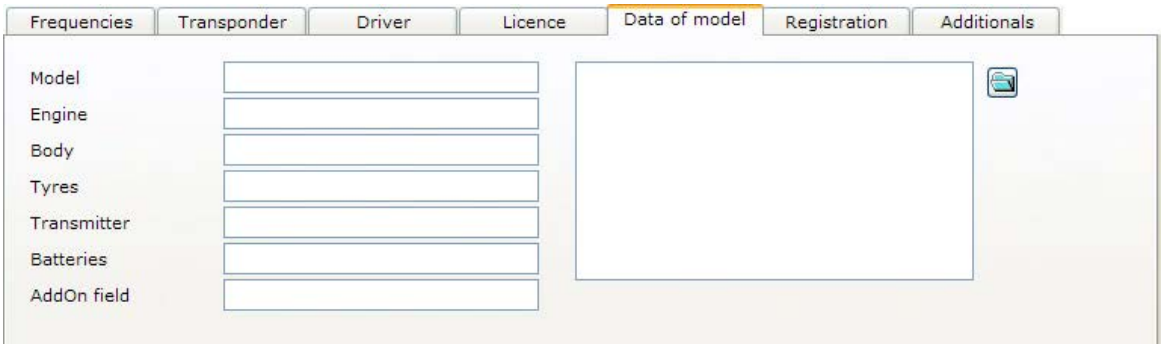


Mechanic: If another driver acts as a mechanic for this driver, you should enter here the name of the driver. RCM Ultimate avoids to arrange these both drivers in the same group.
Team: If you use the teamcup-functions, the team must be entered here.
Skills: RCM Ultimate supports performance categories. You can enter a value between 1 (Expert) and 1000 (Amateur). The skill can be used for the arrangements of heats.
Level: You can organize the drivers of a section into different levels. This can be used for the heat arrangement as well as the final ranking lists. Just select the level from the list.
Achievement 1 and 2: Here you can enter good results of the driver.
Sponsor: This is for information only.
Age group: here you can enter the age group for the driver in this section. The definition can be selected from default values.

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

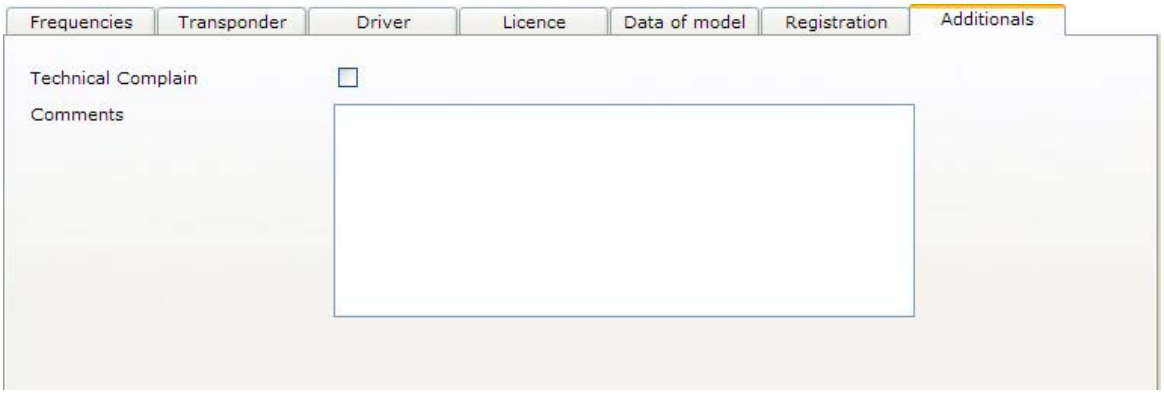


The tab Data of model allows you to enter information about the products used by the driver. Information about the car, engine, body, tires, transmitter and batteries can be entered. In addition you can save a picture of the car. The format of this picture should be: 260 x 140 pixel, 96 dpi, bmp- or jpg-format.



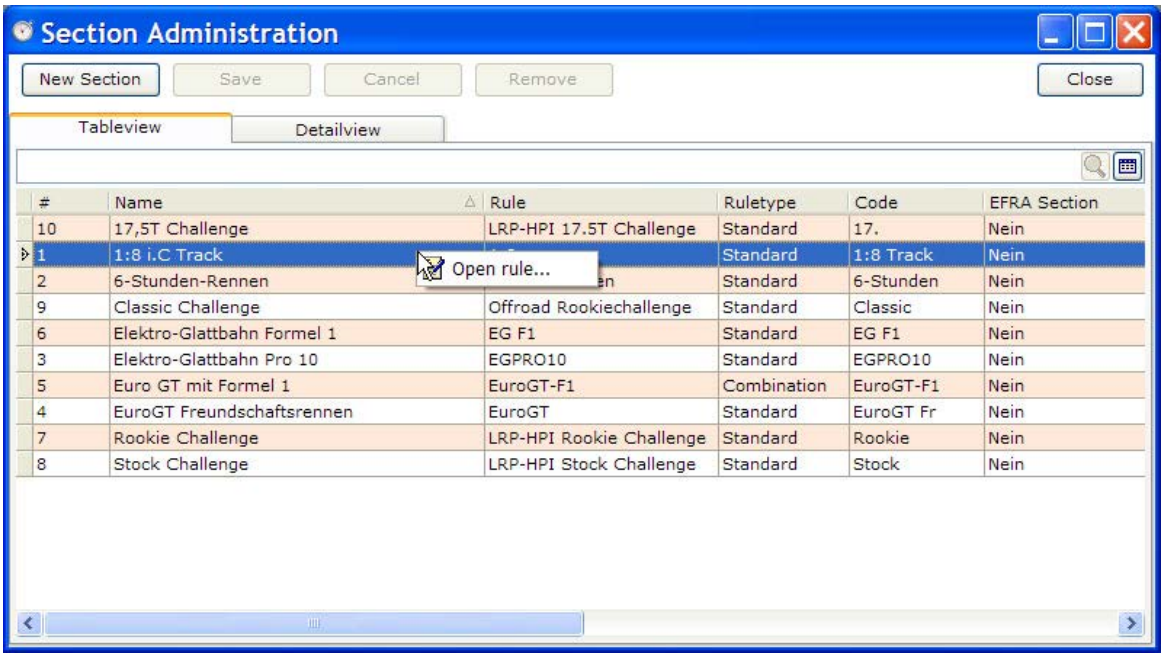
Under the tab Registration you can enter if the entry fee has been paid or not. Further on the amount of the entry fee paid can be entered.

Under the tab additional you have the possibility to enter technical complaints with a comment.



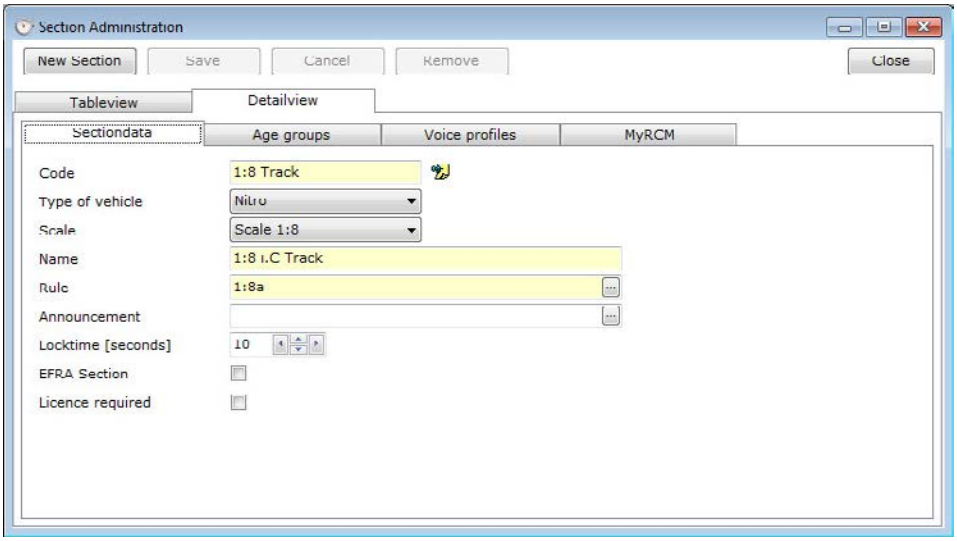
10.5 Sections

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.



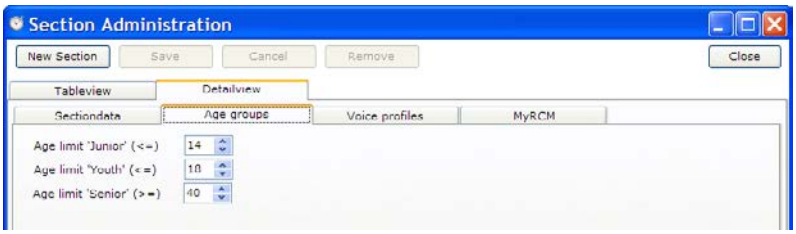
#	Name	Rule	Ruletype	Code	EFRA Section
10	17,5T Challenge	LRP-HPI 17.5T Challenge	Standard	17.	Nein
1	1:8 i.C Track		Standard	1:8 Track	Nein
2	6-Stunden-Rennen		Standard	6-Stunden	Nein
9	Classic Challenge	Offroad Rookiechallenge	Standard	Classic	Nein
6	Elektro-Glattbahn Formel 1	EG F1	Standard	EG F1	Nein
3	Elektro-Glattbahn Pro 10	EGPRO10	Standard	EGPRO10	Nein
5	Euro GT mit Formel 1	EuroGT-F1	Combination	EuroGT-F1	Nein
4	EuroGT Freundschaftsrennen	EuroGT	Standard	EuroGT Fr	Nein
7	Rookie Challenge	LRP-HPI Rookie Challenge	Standard	Rookie	Nein
8	Stock Challenge	LRP-HPI Stock Challenge	Standard	Stock	Nein

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

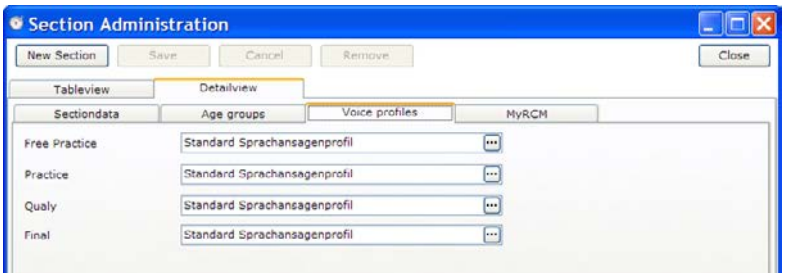


In the detail view you can enter the following data:
Code: Nickname for the section.
Type of vehicle: type of the car.
Scale: Please enter the size of the scale.
The sorting of the sections can be done by Drag&Drop in Listmanagement/Sections.
Name: Name of the section in detail.
Rule: According to which 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.

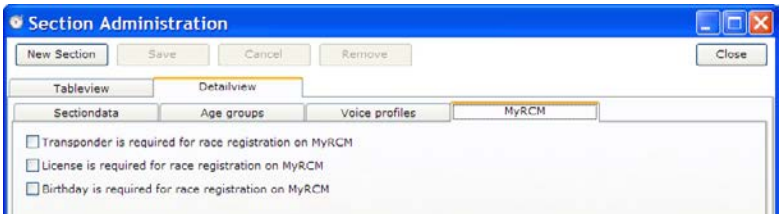
With the tab age groups you can set the limits for the different age groups.



Announcement: you can set an announcement file for this section, which is used for the call of a heat of this section.



Under the tab “voice profiles” you can define profiles for the announscements. Just click on the 3 points at the end of the field and select the profile you need. The profiles have to be set under Racemanagement-Messages-Announcement.

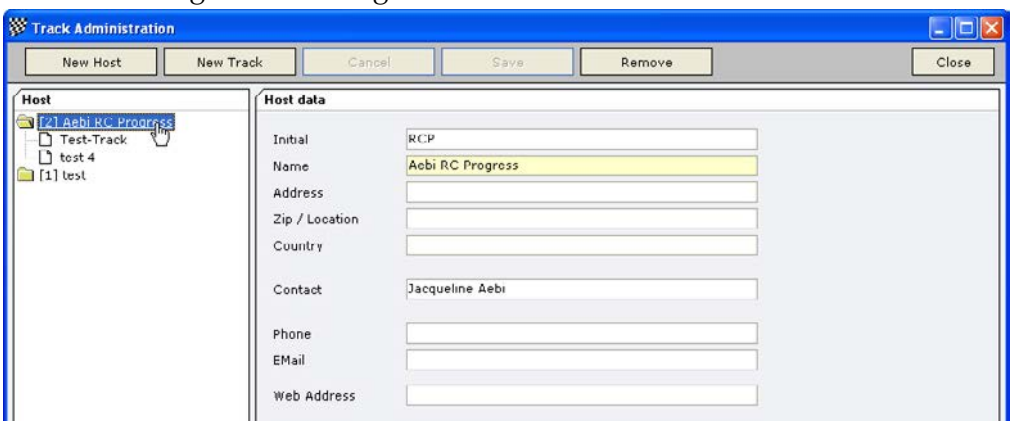


Under the tab „MyRCM“ you can set some defaults for the race registration on MyRCM:
Transponder is necessary for the race registration on MyRCM: If this is activated, a transponder number must be entered.
License is necessary for the race registration on MyRCM: A license number must be entered.
Birthday is necessary for the race registration on MyRCM: The birthday must be entered.

10.6 Organisator - tracks

10.6.1 Organizer

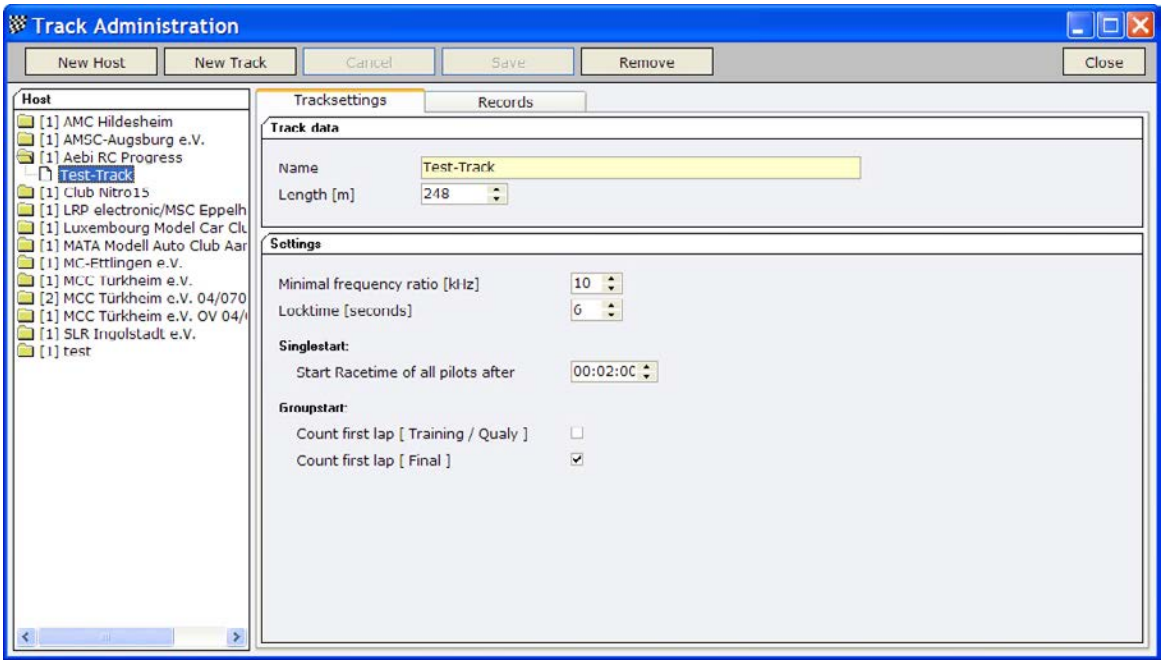
Organizer are the clubs or persons hosting an event. It is important to have at least one track assigned to an organizer.



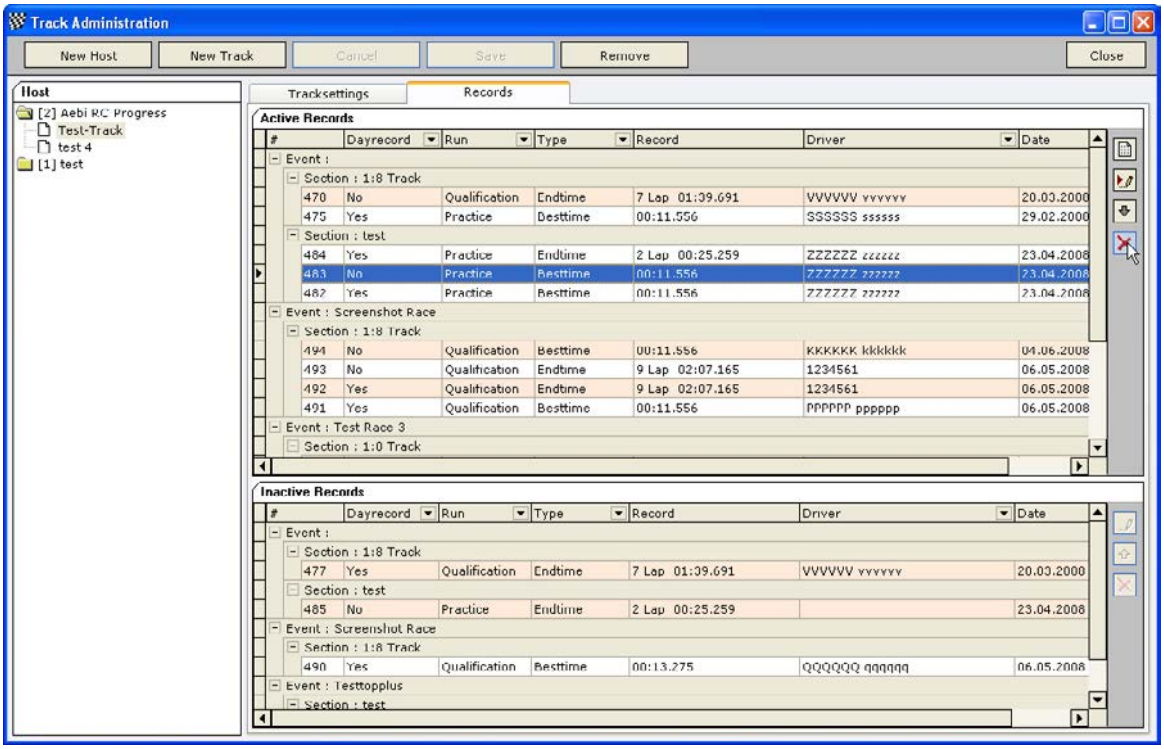
In the left column of the window all organizer are displayed. The number in brackets is the number of the tracks of an organizer. To see the details of an organizer just left click on the name in the list. To create a new organizer use the new host button on the top of the window. At least you have to enter a name - the other fields are not mandatory.
Remark: Without organizer and tracks it is not possible to create an event.

10.6.2 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. This will assign a new track to a organizer. Left clicking on a track will display in the right column the details of the track.

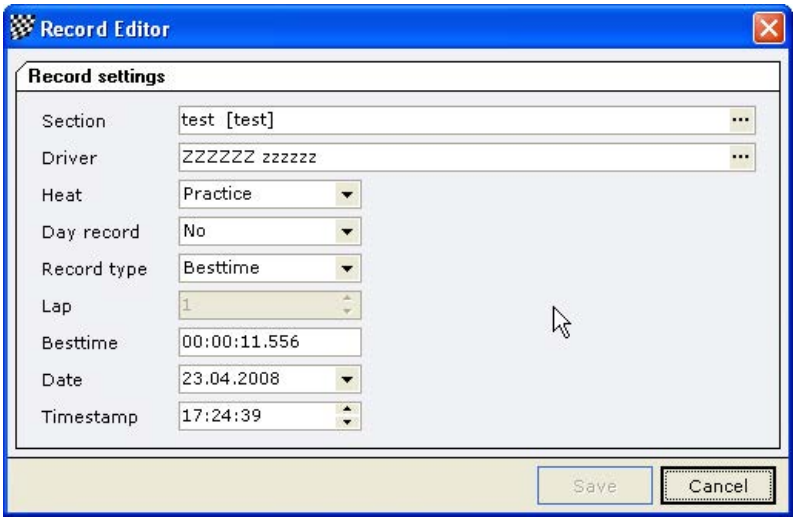


The length of the track is only for information but the minimal frequency ratio is used for the arrangements of the heats and to detect frequency conflicts. Also important is the locktime for the time keeping to avoid very short lap times.
Singlestart: Start racetime of all pilots after : Here you can 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 of not.
Whether the first lap is counted or not depends on the track and is only valid for groupstarts. Counting the first lap can be set different for Practice/Qualification and Finals.
With the Records tab the saved records of the track are displayed.



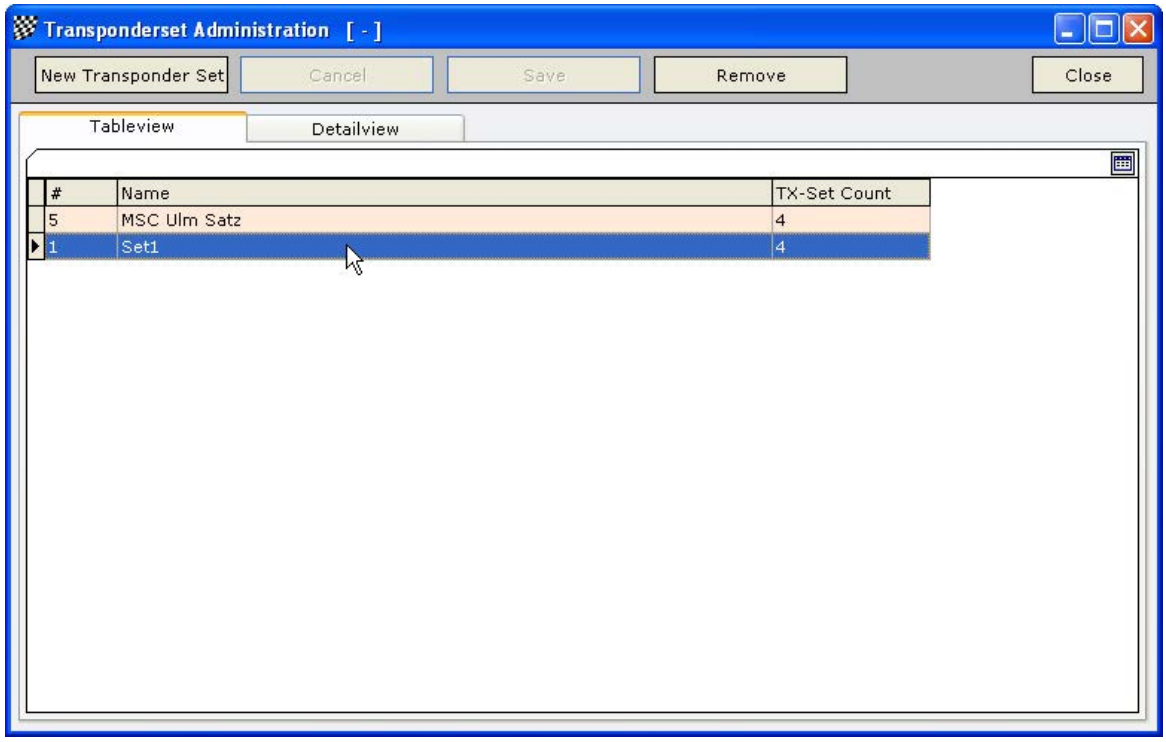
In the lower part of the right column the historical records and in the upper part the actual records are displayed.
Remove a record: You mark the record in the upper or in the lower list and click on the cross-button right of the table. It is possible to select multiple lines.
Deactivate records: You should preferable use this function instead of removing records. Mark the record in the upper list and click on the arrow down button right of the list. This moves the record to the list of inactivate records. If in a race new records have been run, RCM Ultimate sets the old records to inactive and adds the new records to the active records list.
To reactivate a record from the inactive records list mark it in the list and click on the arrow up button right of the list.

Further on you can edit the records as well as add new records. If you want to add a new record, click on the notepad-button on the left and the input dialog for the new record appears. If you want to edit a record, click left on the report and then click on the pencil-button on the left. The details of the record will be displayed and you can edit these.

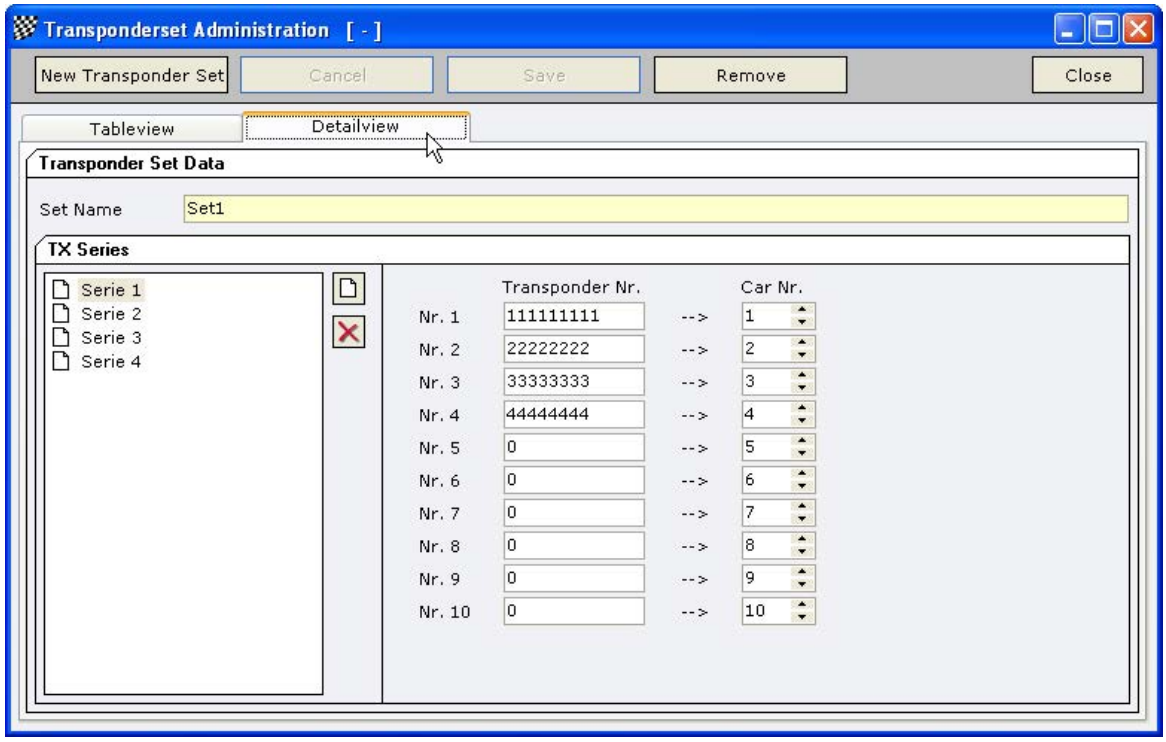


10.7 Transponder

Here you can enter the club transponders for hand out to the drivers not having a personal transponder.



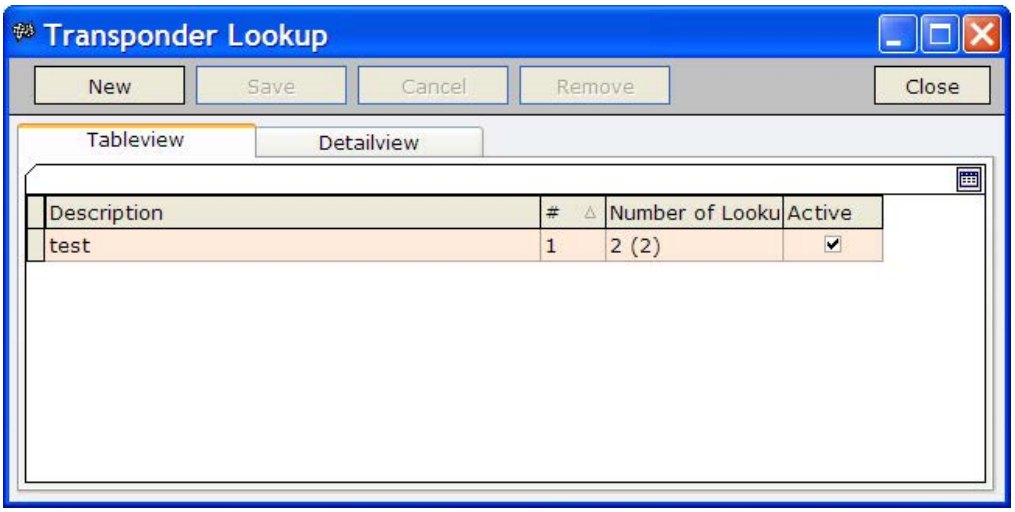
First you have to create a new set using the new transponder set button. After that you have to give the set a name.
Using the detail view tab you can enter the transponder numbers in sets of 10.



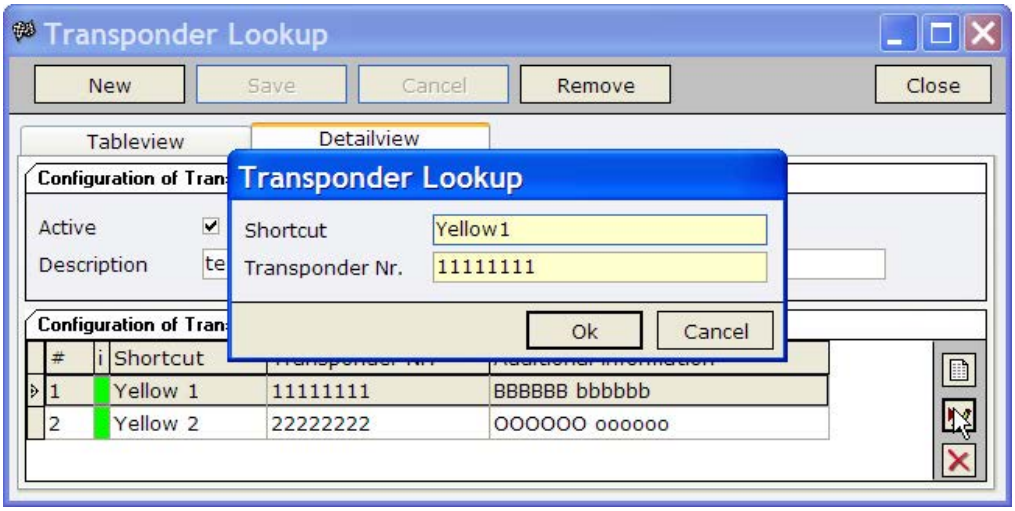
Default is one series. You can add a second series to your set by clicking on the “memo-pad” button (upper button just right of the windows where the series are listed). Please save your work before closing this window.
The transponder set marked green in the table view is the active transponder set. Please save your work before you close this window.

10.8 Transponder Lookup

This function is very helpful, if an organizer gives his own transponders to drivers, which do not own a transponder. First of all you have to enter the transponders available. The transponder are organized in sets.



Click on the button „new“ and the detailview is opened. Here you can enter a description for the transponder set. With the field “Active” you can determine whether this set is used by this function or not.
The transponder are handled with the 3 buttons on the right side of the window. With the button on top a new transponder is added. With the button in the middle the settings for this transponder can be changed. A transponder is deleted with the lowest button.
For each transponder you can set a shortcut (for example “Yellow 2”). This will be printed on the reports. Further on you have to enter the transponder number.



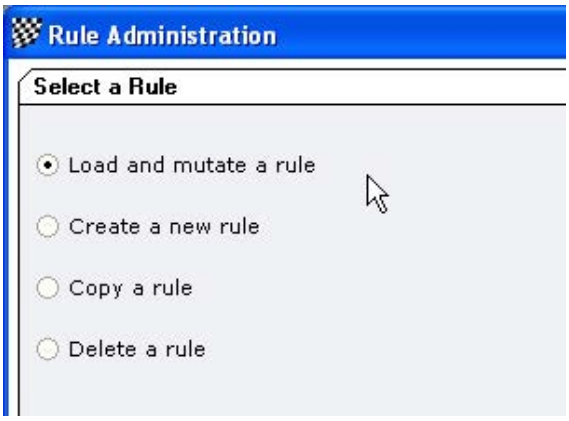
If the Lookup is activated under Settings/Timekeeping/Arrangement and you make an heat arrangement, RCM Ultimate automatically assigns a transponder lookup to that drivers, which have not yet an assigned transponder. The transponder is inserted in the field “Temporary Transponder”.
The transponder lookup can also be entered directly in the drivers data. 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.

10.9 Rules

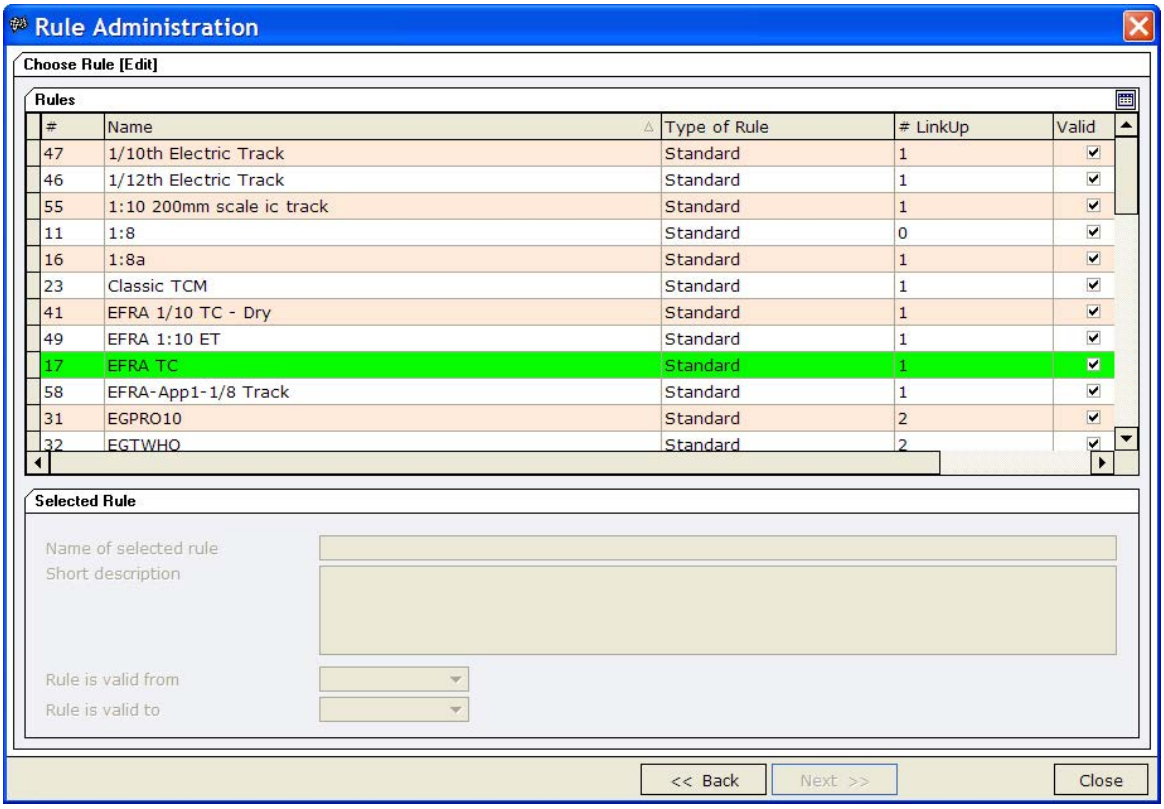
A rule describes the sequence of the practice and qualification heats as well as the finals. It is the most important configuration for the race procedure. We recommend to use one rule for a section. Even if two sections are using the same rule it is recommended to use two rules.
The rules include information on the number of drivers per heat, the race times, the scoring of the results and the move up in the finals. The setting of a rule is also used to generate the time schedule. A wizard leads you through all definitions of the rule. But it is important, that you know the rule exactly and check your inputs carefully.

10.9.1 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.

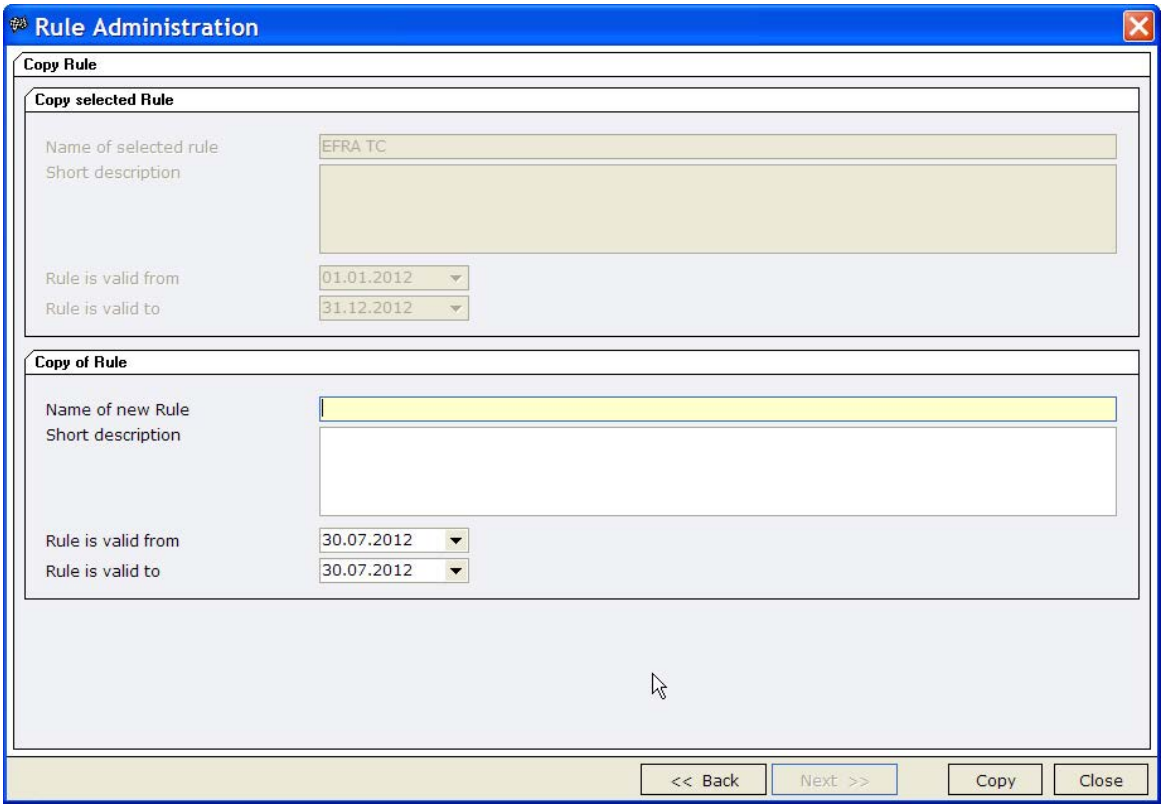


The selection leads you to window with a table of all existing rules. Left click on the rule and click on the next-button.

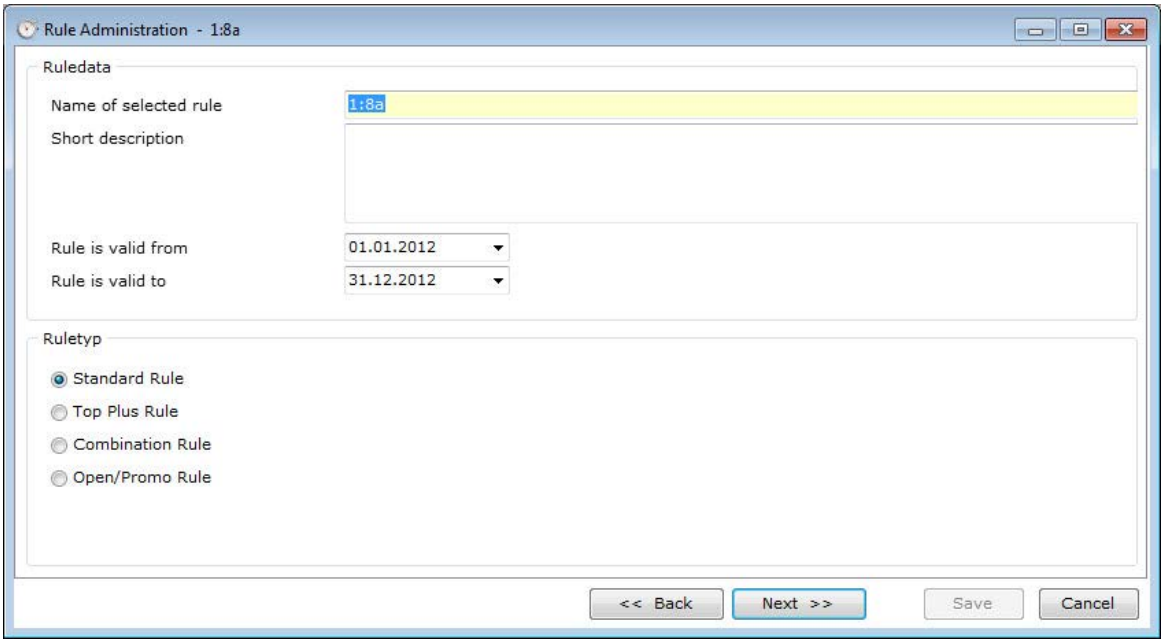


Load and mutate a rule: You can select a rule and change or check this rule. If you change the name of the rule, the name will also be changed in all sections assigned

to this rule.
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.

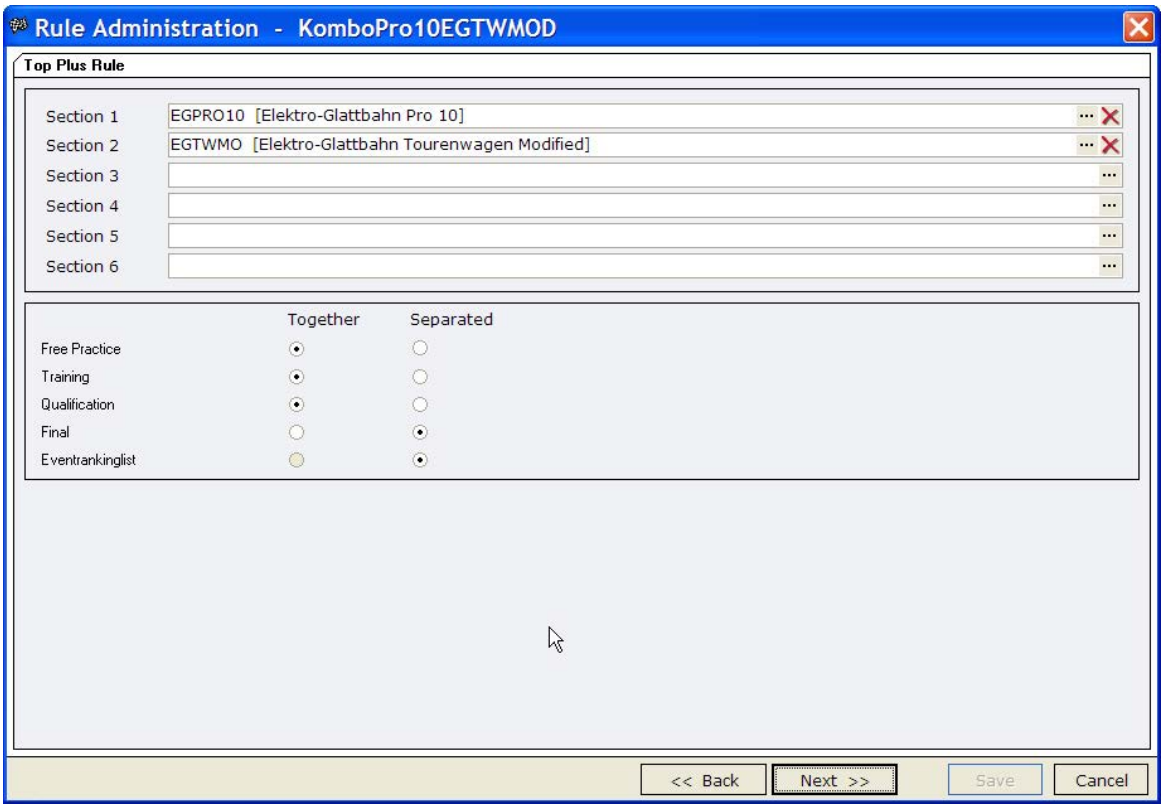


When copying a rule, you have to type in the new name in the lower part of the window.
Delete a rule: the selected rule will be deleted. If you delete a rule, you can only execute delete after marking the rule. Before the rule will really deleted you will be asked once more, if you really want to delete the rule.

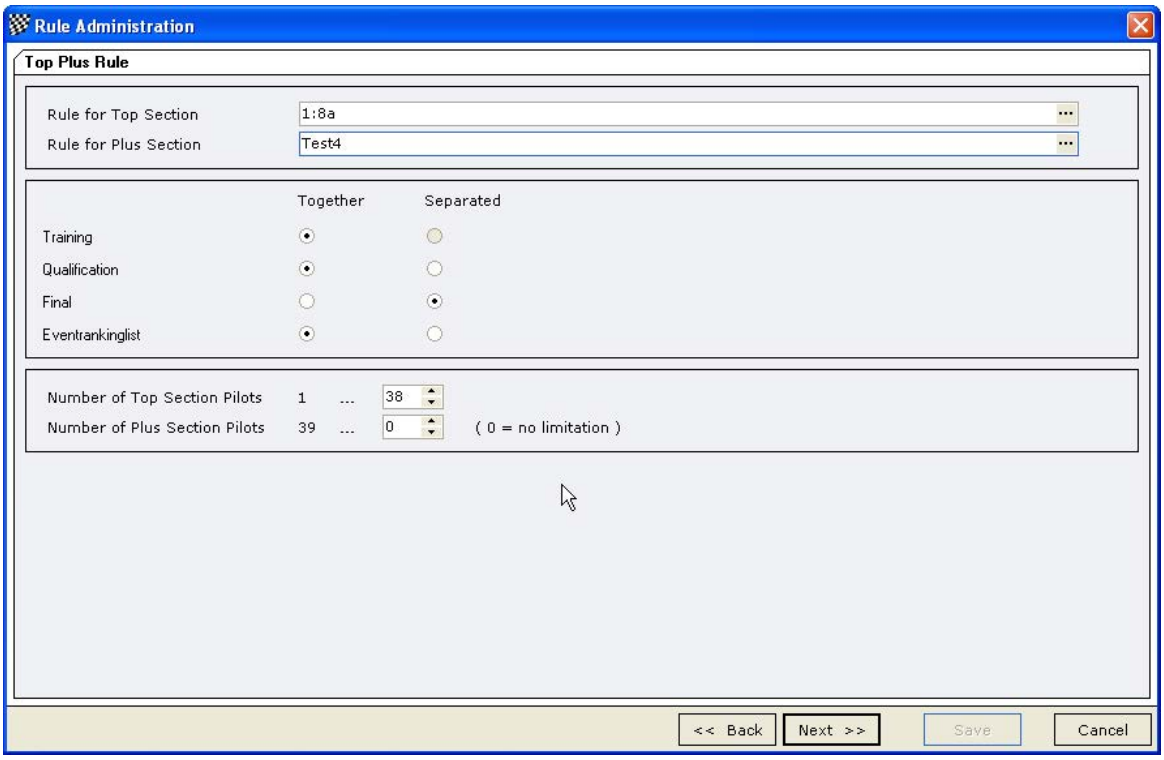


Create a new rule: First you have to enter a name for the new rule and you can configure the rule. Further you can set the time period for the validity of this rule. This is only used for your information.
There are three basic types of rules available: Standard, Combination and Top Plus. Standard is used if the rule is applied to all drivers. Combination means, that two or more sections can be raced together. You can define whether the practice,, the qualification and the finals are raced together. Top Plus means that the drivers are divided in two shares after practice or qualification (according to the ranking list). You can set different rules for the top drivers and the lower drivers.
To run several sections together please proceed as follows:
1. Set up the rules for the the separate sections.
2. Set up the sections for these rules
3. Set up a Combination/Open Promo Rule
4. Set up a section for this Combination/Open Promo rule
5. Add this section to the event. The subsections will be loaded automatically. The drivers have to be added to the subsections.

If you select Combination Rule a window opens where you can set the sections this rule is used for. You can define which heats will be run together. The settings for the heats run together are made as usual in normal rules.
Difference between the Open Promo rule and the Combination rule: The Open Promo rule works nearly identically to the combination except that only two sections can be combined and a driver is allowed to participate in the Open and the Promo section. In the printouts in the column of the section will automatically extended with one of the following notes: „-O“, „- P“ oder „-O + P“.



If you select Top Plus Rule a window opens where you can set the rule for the top section and the Plus section. You can define which heats will be run together. Further on you have to input the number of drivers for the Top section and the number of drivers for the Plus section.

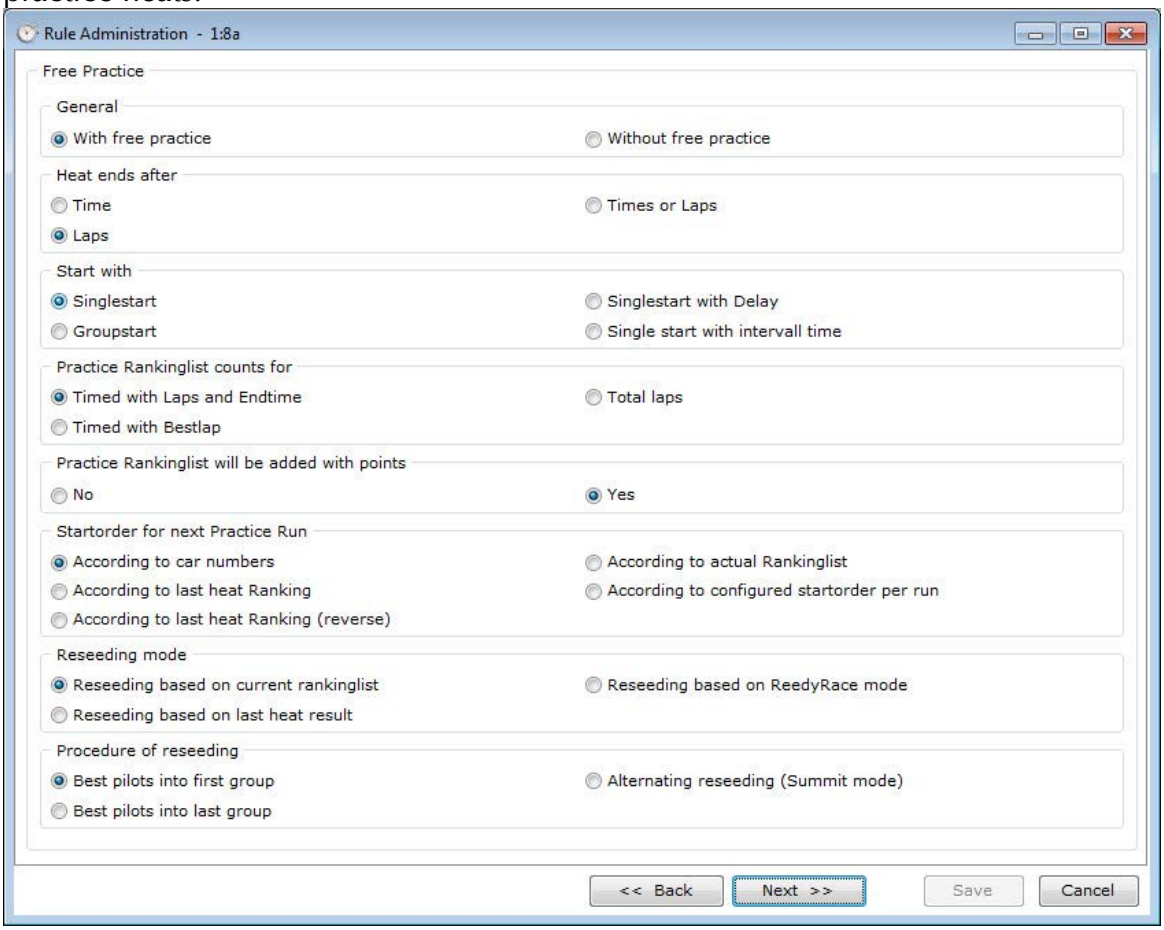


10.9.2 Validation of the rule

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

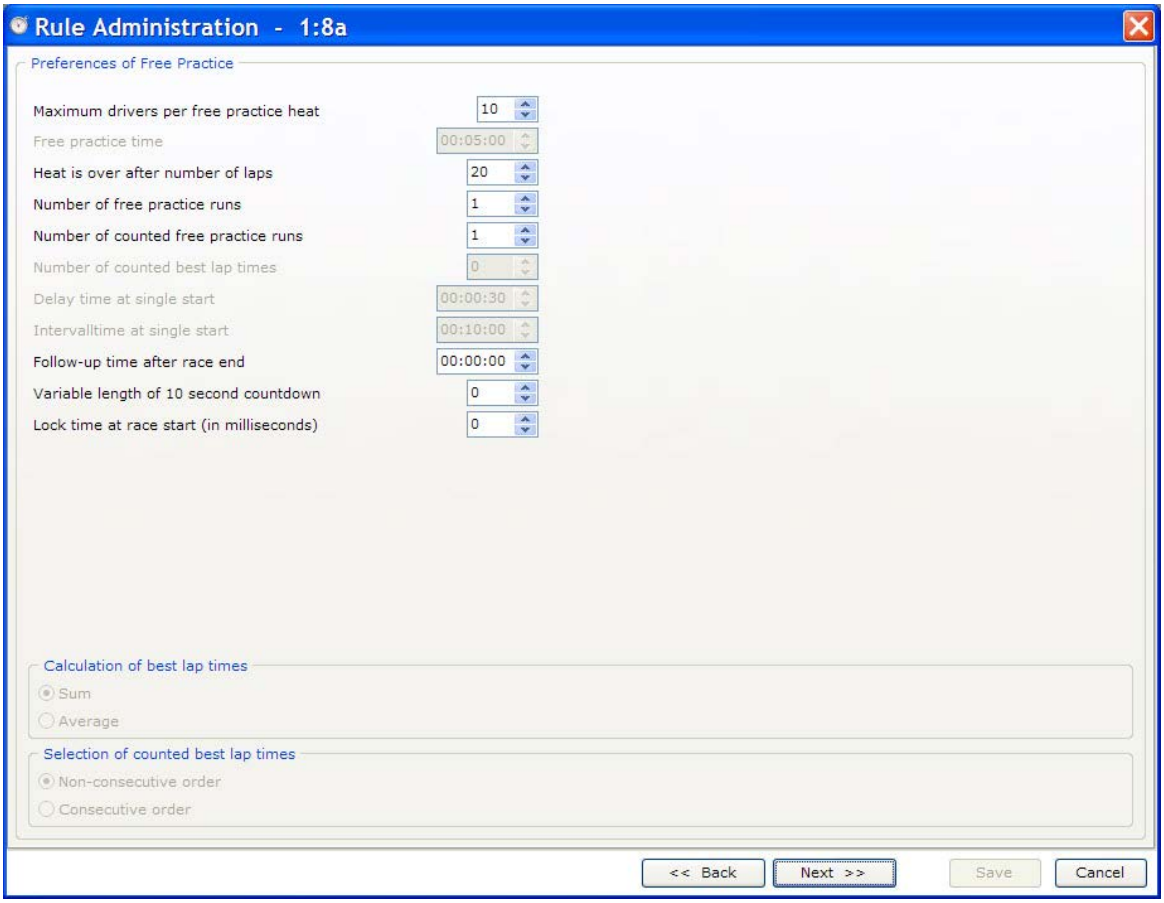
10.9.3 Free practice rules

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



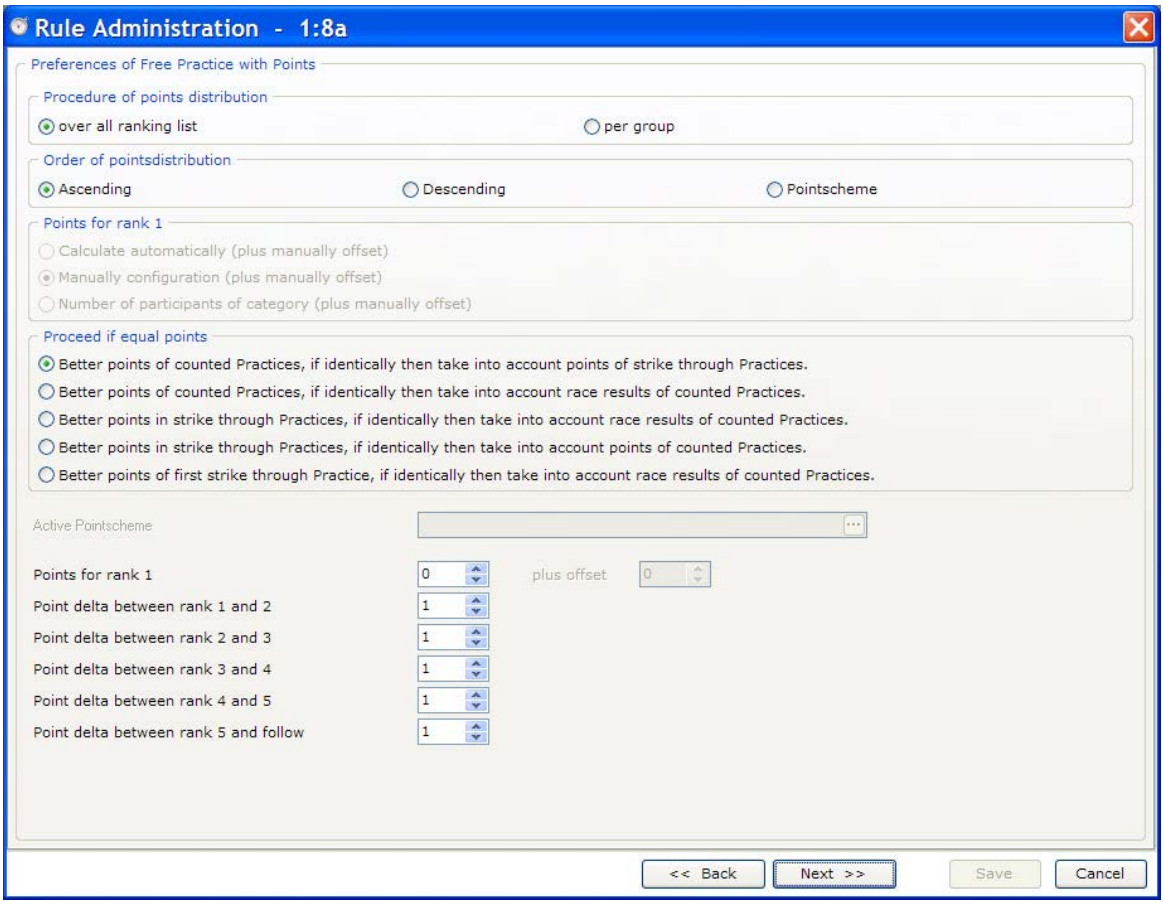
Heats end after: Time: The heats will be finished after a specific time. Times or laps: The heats will be finished after the number of laps or after the race time is over. Laps: The heats will be finished after a specific number of laps.
Start with: RCM Ultimates offers to you several start modes. Please refer to the chapter “start modes”.
Practice ranking list counts for: The scoring of the practice ranking can be determined by laps and time or by the best laptime of a driver.
Practice rankinglist 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 practice run: You can select whether the starting order is done according to the car numbers, according to the actual ranking list (overall ranking list), according to the result of the last heat or according to a configured starting order (this order can be set in the inventory data). According to last heat ranking (inverse). Starting order is according to the result of the last heat, but the slowest driver will start first, the fastest one last.
For the reseeding of the groups (with arrangement) several different possibilities are available. General criterias like “according to final rankinglist” can be activated as well as special rules like “Summit Race”, Reedy race”. The reseeding must be done in arrangements. The necessary settings for the Reedy race will be done in a later window.

Depending on the values you entered, you will be led to one or two more windows to enter more details for the practice heats.



Maximum driver per training heat: This is the maximum number of drivers in each heat used at the arrangement of practice heats.
Duration of Practice: time for each practice heat.
Heat is over after number of laps: If the heats are finished after a specific number of laps, enter the value here.
Number of practice run: Enter the number of rounds for the practice.
Number of counted practice run: Enter the number of the best heats being counted for the practice rankinglist. Setting to 1 means that only the best heat is counted, 2 means, that the two best heats are counted.
Number of counted best lap times: If you have selected, that the rankinglist is timed with bestlap, you can enter here the number of best laps to be counted.
Delaytime at single start: If you have selected “Single Start with Delay” you have to enter the delay time here.
Intervaltime at single start: If you have selected “Single Start with Interval” you have to enter the interval time here.
Follow-up Time after race end: This is the time the timekeeping systems waits after the race end for the drivers to complete their last lap. If it is set to 00:00:00 the timekeeping does not use it.
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 he decoder is counted.
Calculation of best lap times: You can choose whether the sum of all best times or the average is used.

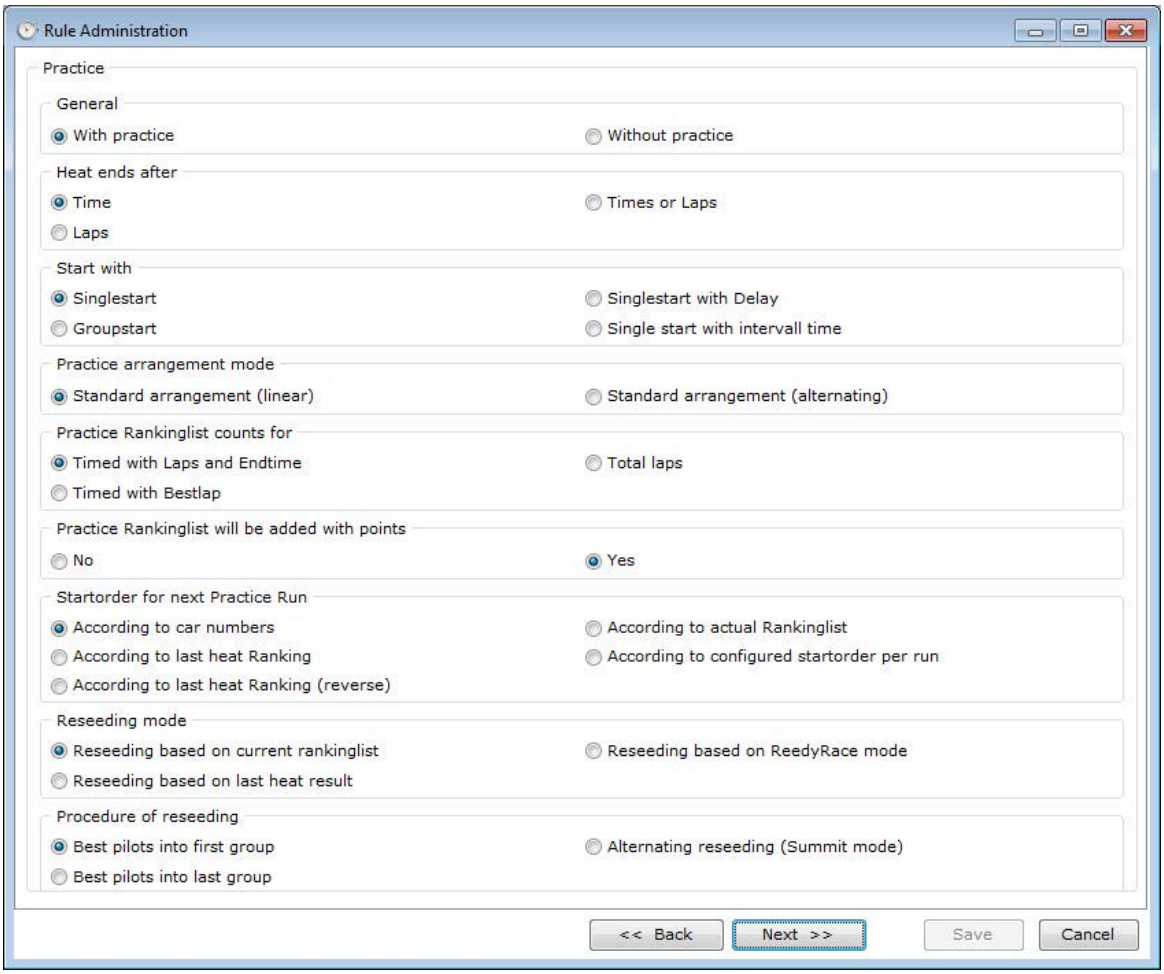
Selection of counted best lap times: You can select if the best laptimes have to run in consecutive order or not.
If you have activated “Practice rankinglist will be added with points”, the next window allows to you to specify the point system. Otherwise the wizard led you directly to the qualification.



Order of the pointsdistribution: Ascending means, that the first driver has the smallest number of points, descending is the opposite. Further on you can select your own point scheme. This must be entered in the lower part of the window at “Active pointscheme” (of course it must be entered in the inventory data as a point scheme).
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. Further on you can select in this windows how RCM Ultimate resolves tied positions after several heats.

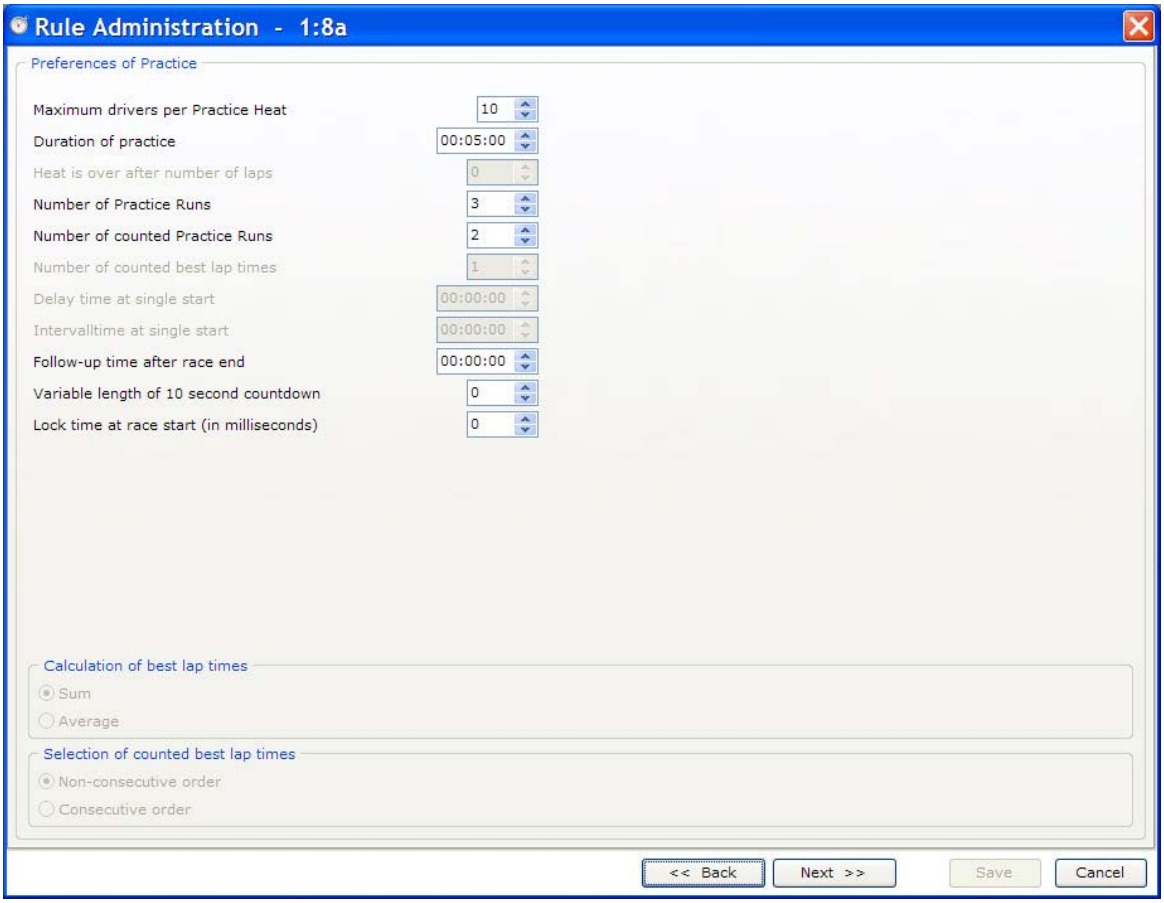
10.9.4 Practice rules

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



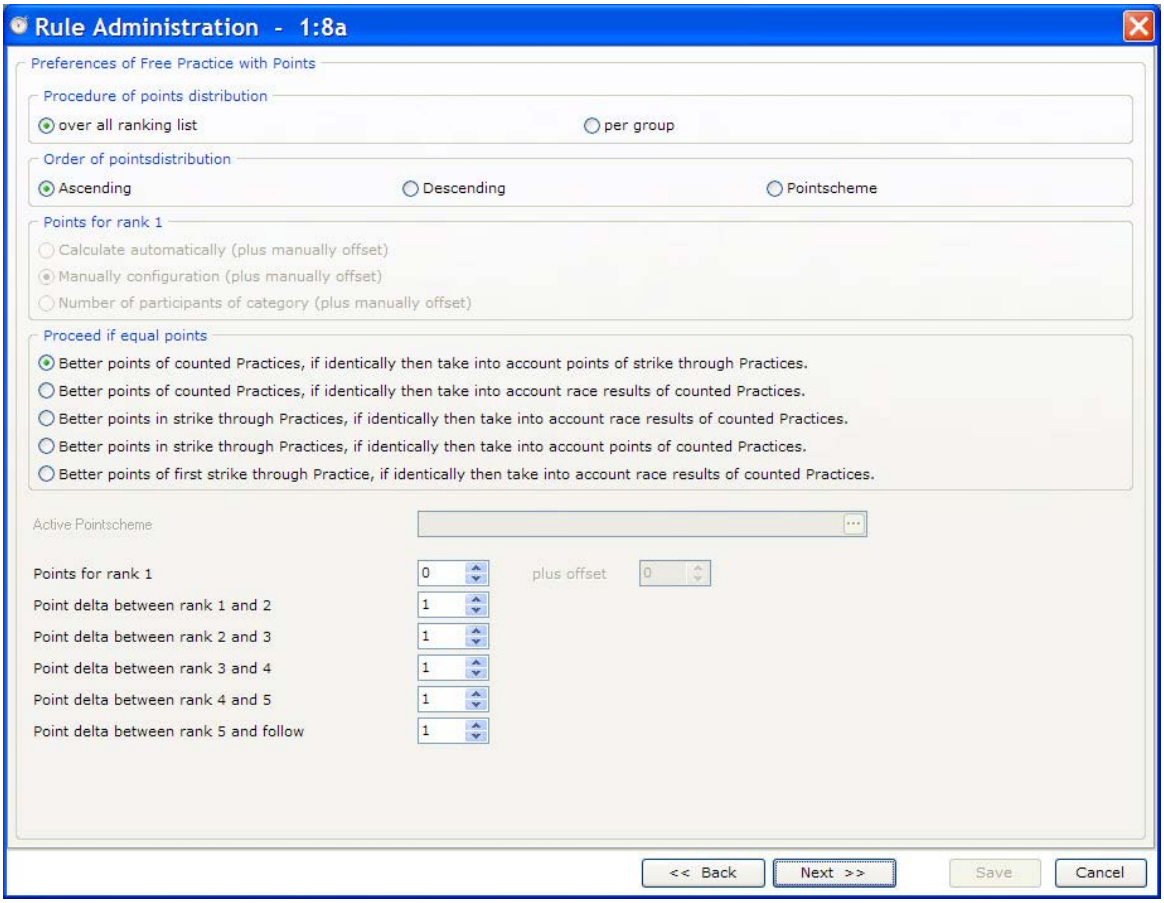
Heats end after: Time: The heats will be finished after a specific time. Times or laps: The heats will be finished after the number of laps or after the race time is over. Laps: The heats will be finished after a specific number of laps.
Start with: RCM Ultimates offers to you several start modes. Please refer to the chapter “start modes”.
With Training arrangement mode you can select the standard or the the standard (alternating) arrangement. Standard: The fastest driver are set in the fastest group, the next drivers in the next-fastest and so on. Standard(alternating). The fastest driver is set in the fastest group, the second best driver in the second best group, the third-fastest driver in the third-fastest group and so on.
Practice ranking list counts for: The scoring of the practice ranking can be determined by laps and time or by the best laptime of a driver.
Practice rankinglist 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 practice run: You can select whether the starting order is done according to the car numbers, according to the actual ranking list (overall ranking list), according to the result of the last heat or according to a configured starting order (this order can be set in the inventory data). According to last heat ranking

(inverse). Starting order is according to the result of the last heat, but the slowest driver will start first, the fastest one last.
For the reseeding of the groups (with arrangement) several different possibilities are available. General criterias like “according to final rankinglist” can be activated as well as special rules like “Summit Race”, Reedy race”. The reseeding must be done in arrangements. The necessary settings for the Reedy race will be done in a later window.
Depending on the values you entered, you will be led to one or two more windows to enter more details for the practice heats.



Maximum driver per training heat: This is the maximum number of drivers in each heat used at the arrangement of practice heats.
Duration of Practice: time for each practice heat.
Heat is over after number of laps: If the heats are finished after a specific number of laps, enter the value here.
Number of practice run: Enter the number of rounds for the practice.
Number of counted practice run: Enter the number of the best heats being counted for the practice rankinglist. Setting to 1 means that only the best heat is counted, 2 means, that the two best heats are counted.
Number of counted best lap times: If you have selected, that the rankinglist is timed with bestlap, you can enter here the number of best laps to be counted.
Delaytime at single start: If you have selected “Single Start with Delay” you have to enter the delay time here.
Intervaltime at single start: If you have selected “Single Start with Interval” you have to enter the interval time here.
Follow-up Time after race end: This is the time the timekeeping systems waits after the race end for the drivers to complete their last lap. If it is set to 00:00:00 the timekeeping does not use it.

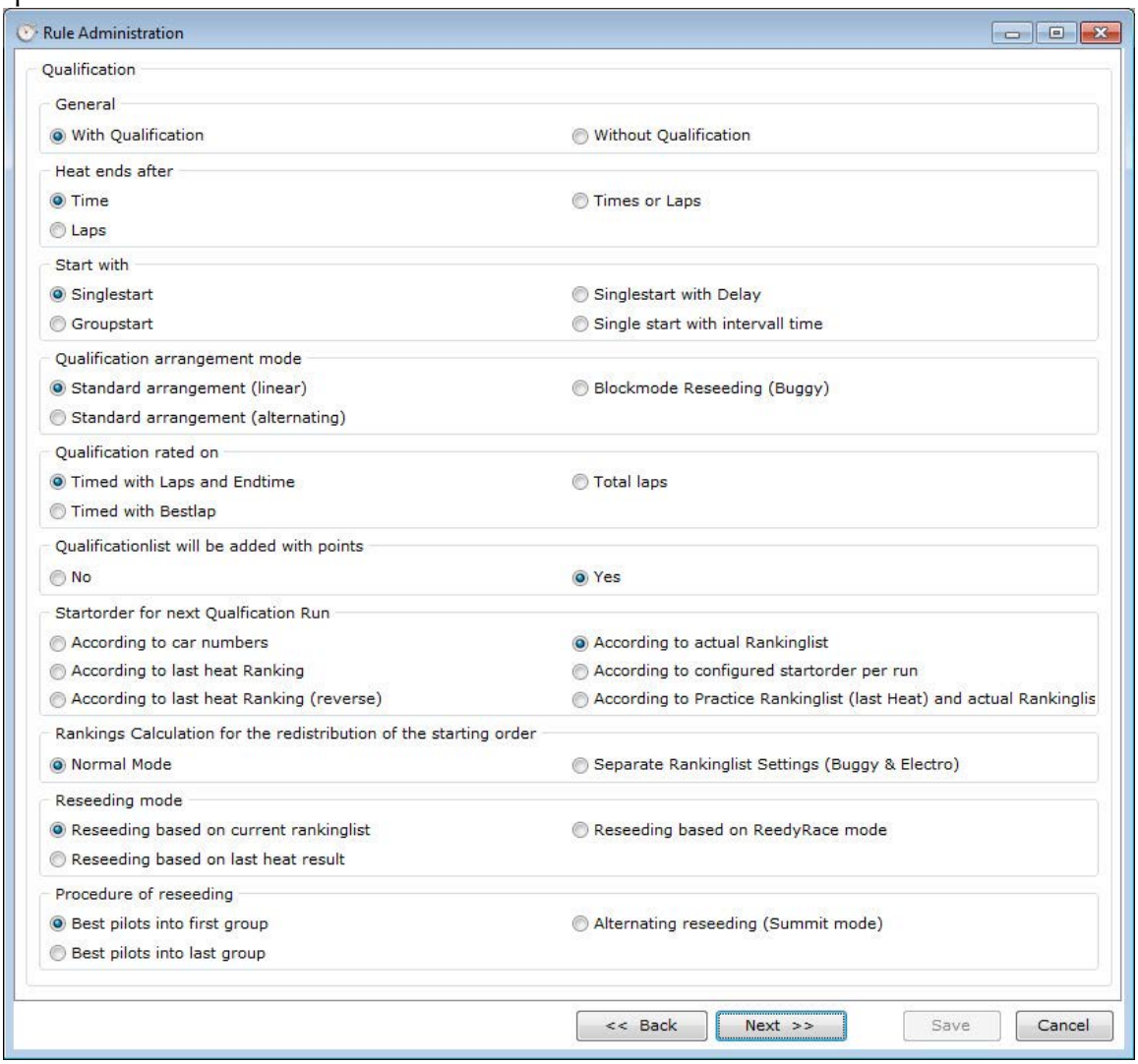
Variable Length of 10 second countdown: You can choose the period of time in which the start is executed randomly after the end of the countdown.
Lock time at race start: During this time no signal from he decoder is counted.
Calculation of best lap times: You can choose whether the sum of all best times or the average is used.
Selection of counted best lap times: You can select if the best laptimes have to run in consecutive order or not.
If you have activated “Practice rankinglist will be added with points”, the next window allows to you to specify the point system. Otherwise the wizard led you directly to the qualification.



Order of the pointsdistribution: Ascending means, that the first driver has the smallest number of points, descending is the opposite. Further on you can select your own point scheme. This must be entered in the lower part of the window at “Active pointscheme” (of course it must be entered in the inventory data as a point scheme).
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. Further on you can select in this windows how RCM Ultimate resolves tied positions after several heats.

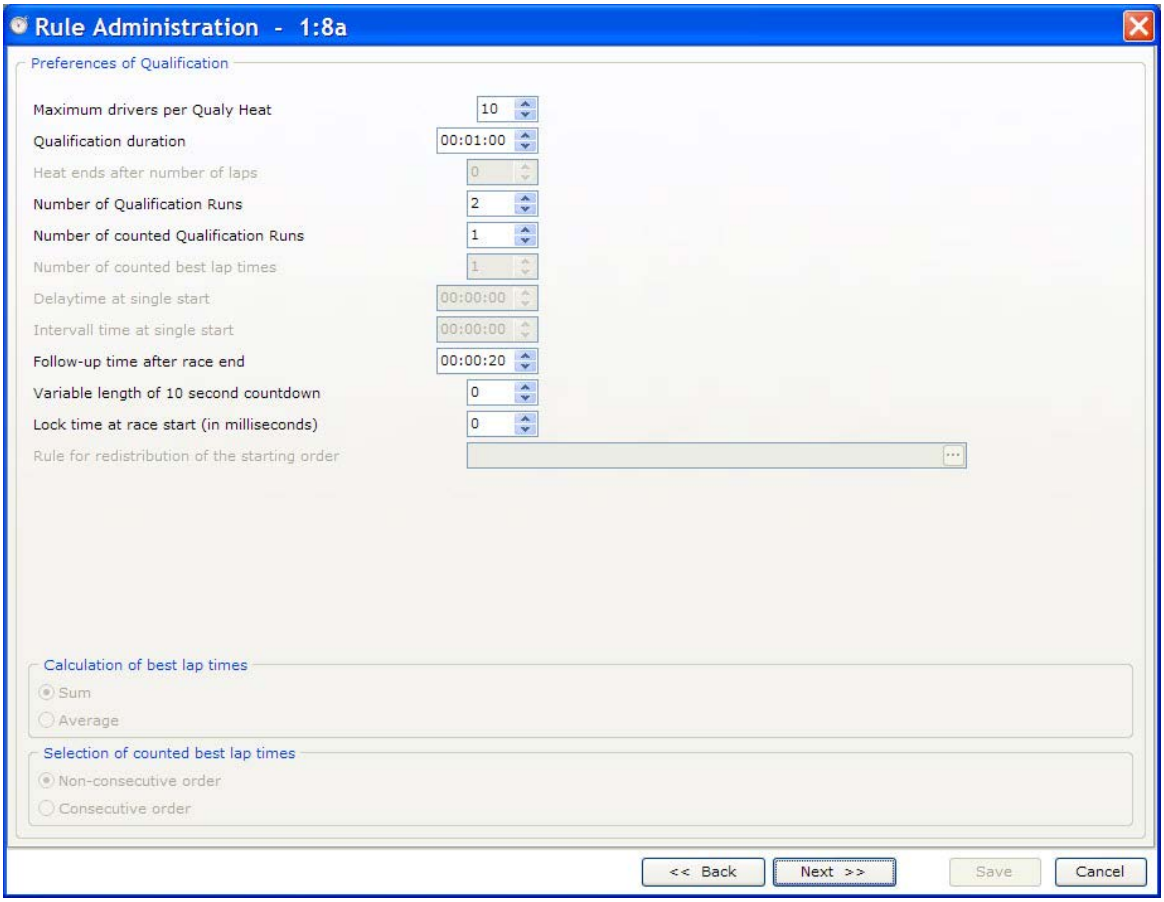
10.9.5 Qualification rules

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.



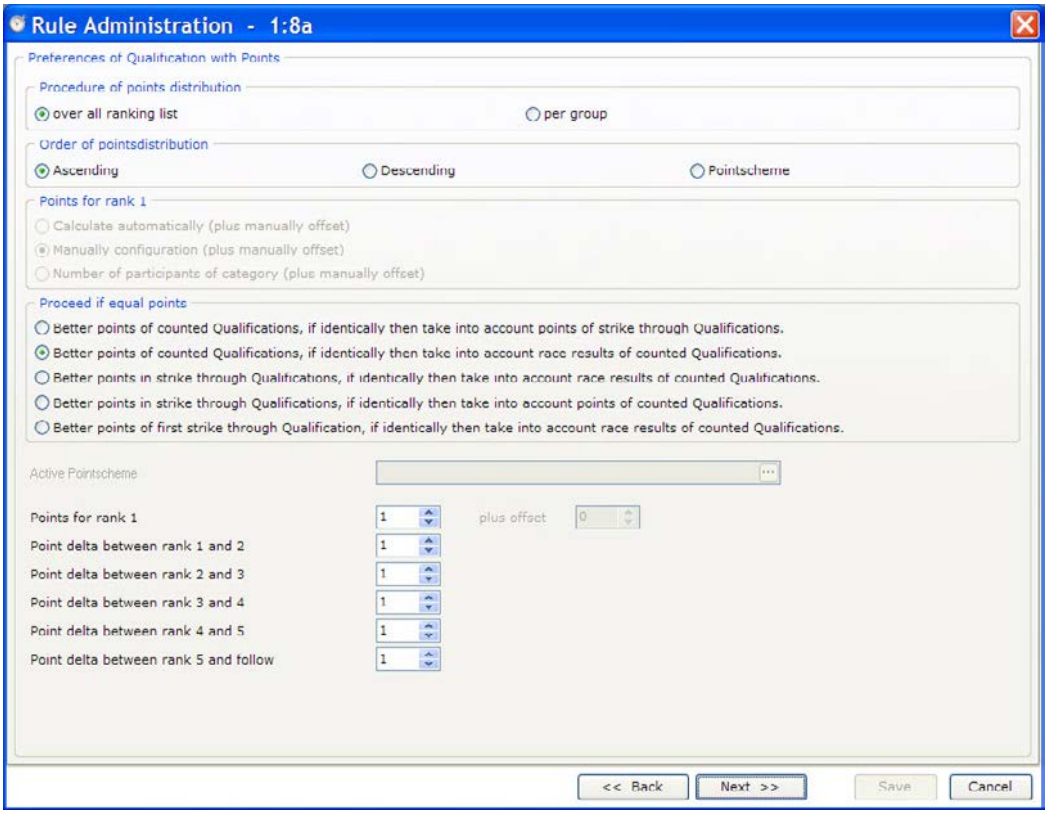
Heats end after: Time: The heats will be finished after a specific time. Times or laps: The heats will be finished after the number of laps or after the race time is over. Laps: The heats will be finished after a specific number of laps.
Start with: RCM Ultimates offers to you several start modes. Please refer to the chapter “start modes”.
Qualification rated on: The scoring of the qualification ranking can be determined by laps and time, total amount of laps or by the best laptime of a driver. With the Qualification Arrangement Mode you can define a normal or a Block-Reseeding. The Block reseeding can be determined in a window later. Standard or the the standard (alternating) arrangement: Standard: The fastest driver are set in the fastest group, the next drivers in the next-fastest and so on. Standard(alternating). The fastest driver is set in the fastest group, the second best driver in the second best group, the third-fastest driver in the third-fastest group and so on.
Qualification rankinglist 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: You can select whether the starting order is done according to the car numbers, according to the actual ranking list (overall ranking list), according to the result of the last heat, according to a configured starting order (this order can be set in the inventory data) or according to the practice results and the actual ranking list. According to last heat ranking (inverse). Starting order is according to the result of the last heat, but the slowest driver will start first, the fastest one last.
For the reseeding of the groups (with arrangement) several different possibilities are available. General criterias like “according to final rankinglist” can be activated as well as special rules like “Summit Race”, Reedy race”. The reseeding must be done in arrangements. The necessary settings for the Reedy race will be done in a later window.
Rankings Calculation of the redistribution of the starting order: Normal Mode: The settings of the rule is used for the ranking list. Separate ranking list settings: You can use a different rule for the calculation of the ranking lit for the starting order.
Depending on the values you entered, you will be led to one or two more windows to enter more details for the qualification heats.



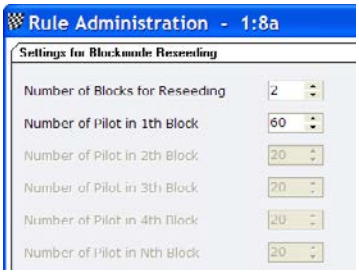
Maximum driver per qualification heat: This is the maximum number of drivers in each heat used at the arrangement of qualification heats.
Duration of Qualification: time for each qualification heat.
Heat is over after number of laps: If the heats are finished after a specific number of laps, enter the value here.
Number of qualification run: Enter the number of rounds for the qualification.
Number of counted qualification run: Enter the number of the best heats being counted for the qualification rankinglist. Setting to 1 means that only the best heat is counted, 2 means, that the two best heats are counted.

Number of counted best lap times: If you have selected, that the rankinglist is timed with bestlap, you can enter here the number of best laps to be counted.
Delaytime at single start: If you have selected “Single Start with Delay” you have to enter the delay time here.
Intervaltime at single start: If you have selected “Single Start with Interval” you have to enter the interval time here.
Follow-up Time after race end: This is the time the timekeeping systems waits after the race end for the drivers to complete their last lap. If it is set to 00:00:00 the timekeeping does not use it.
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 he decoder is counted.
Rule for the redistribution of the starting order: Here you can determine the rule used for the calculation of the ranking list for the starting order.
Calculation of best lap times: You can choose whether the sum of all best times or the average is used.
Selection of counted best lap times: You can select if the best laptimes have to run in consecutive order or not.
If you have activated “Qualification rankinglist will be added with points”, the next window allows to you to specify the point system. Otherwise the wizard led you directly to the finals.



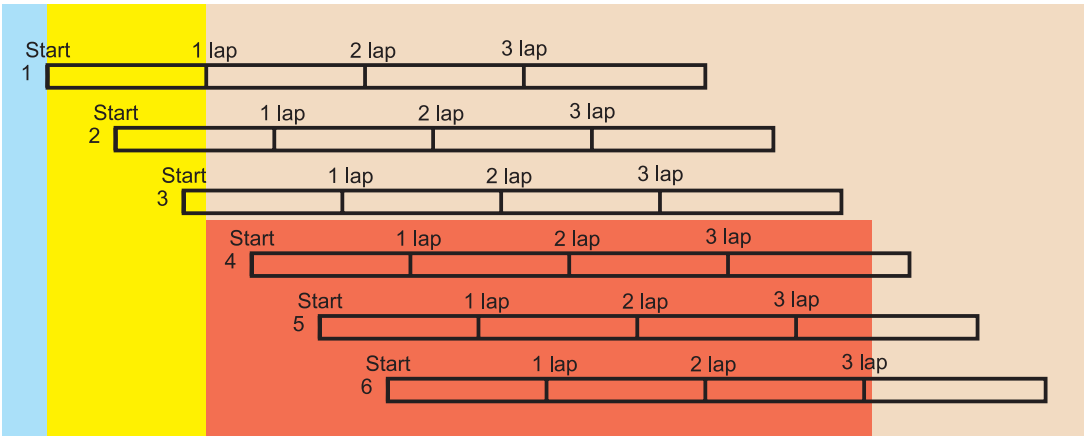
Order of the pointsdistribution: Ascending means, that the first driver has the smallest number of points, descending is the opposite. Further on you can select your own point scheme. This must be entered in the lower part of the window at “Active pointscheme” (of course it must be entered in the inventory data as a point scheme).
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. Further on you can select in this windows how RCM Ultimate resolves tied positions after several qualification heats.
If you have activated Blockmodus Reseeding before, now a window appears, in which you can define the number of blocks and the size of the blocks.

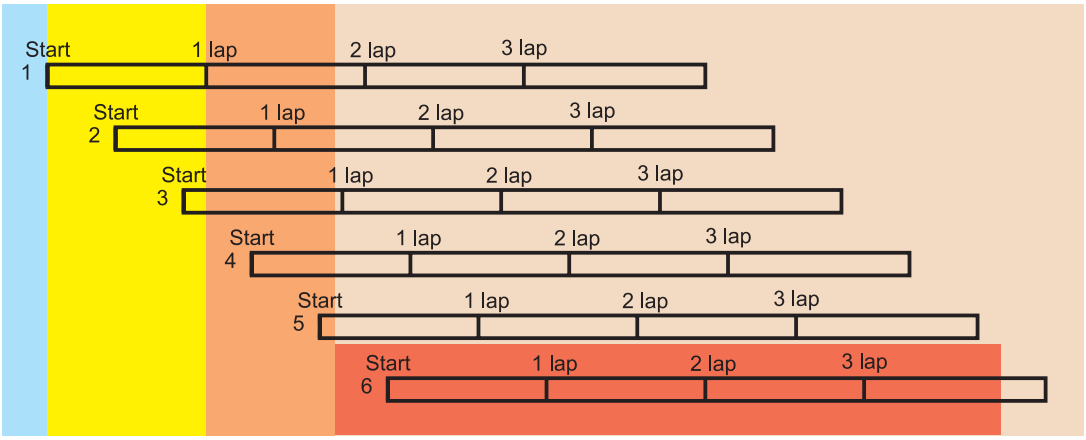


10.9.6 Start mode

Singlestart: The clock of all drivers not having passed the starting line will be started when the first drivers has finished his first lap. These drivers can not race for the full racetime.
The following graphic shows the preparation time in light blue. The time the drivers must start is yellow. The clock for all drivers not having passed the starting line will be started when the first driver has finished his first lap. This is shown red in the graphic. The cars number 4, 5 and 6 can not race anymore the full racetime.

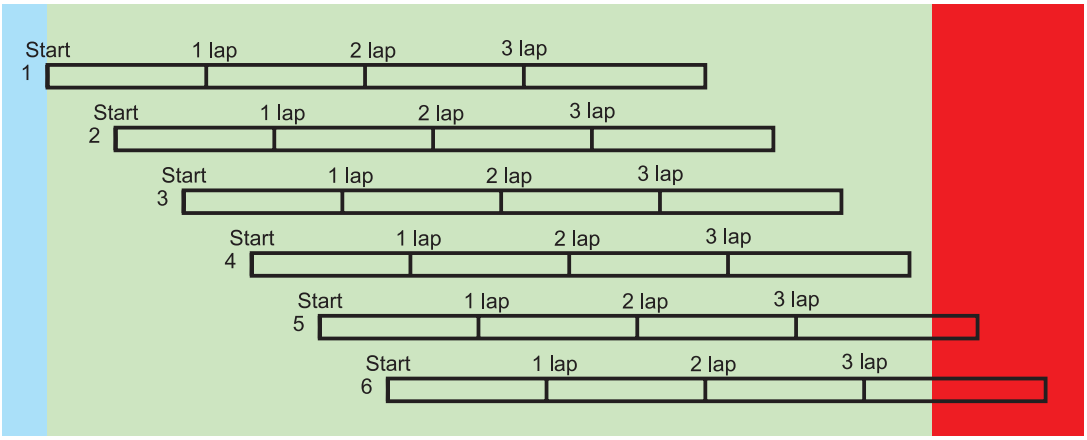


Singlestart with delay: Works similar as the single start. After the first driver has finished his first lap, there is an additional delaytime, giving the drivers more time for the start. In between this delaytime, the driver can start as well. The clocks of the drivers not having passed the starting line will be started after the delaytime. Drivers starting after the delaytime con not race the full racetime anymore.
The following graphic shows the preparation time in light blue. The time the first driver needs to finish his first lap is yellow. After that the delaytime begins (orange). Only if the delaytime is gone, the clocks for all cars will be started not having passed the starting line. This is shown red in the graphic. Only car number 6 is starting too late and can not run the full racetime.



Singlestart with interval: When the first driver is passing the starting line after the preparation time, the interval time is activated. In between that interval time all drivers can race their race. When the interval time is finished, the race will be finished. An example: The race time is 5 minutes and the interval time is 7 minutes. After the first driver passed the starting line, the other drivers have 2 minutes time to start their race. Do they start after these 2 minutes, they can not run the full racetime of 5 minutes.

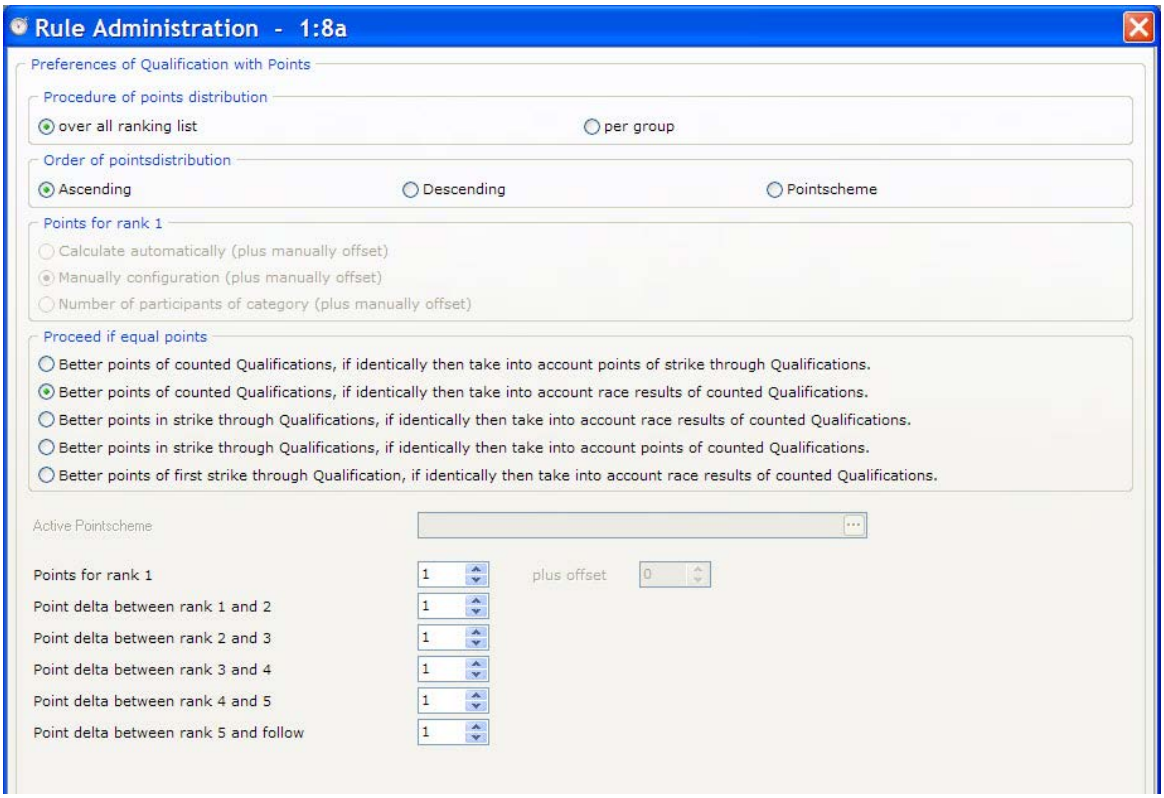
The following graphic shows the preparation time in light blue. The start of the first car activates the interval time (light green), in which the drivers have to run their race. If the interval time is finished, the race will be finished. In the graphic car 5 and 6 can not run the full racetime, cause they have not completed their racetime when the interval time was over (red).



Groupstart: The clocks of all drivers start running with the starting signal.

10.9.7 Points in heats

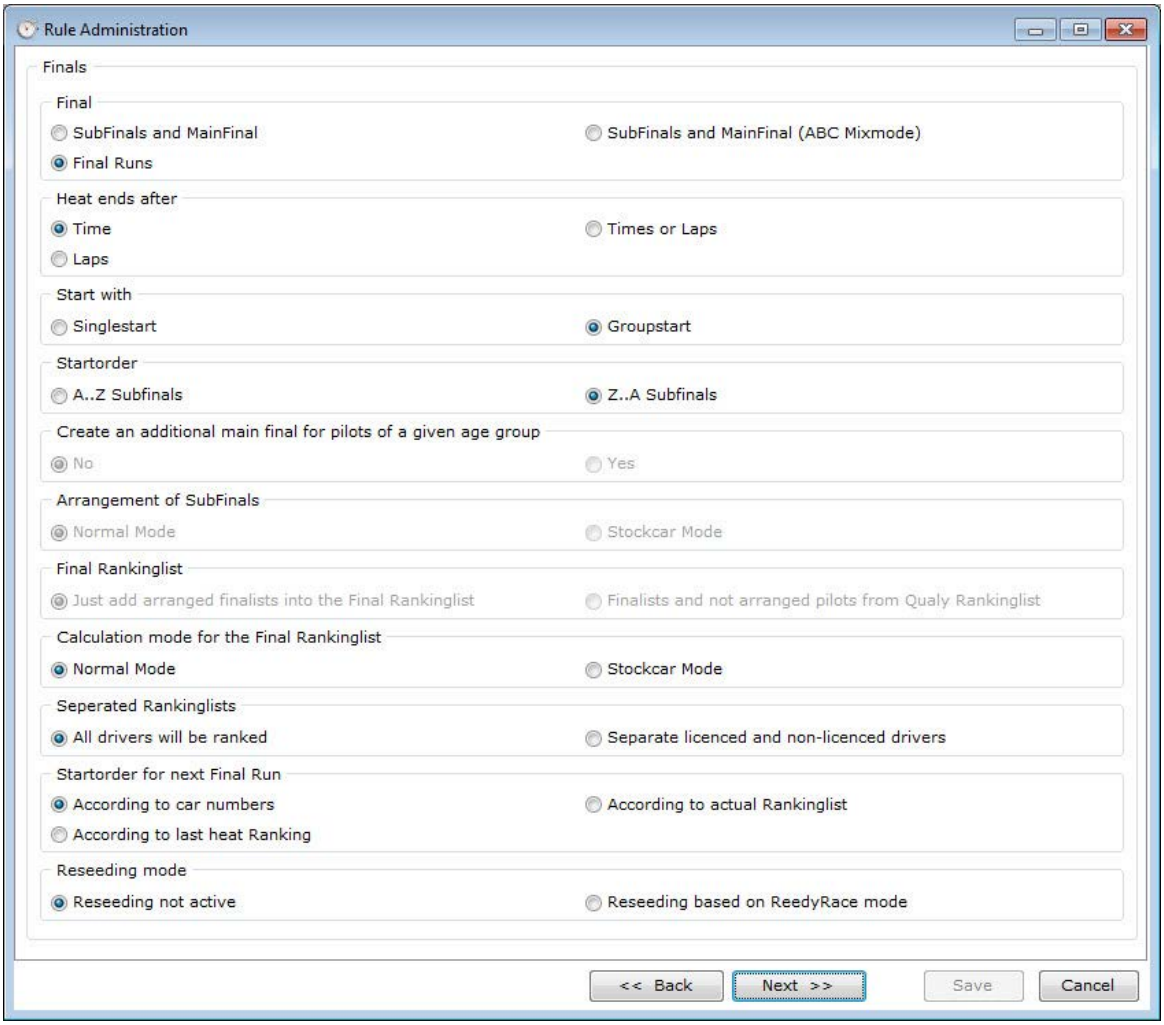
Order of the pointsdistribution: Ascending means, that the first driver gets the smallest number of points and the other drivers get more points , descending is the opposite.
If you select the descending point system you can specify, how the points for the first driver will generated. This can be done 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.



Examples:
Ascending: To produce the following rankinglist the settings have to be: Ascending and below the points have to set to 0, 2, 1, 1, 1. This setting results in the following rankinglist:
1. Name 1 15 05:01:15 0
2. Name 2 15 05:02:25 2
3. Name 3 15 05:03:35 3
4. Name 4 15 05:04:45 4
5. Name 5 15 05:05:55 5
6. Name 6 14 05:01:65 6
7. Name 7 14 05:03:75 7
8. Name 8 14 05:05:85 8
9. Name 9 14 05:07:95 9 and so on
Descending: To produce the following rankinglist the settings have to be: Descending and below the points have to set to 35, Offset 0, 1, 1, 1, 1. This setting results in the following rankinglist:
1. Name 1 15 05:01:15 35
2. Name 2 15 05:02:25 34
3. Name 3 15 05:03:35 33
4. Name 4 15 05:05:55 32
. Name 5 15 05:05:55 32
6. Name 6 14 05:01:65 30
7. Name 7 14 05:03:75 29
8. Name 8 14 05:05:85 28
9. Name 9 14 05:07:95 27 and so on
Place 4 and 5 shows, that the points are equal for an equal result.
Procedure in case of a tied position: This procedure is only used, if the points are calculated for more than one round of heats.
Better points of counted Qualification, if identically than take into account points of strike through Qualifications: First the single point values of the counted rounds are compared. If the drivers have identical point values, the points of the rounds not counted will be compared.
Better points of counted Qualifications, if identically than take into account race results of counted Qualifications: First the single point values of the counted rounds are compared. If the drivers have identical point values, the number of laps/time of the counted rounds will be compared.
Better points in strike through Qualifications, if identically than take into account the race results of counted Qualifications: First the single point values of the not counted rounds are compared. If the drivers have identical point values, the number of laps/time of the counted rounds will be compared.
Better points in strike through Qualifications, if identically than take into account points of counted Qualifications: First the single point values of the not counted rounds are compared. If the drivers have identical point values, the single point values of the counted rounds are compared.
Points for rank 1: This setting is only for the descending order. The number of drivers will be counted and the points will be given according to this number. For example: if you have 37 drivers, 37 is the basis for the first place. To give more points to the better drivers, you can add an Offset to the first place as well as distance to the next placed drivers can be defined.

10.9.8 Rules for the finals

The main selection for the finals is the question 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.

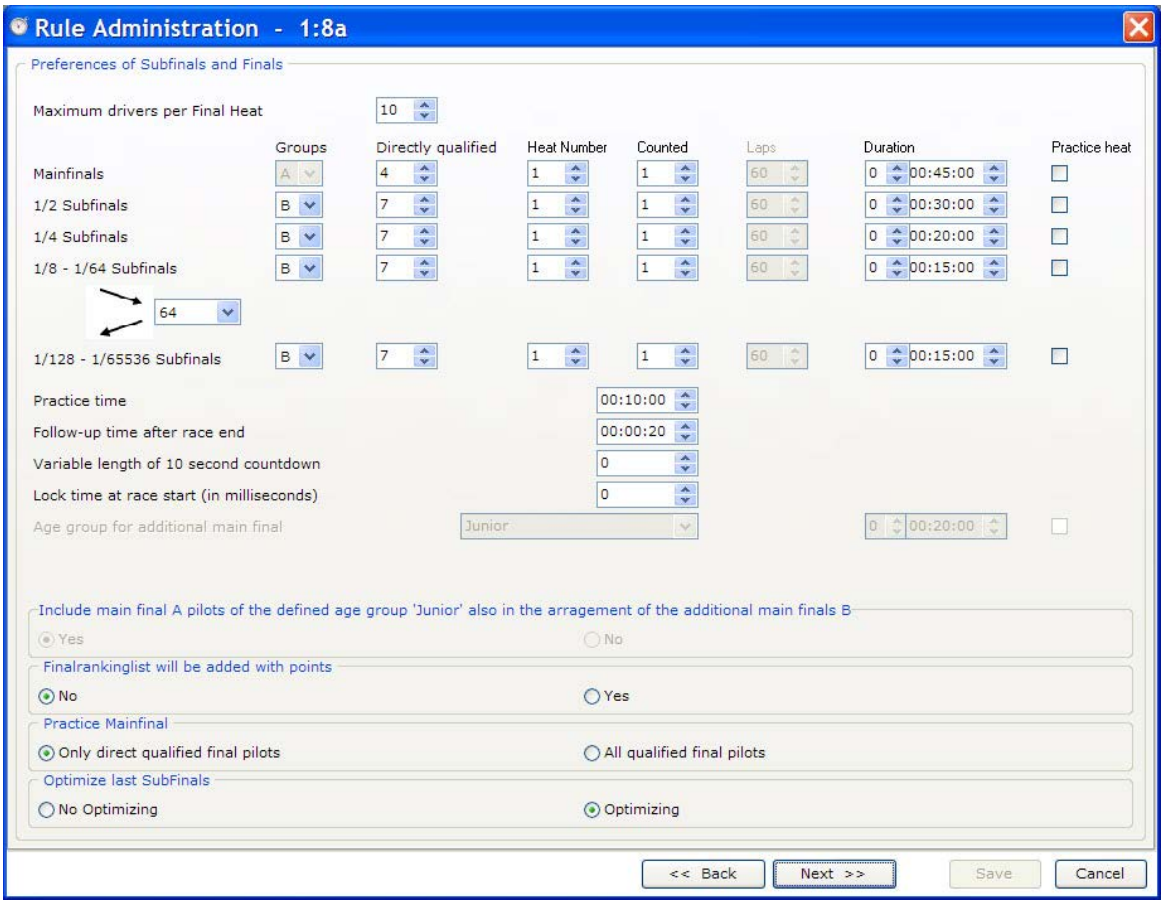


Heats end after: Time: The heats will be finished after a specific time. Times or laps: The heats will be finished after the number of laps or after the race time is over.
Laps: The heats will be finished after a specific number of laps.
Start with Singlestart: The finals will be started with singlestart.
Start with groupstart: The finals will be started with groupstart.
Startorder: This will be define the order of the finals. A … Z Subfinals starts with the A-Subfinal followed by B, C and so on. Z … A Subfinals starts with the Z-Subfinal (having selected two lines with B under Groups the B-Final will be started first.
Create an additional main final for pilots of an specific age group: Here you can define, whether an additional main final for the pilots of a specific age group will be run (only valid for Subfinals and Mainfinal).
Arrangement of Subfinals: The arrangement can be selected for the normal mode or a special Stockcar-mode.
Final Rankinglist: You can select whether only the drivers arranged in Finals or all drivers from the qualification rankinglist will be ranked.
Separate Rankinglists: You can choose, whether all drivers will be in one rankinglist or if the rankinglists are generated for licensed and not licensed separately. A

licensed driver is set in the inventory data/persons, the field licensed must be activated. If this is not activated, the driver is handled as a non licensed driver, independent from inputs in the other fields of the license.
The startorder for the next final run is only active when Final runs are selected.
According to car number: The starting order will always be 1 to 10 independent of the results of any final.
According to actual rankinglist: The final will be shown in the race overview (time keeping) in the order of the ranking list and this will be the start order.
According to last heart ranking: The next final will be shown in the race overview according to the result of the last run of this final. The cars are started in that order.
For the reseeding of the groups (with arrangement) several different possibilities are available. General criterias like “according to final rankinglist” can be activated as well as special rules like “Summit Race”, Reedy race”. The reseeding must be done in arrangements. The necessary settings for the Reedy race will be done in a later window.

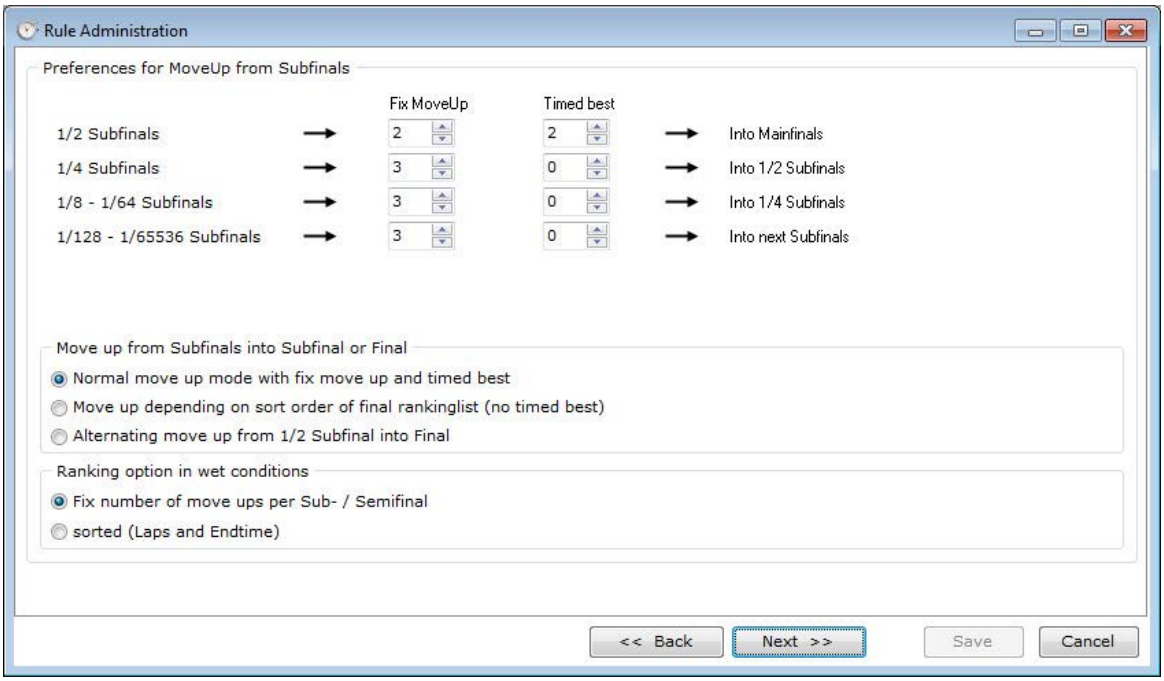
10.9.9 Subfinals and Mainfinal

This system is widely knows as Christmas tree and includes one mainfinal and the subfinals in arms (normally two, A and B, but you can select other values).



Maximum driver per final heat: Number of the drivers in each final, normally the finals will be run with 10 drivers.
Groups: Defines how many lines are run (A, B, C etc,) For the normal Christmas tree system select A for the mainfinal and B for the subfinals.
Directly qualified: The number of drivers taking part in that final according to the ranking after the qualification.

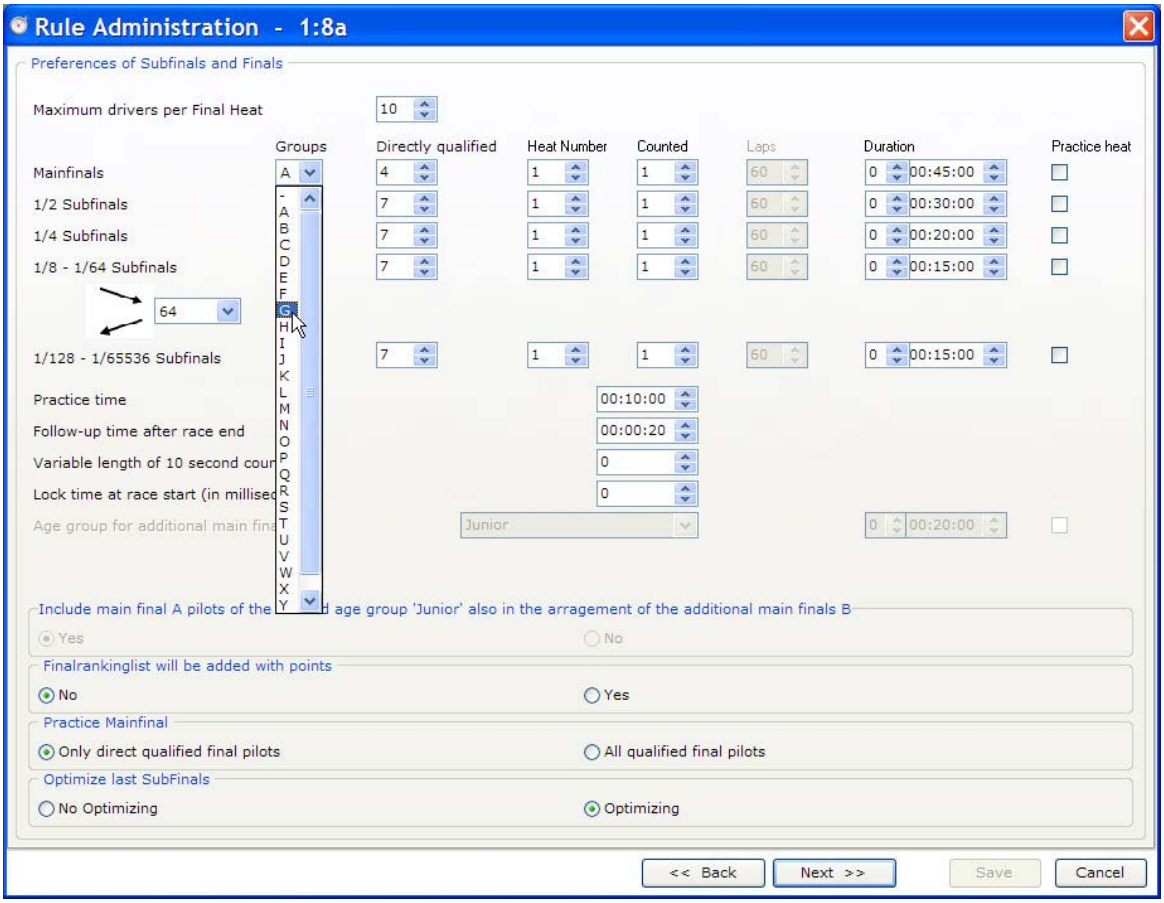
Heat number: The number of heats are run for a final. Normally it is set to 1.
Counted: If you run more than one heat per final, you can select how many of the heats are counted.
Laps: The number of laps how much will be raced is set (depending on the settings in Finals).
Duration. Here you have to specify the race time. The first box is the day. A 24-h-race has to be configured as 1 00:00:00.
Trainingheat: If activated, the drivers for that final have the possibility to run a practice round. The result of the this practice does not affect the final ranking list.
Trainingstime: The duration for the practice round.
Follow-up Time after race end: This is the time the timekeeping systems waits after the race end for the drivers to complete their last lap. If it is set to 00:00:00 the timekeeping does not use it.
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 he decoder is counted.
With Age group for the additional main final you set the age group for the additional final. You can also define, whether the A-finalists of that age group will also arranged in the B-final or not.
Finalrankinglist will be added with points: Yes: The finals 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 result. No: The final ranking will be determined by laps and times.
With Training Mainfinal you can select whether only the directly qualified drivers or all qualified drivers can race this practice.
Optimize last subfinals: If you select Optimizing, the last subfinals will be combined if the number of drivers is less or equal to the Maximum drivers per Final Heat. This saves sometimes a Final. Selecting No Optimizing means, that the subfinals will be run in the number of the selected lines.
In the next window you can specify the preferences for the moveup from subfinals.
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 all lines (A, B, C …) with the best laps and times.
The move up of subfinals: Fix move up means, that the drivers move up in the groups (A, B or C …), for example the best drivers from the B subfinal move up to the next higher B-subfinal. Move up from rankinglist means, that a rankinglist is made for the drivers moving up and the first will move up to the next higher A-subfinal, the second to the B-subfinal and so on.
The move up from subfinals: Fix move up means, that the drivers move up in the groups (A, B or C …), for example the best drivers from the B subfinal move up to the next higher B-subfinal. Move up from rankinglist means, that a rankinglist is made for the drivers moving up and the first will move up to the next higher A-subfinal, the second to the B-subfinal and so on. Alternating move up from 1/2 final to final means, that the drivers will be moved up ex-aequo in respect to the ranking.
Ranking options in rain condition: Here you can define how the move up and the ranking is done under rain conditions.

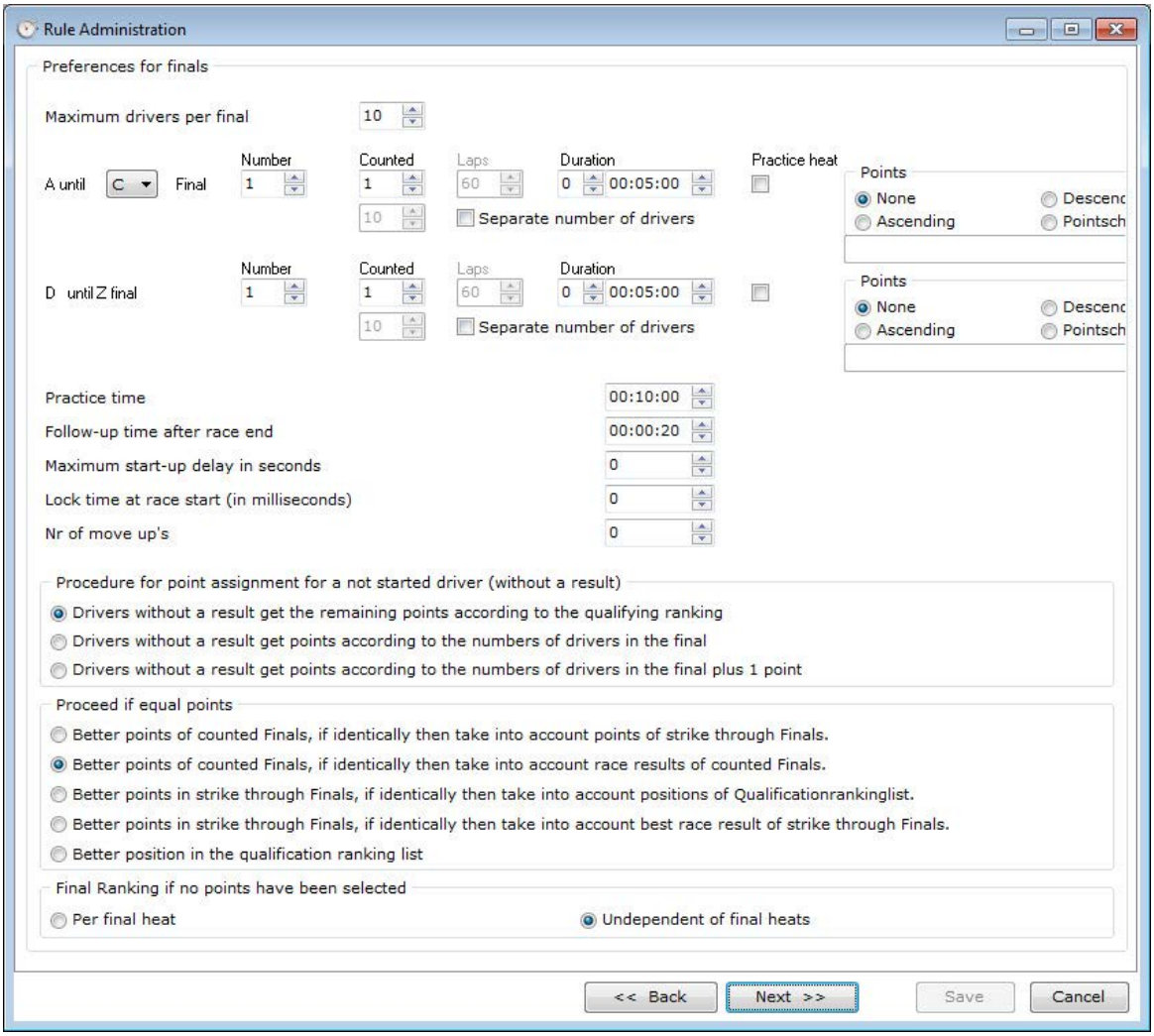
10.9.10 Subfinals and Mainfinal (ABC Mixmode)

This window is the same as Subfinal and Mainfinal. It only differs in the handling of selection of groups at the mainfinal. If you select more heats for the mainfinal you run additional finals for the lower placed drivers (after the subfinals have been run). If you enter “C” for example, there will be 3 mainfinals run. This means, that there were additional mainfinals generated for the drivers placed 11th to 20th and 21st to 30th after the subfinals.



10.9.11 Finals

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



Maximum driver per final heat: You can set the number of the drivers of the finals. 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).
In this window you can divide the finals in two groups and set the number of final heats, how many rounds are counted and the duration of the finals separate. For example if you specify in the upper line “A until A Finals” , a number of 3, counted 2, you run the A-Final 3 times and you can set for the B- to Z-Finals different values (Number = 1).
Number: Defines how many rounds of finals will be run
Counted: If the finals are run more than one time, you can select, how many results will be counted for the final ranking list.
Duration: The race time for each final.
Laps: The number of laps how much will be raced is set (depending on the settings in Finals).
Practiceheat: If a practice is run for the finals you have to activate this option and to enter the racetime for the practice below.
The number of drivers can be set for each group of finals. If you activate “separate numbers of drivers” you can enter the number for this group of finals in the input field left hand.

The finals can be scored with a point system. If you select “none” laps and time will be counted. Selecting ascending means, that the first place gets one point, the second 2 points and so on. Descending is the opposite, the first place gets 10 points (if you have 10 drivers in the finals), the second 9 points and so on. If you use point system, you have to choose the points system used in the line below.
Follow-up Time after race end: This is the time the timekeeping systems waits after the race end for the drivers to complete their last lap. If it is set to 00:00:00 the timekeeping does not use it.
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 he 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.
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.
Calculation mode for final ranking list: Here you can choose whether the normal mode or a special mode according to the international rules for stockcars is used.
Proceed if equal points: This is the procedure in case of a tied position. This procedure is only used, if the points are calculated for more than one round of heats.
Better points of counted Finals, if identically than take into account points of strike through Finals: First the single point values of the counted rounds are compared. If the drivers have identical point values, the points of the rounds not counted will be compared.
Better points of counted Finals, if identically than take into account race results of counted Finals: First the single point values of the counted rounds are compared. If the drivers have identical point values, the number of laps/time of the counted rounds will be compared.
Better points in strike through Finals, if identically than take into account positions of Qualification rankinglist: First the single point values of the not counted rounds are compared. If the drivers have identical point values, the tie will be decided by the ranking of the Qualification.
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.

10.9.12 Preferences for Championship point calculation

Attendeepoints within Qualification; Without: no points will be given. With per Qualification round: Independent from the result, points will be given for the

attendance in each heat. With per Qualification Rank: A driver gets points if he is present in the qualification ranking list.
Points for Qualification Ranking: The Qualification ranking list is completed with points according to the defined point scheme.
Attendee Points in Subfinals and Finals: Without: no points will be given. With per final run: Independent from the result, points will be given for the attendance in each final. With per Final: A driver gets points if he is present in the final ranking list.
Points for Final Ranking: Without: no points will be given. With: the final ranking list is completed with points according to the defined point scheme.
Points for Final Ranking but depends on number of drivers: Yes: According to the number of drivers in the final ranking list you can select different pointschemes.
The picture shows a lot of different settings. Normally points will be only given for the final ranking list..
Clicking on Next opens a windows to define the points for the qualification.
Attendee points data entry: You can specify the points for scoring just the presence of a driver (as specified in the previous window .
Selection of Qualification of pointtable: You have to select the point scheme for the Qualification ranking list.
The next window let you define the points for the finals.
Selection of attendee point: Number of points valid for all drivers attending a final.
Then you have to select the point scheme for the final ranking list. If there is no point scheme in the inventory data you have to enter one before.
If you have selected, that the point scheme depends on the number of drivers, you can enter two more point schemes with the limits which determine the use of the specified pointscheme.

10.9.13 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.

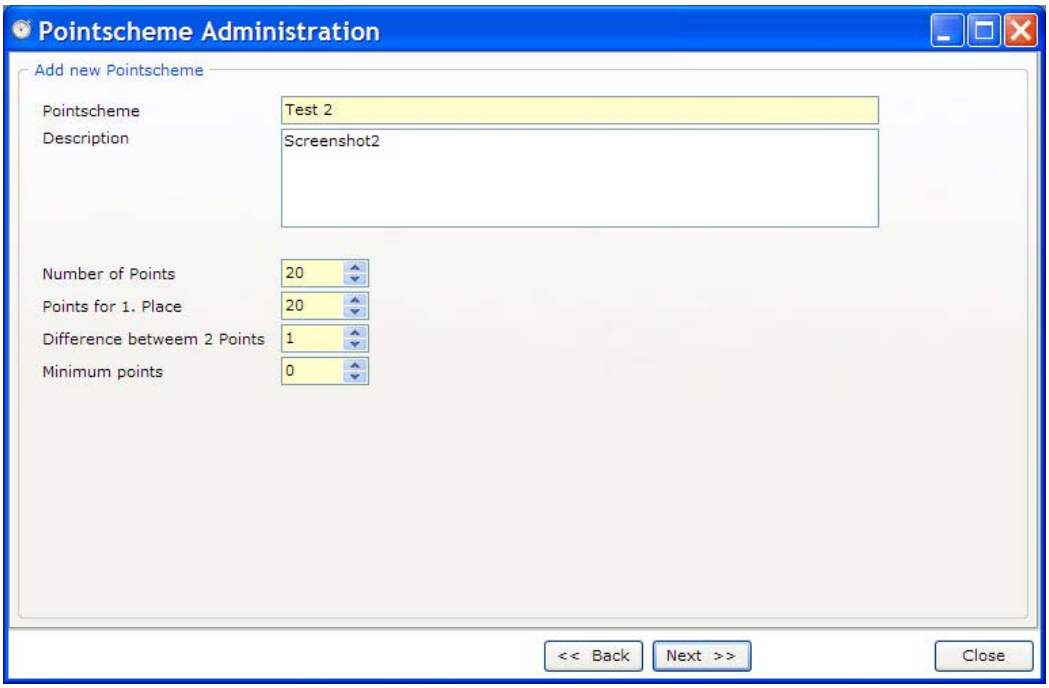
Certain changes in the rules require, that an event must be newly loaded. If this is the case, you get a reminding message after saving you changes. Please close the event in the file menu and reopen it in that case.

10.10 Points

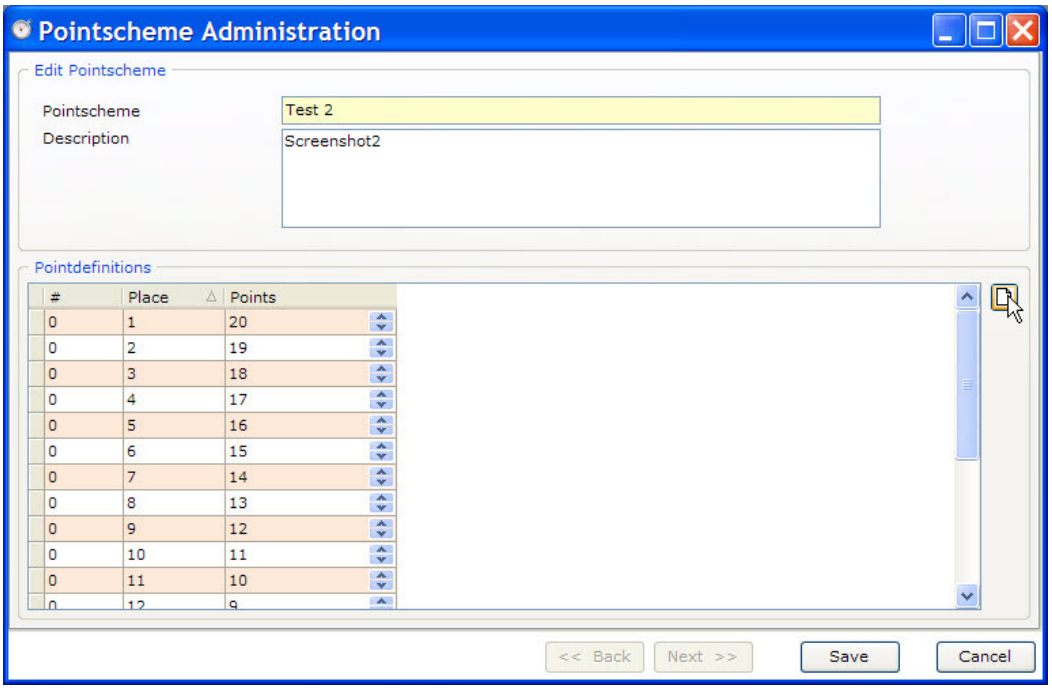
Several pointschemes used by the championship editor can be created. With this menu selection you can create, edit, copy and delete a pointscheme.

10.10.1 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.

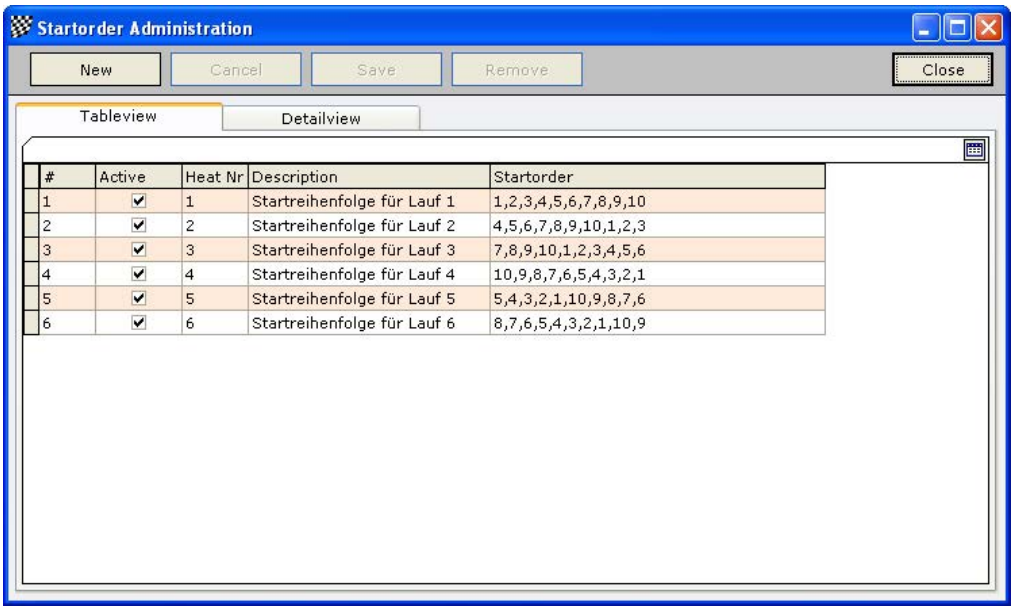


First of all you have to give it a name. The description is optional. Now you have to enter the number of points (number of point definitions), the points for the first place, the difference between two point definitions and the minimal points. Clicking on next opens a new windows for editing the point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

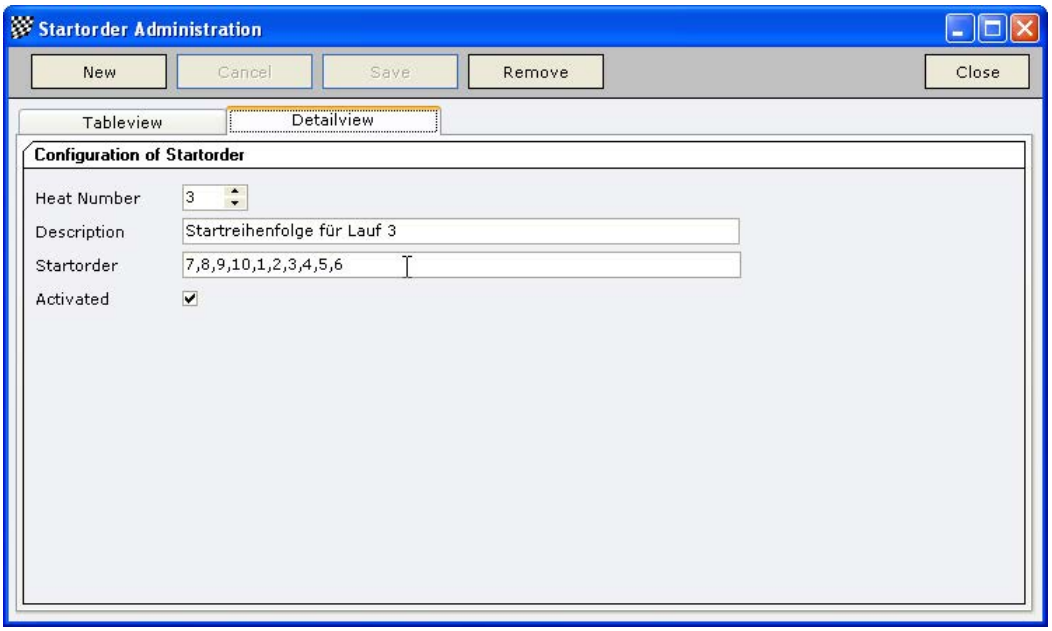


10.11 Startorder

Here you can define a arbitrary startorder for the practice and qualification heats. This order can be selected in the rule definition. By default you find one startorder used by the EFRA-rules.



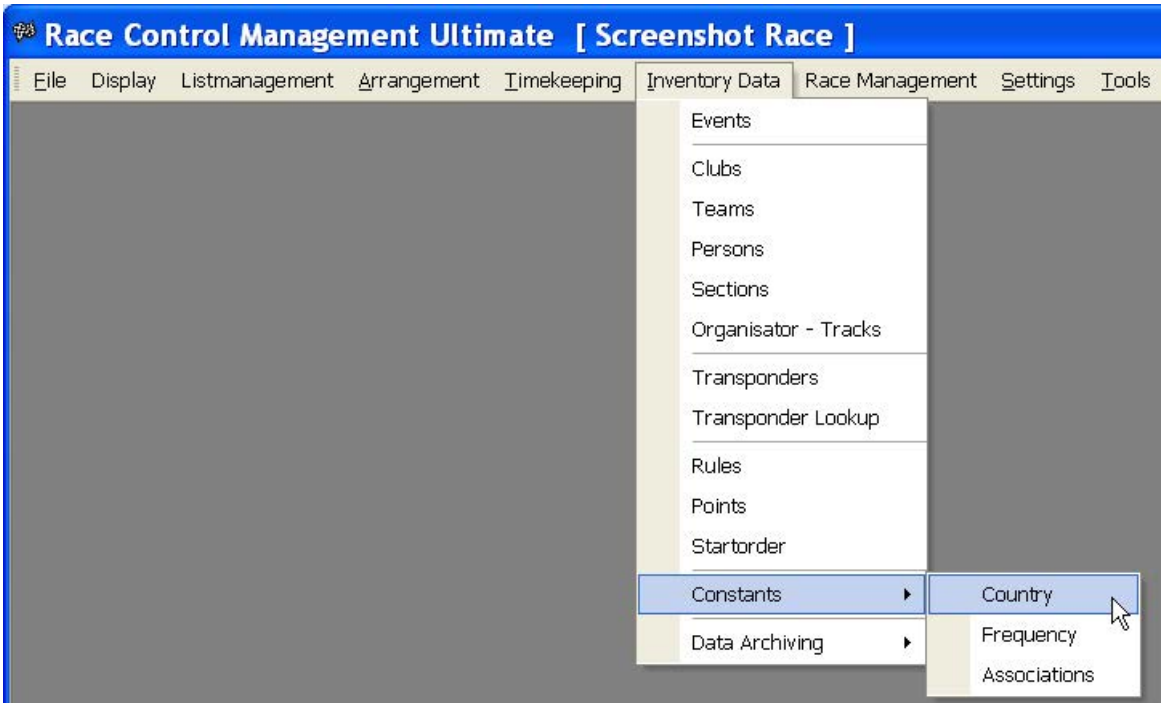
Using this function you will see a table with the data records for 6 rounds. Marking one of these records you can edit it in the detailview tab.



Heat Number: The number of the round this startorder is used.
Description: Name of the data record.
Startorder: Sequence of the car numbers. Please note, that the numbers must be separated by commas.
Activated: This data record is active meaning it will be used by RCM Ultimate.
If you make changes your work must be saved before closing the dateilview tab.
Using the New-Button you can add new records for another rounds. Clicking on the remove button will delete the record.

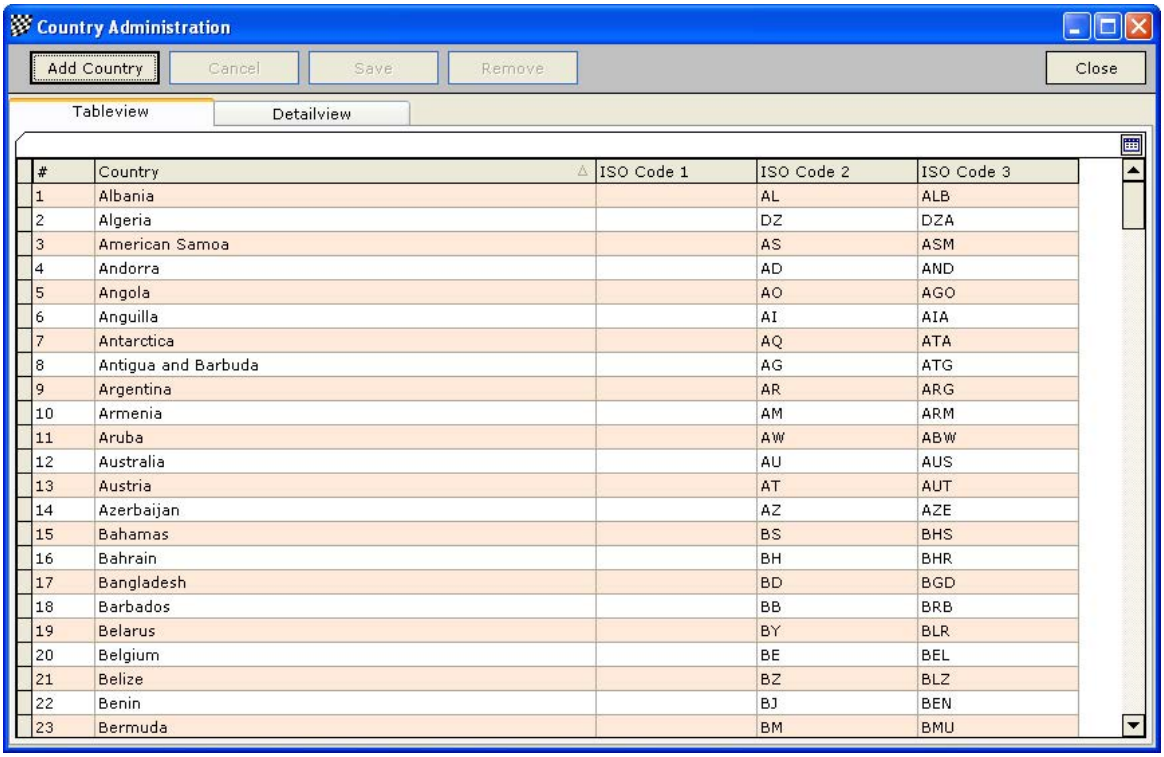
10.12 Constants

There exist some international regulations and ISO standards which are used world wide. RCM Ultimate uses the ISO standards for country codes to sort the reports. Further on RCM Ultimate uses the international standard frequencies, but these have to respect country specific regulations. Please check the frequencies allowed in your country and block the illegal frequencies.



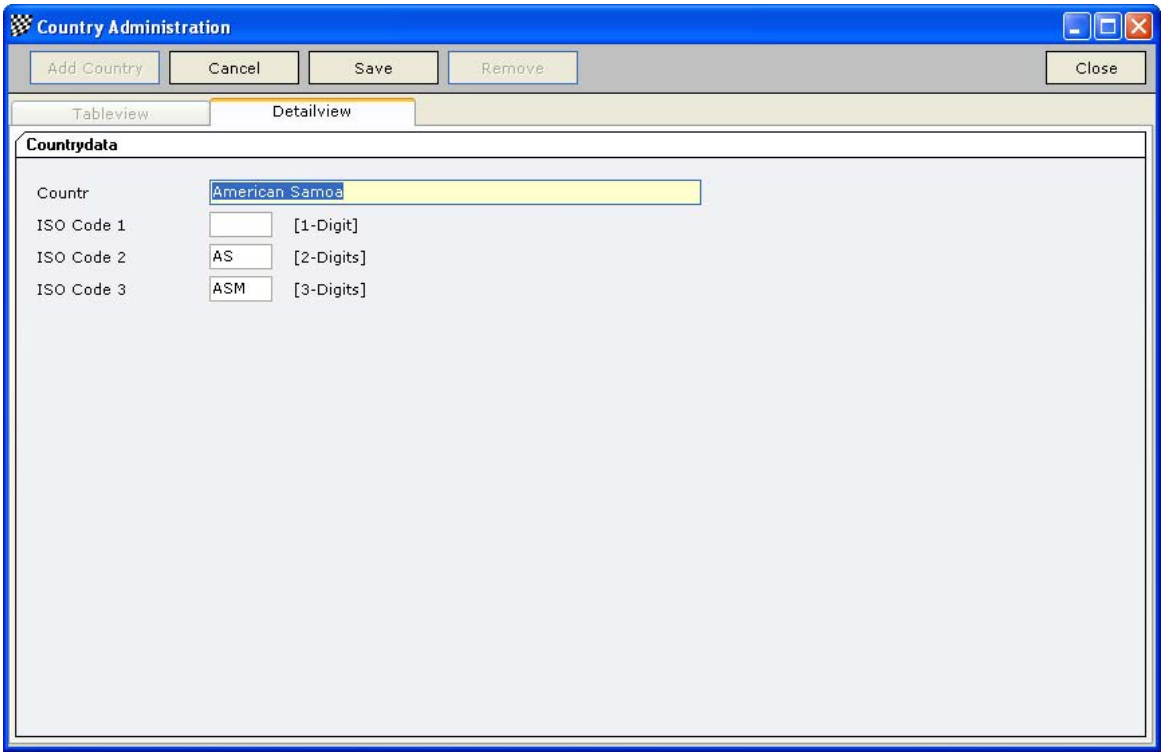
10.12.1 Countries

The table shows all ISO codes of the countries. The entries in the personal administration must correspond to this table and can use one of the codes in the columns Code 1, Code 2 or Code 3.



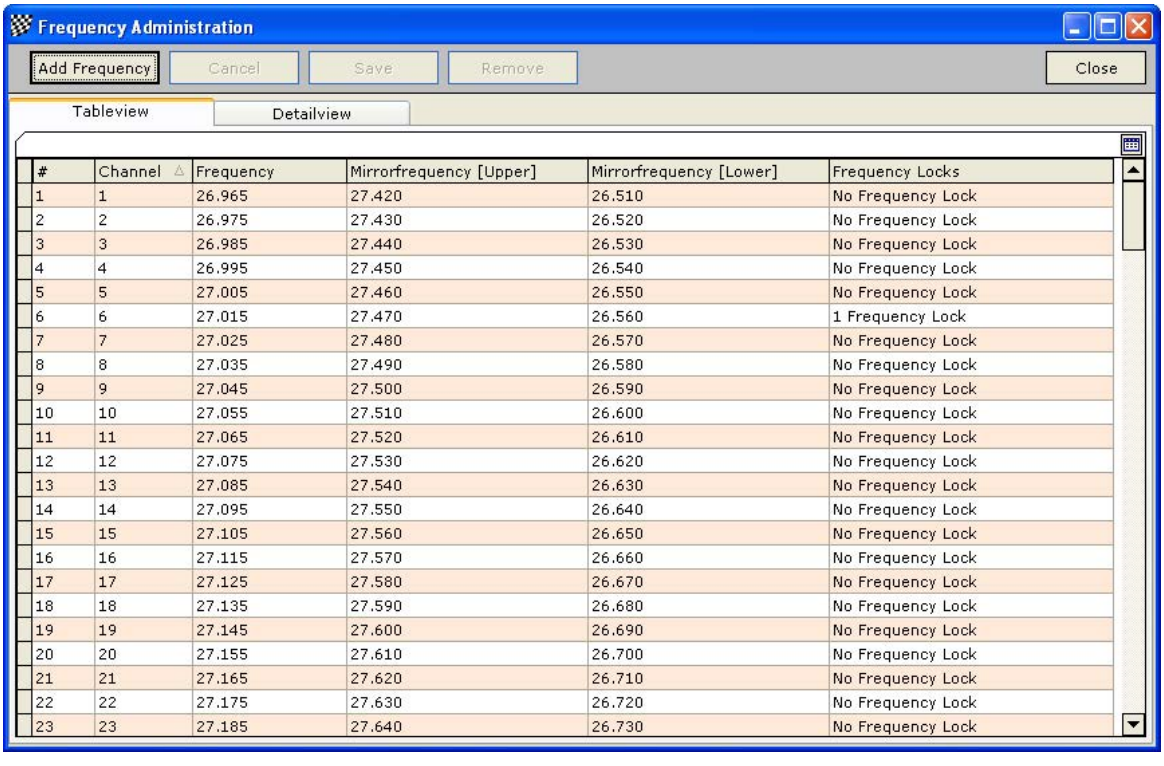
#	Country	ISO Code 1	ISO Code 2	ISO Code 3
1	Albania		AL	ALB
2	Algeria		DZ	DZA
3	American Samoa		AS	ASM
4	Andorra		AD	AND
5	Angola		AO	AGO
6	Anguilla		AI	AIA
7	Antarctica		AQ	ATA
8	Antigua and Barbuda		AG	ATG
9	Argentina		AR	ARG
10	Armenia		AM	ARM
11	Aruba		AW	ABW
12	Australia		AU	AUS
13	Austria		AT	AUT
14	Azerbaijan		AZ	AZE
15	Bahamas		BS	BHS
16	Bahrain		BH	BHR
17	Bangladesh		BD	BGD
18	Barbados		BB	BRB
19	Belarus		BY	BLR
20	Belgium		BE	BEL
21	Belize		BZ	BLZ
22	Benin		BJ	BEN
23	Bermuda		BM	BMU

Using the detailview tab you can edit a data record. Before using the detailview tab you have to select the record by left clicking on it.



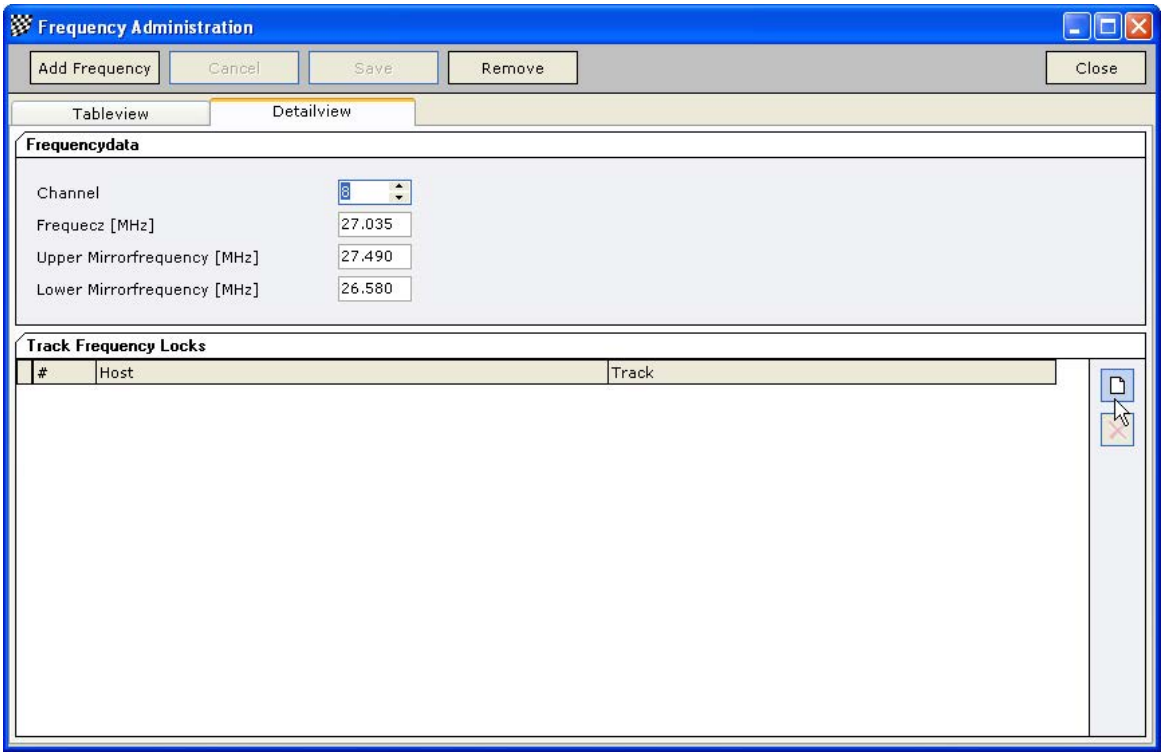
10.12.2 Frequency

All international used frequencies are already entered in this table. For all frequencies the upper and lower image frequency is calculated to avoid interference on the race track. For all official frequencies the corresponding channel number is included.



#	Channel	Frequency	Mirrorfrequency [Upper]	Mirrorfrequency [Lower]	Frequency Locks
1	1	26.965	27.420	26.510	No Frequency Lock
2	2	26.975	27.430	26.520	No Frequency Lock
3	3	26.985	27.440	26.530	No Frequency Lock
4	4	26.995	27.450	26.540	No Frequency Lock
5	5	27.005	27.460	26.550	No Frequency Lock
6	6	27.015	27.470	26.560	1 Frequency Lock
7	7	27.025	27.480	26.570	No Frequency Lock
8	8	27.035	27.490	26.580	No Frequency Lock
9	9	27.045	27.500	26.590	No Frequency Lock
10	10	27.055	27.510	26.600	No Frequency Lock
11	11	27.065	27.520	26.610	No Frequency Lock
12	12	27.075	27.530	26.620	No Frequency Lock
13	13	27.085	27.540	26.630	No Frequency Lock
14	14	27.095	27.550	26.640	No Frequency Lock
15	15	27.105	27.560	26.650	No Frequency Lock
16	16	27.115	27.570	26.660	No Frequency Lock
17	17	27.125	27.580	26.670	No Frequency Lock
18	18	27.135	27.590	26.680	No Frequency Lock
19	19	27.145	27.600	26.690	No Frequency Lock
20	20	27.155	27.610	26.700	No Frequency Lock
21	21	27.165	27.620	26.710	No Frequency Lock
22	22	27.175	27.630	26.720	No Frequency Lock
23	23	27.185	27.640	26.730	No Frequency Lock

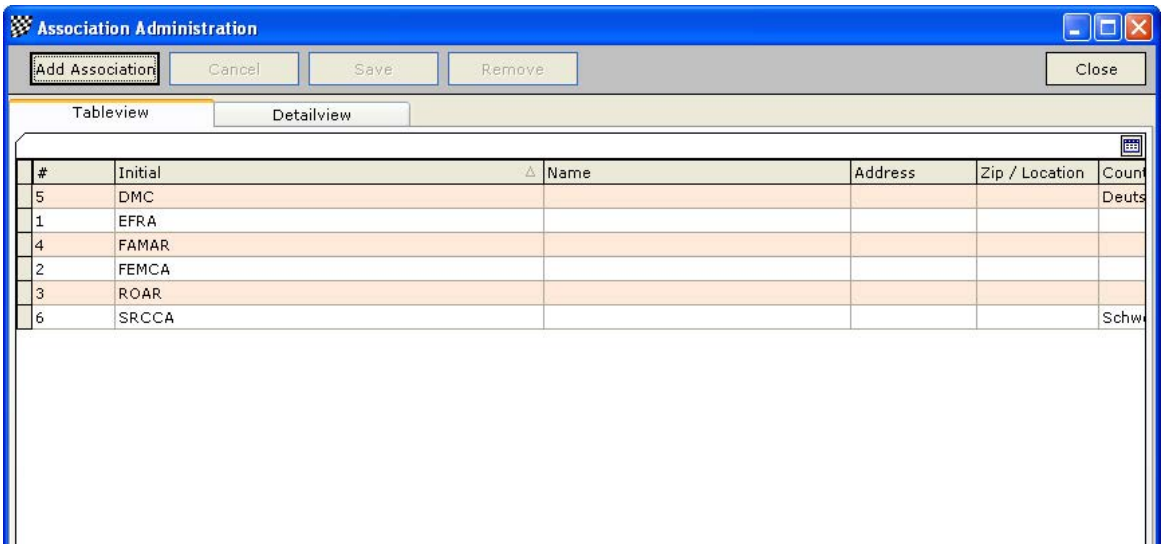
With the New button and the Remove button you can add new frequencies or delete existing ones.
Using the detailview tab you can lock illegal frequencies. This should be done, if your country does not allow special frequencies or if known frequencies are used nearby the track.



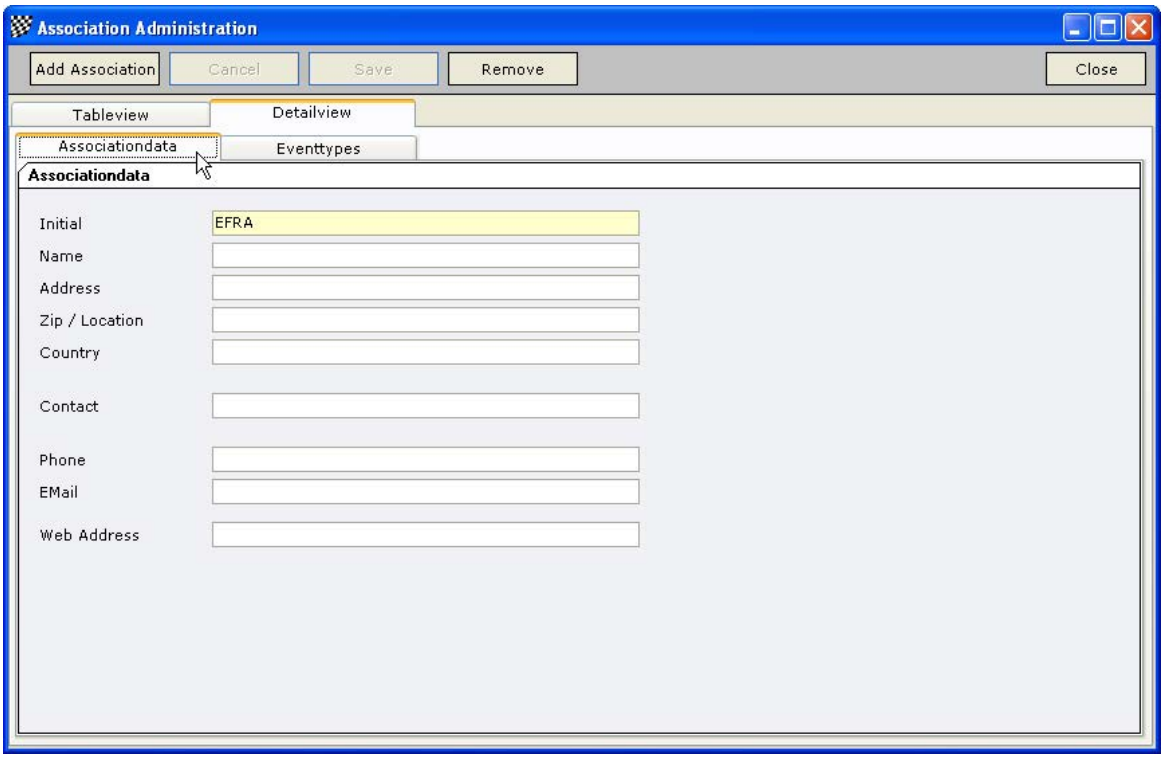
To lock a frequency you select it in the table and use the detailview tab. With the note button on the right side of the windows you can select the organiser and the tracks where this frequency is forbidden.
A locked frequency will result at the heat arrangement in an errormessage that the driver is not allowed to use this frequency.

10.12.3 Associations

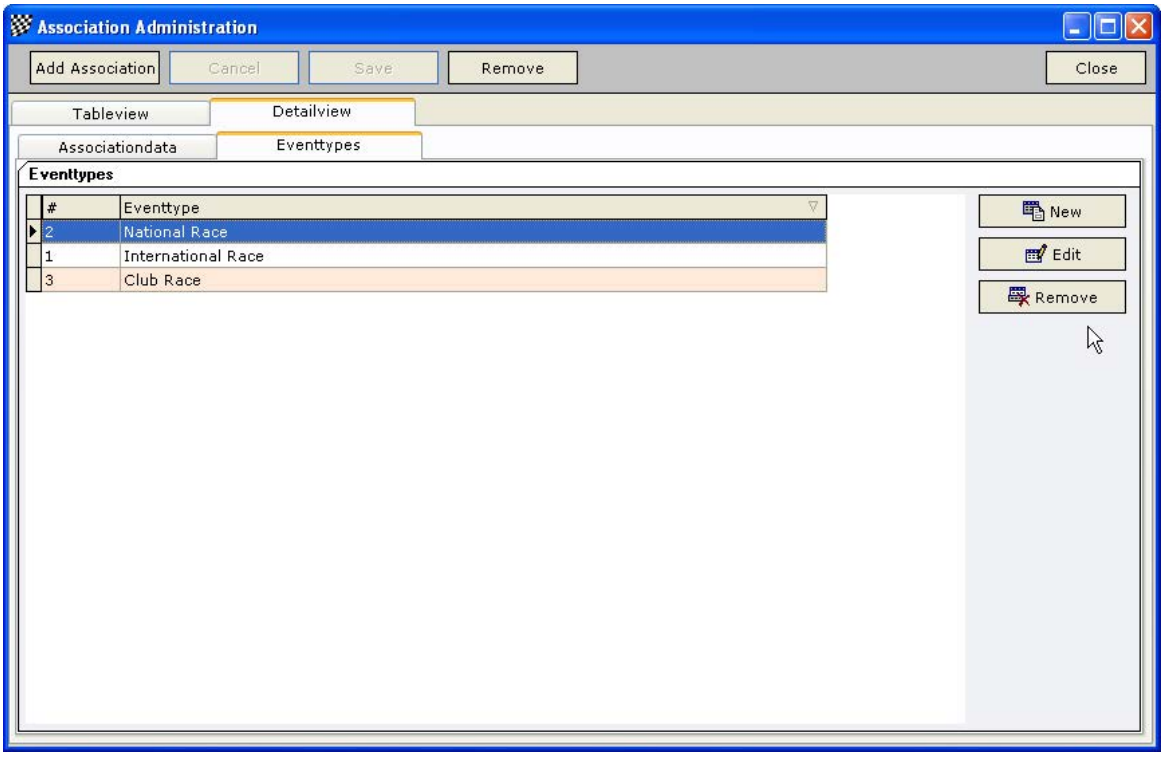
A driver can be assigned to an association. This is only for information and therefore the entry is optional. This entry should be respected on national level and not be used for club level.



The associations already entered are displayed in a table view. Using the Add Association button you can add a new record. With the detailview tab you can see and edit the details of an association.



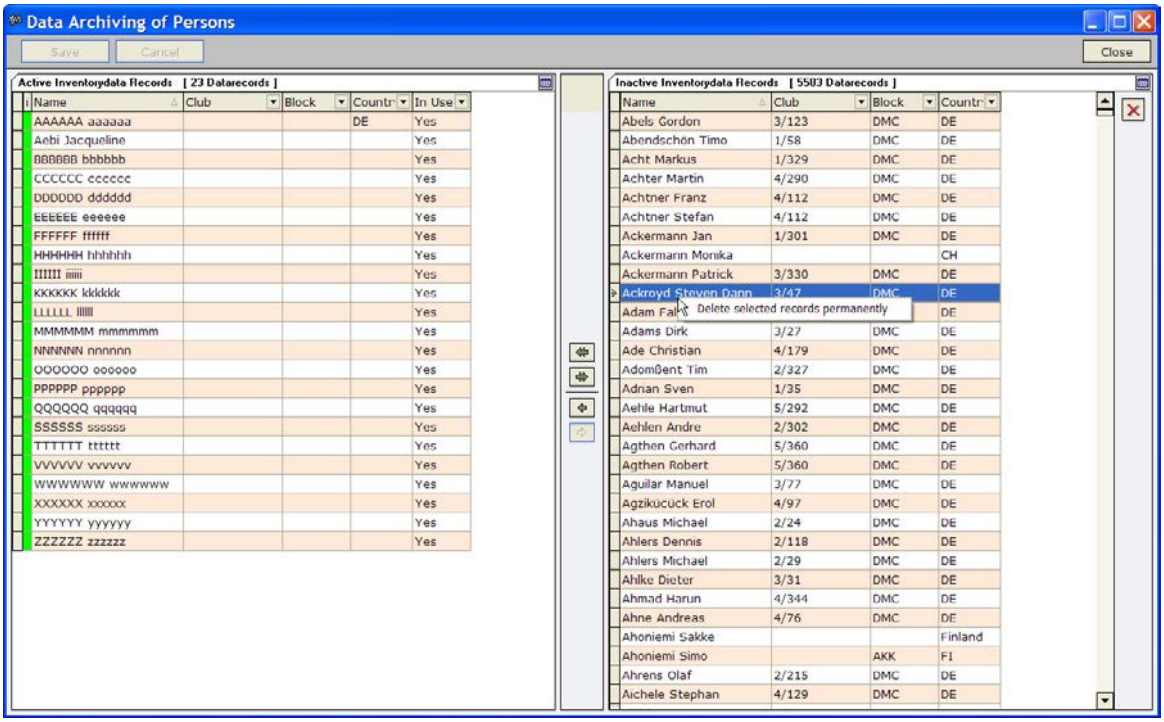
Using the eventtypes tab you can enter events (for example national championships) of this association. Using the New-button on the right side of the table of the eventtypes you can add a new eventtype. Edit allows you to change the description and with remove you delete an eventtype.



10.13 Data archiving

10.13.1 Persons

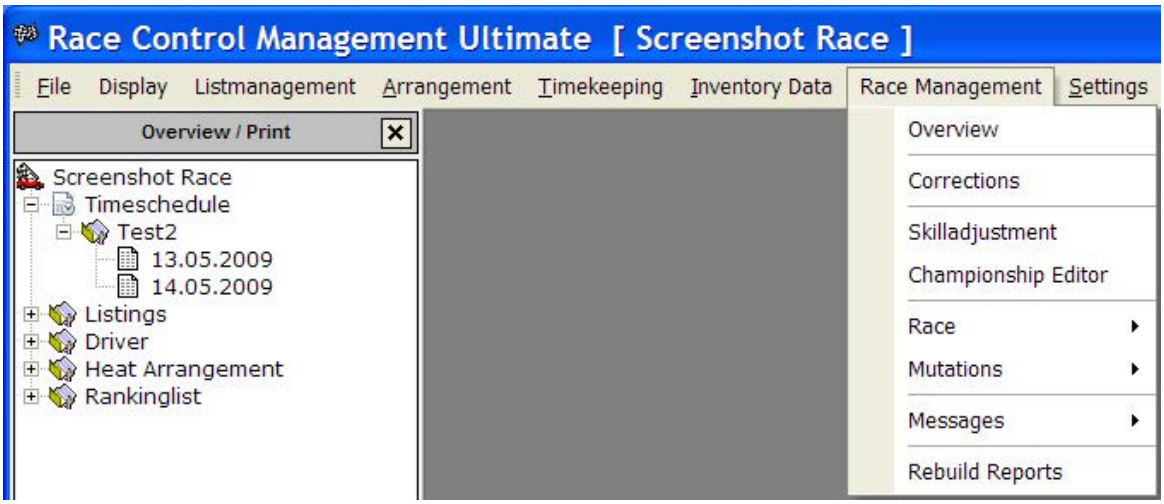
Usually the persons in the inventory data will be created by an import of data placed by your national federation for disposal. But not all clubs need all the data. Therefore RCM Ultimate provides a function to archive the personal data. Needed single drivers can be reactivated from the archive. Importing the federation data the drivers will be entered to the archive. Do active drivers exist, the data will be synchronised. If a driver is no more in the federation data, it is assumed that the driver does not have a licence anymore. This driver is automatically set to inactive.



When opening Data Archiving/Persons you see in the left column all activated drivers and in the right column the inactive (archived) drivers. A driver can be set active by left clicking on his name in the right column and clicking on the left arrow button in the middle between the both columns. To set a driver to inactive left click on his name in the left column and use the right arrow button. Using a filter and/or a multiple selection (press the Ctrl or Shift key when you click on the drivers name) you can set several drivers to active or inactive simultaneous.
The green marked drivers in the left column are participants of the event loaded. These can not be set to inactive.
If a driver in the right window is selected (multiple selection possible) this driver can be deleted finally with a click of the right mouse button.
Please note, that you have to use the Save button before closing the window.

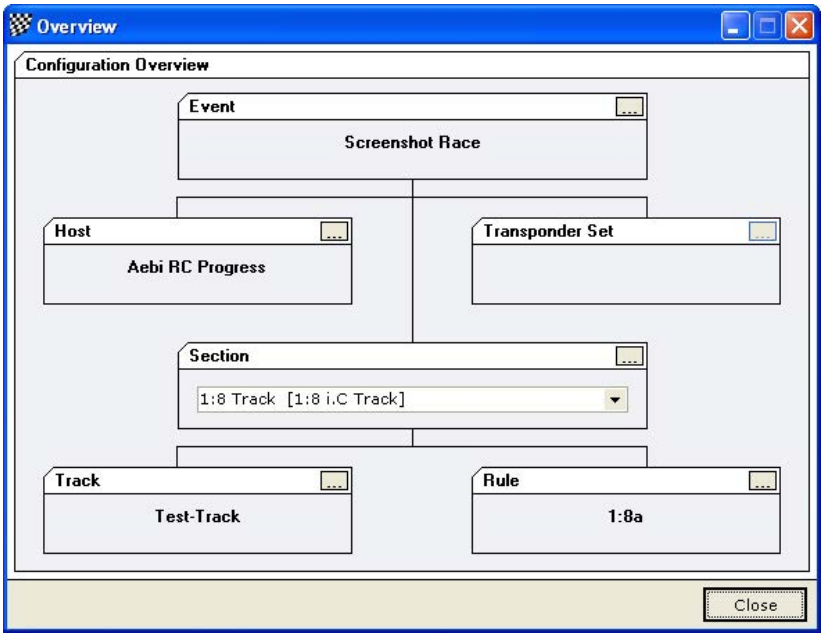
11 Race Management

The menu Race Management offers some powerful additions like skill adjustment, a championship editor, creating a time schedule, race analysis, the race overview and the definition of the voice announcements to you.



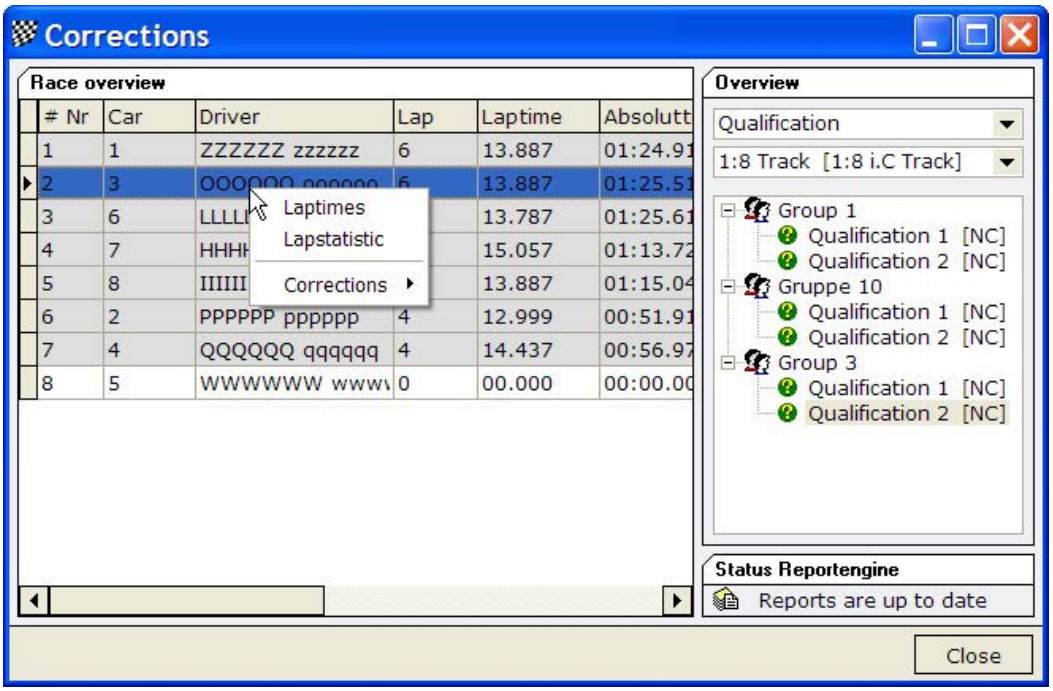
11.1 Overview

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 Corrections

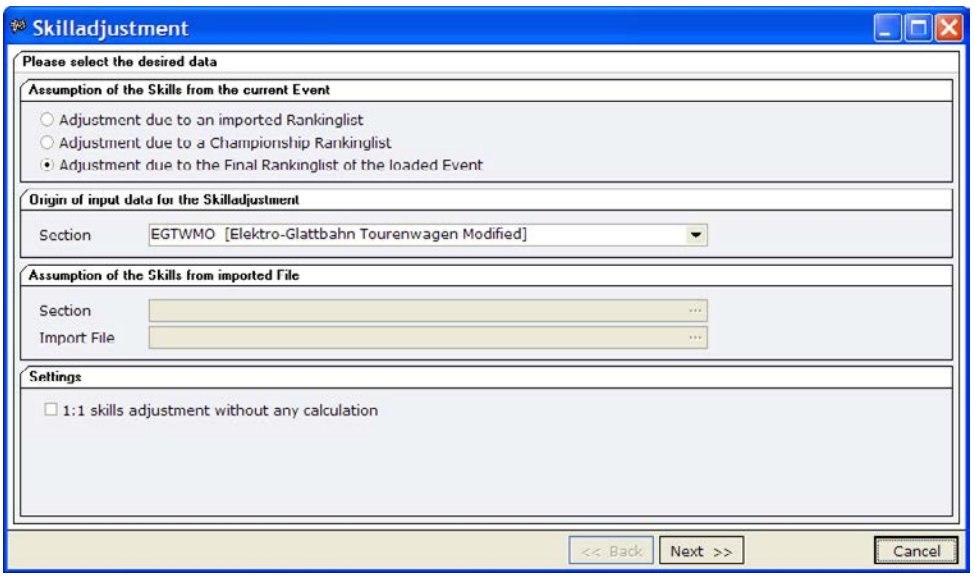
Here you can correct the results of all heats already run even if a race is in progress.



In the right column of the window you select on top if you want correct a practice, a qualification heat or a final. Below of that you select the section. Like in the race overview, you can now select the heat you want and in the right column the result is displayed. Clicking right on a drivers name, a submenu is displayed and you can select the function you want to perform. The functions are the same as described in timekeeping/corrections in this manual.

11.3 Skilladjustment

The arrangement of the heats is usually based on the skill of the drivers. During a season the skills can change.



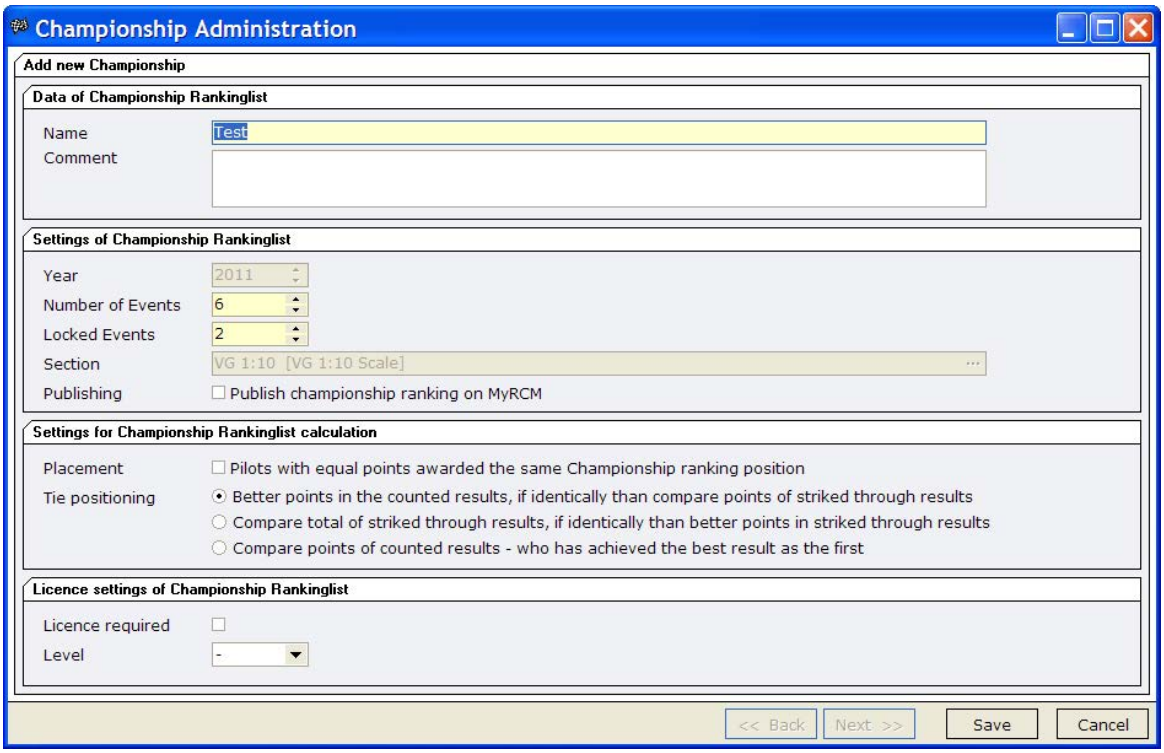
The function Skilladjustment allows you to adjust the skill of the drivers continuously. The skill is calculated per section according to the championship

ranking list.
Another option to adjust the skill of the drivers is the import of a ranking list file. This procedure should be used if you are not familiar with the performance of the drivers. In that case you have to enter the section and the import file.
The next window shows you all drivers in question together with the current skill values and the new calculated suggestion. You can now accept or reject this suggestion.
If „1:1 skills adjustment without any calculation“ is activated, the values of the skills will be directly used.
You can also enter the skill levels in the personal inventory data.

11.4 Championship Editor

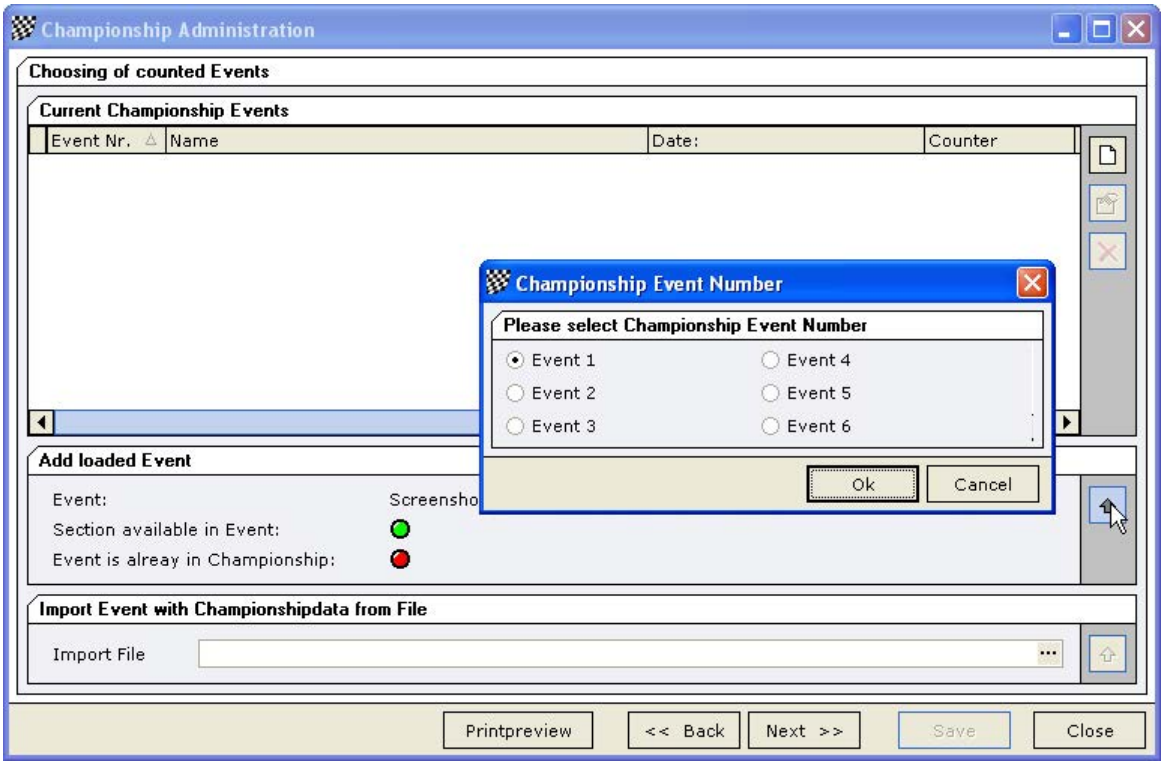
Selecting the Championship Editor in the Race Management menu enables you to create a championship ranking list.

Select Add new Championship if you create the championship ranking list the first time. To add a event to an existing championship ranking list, select Edit championship.



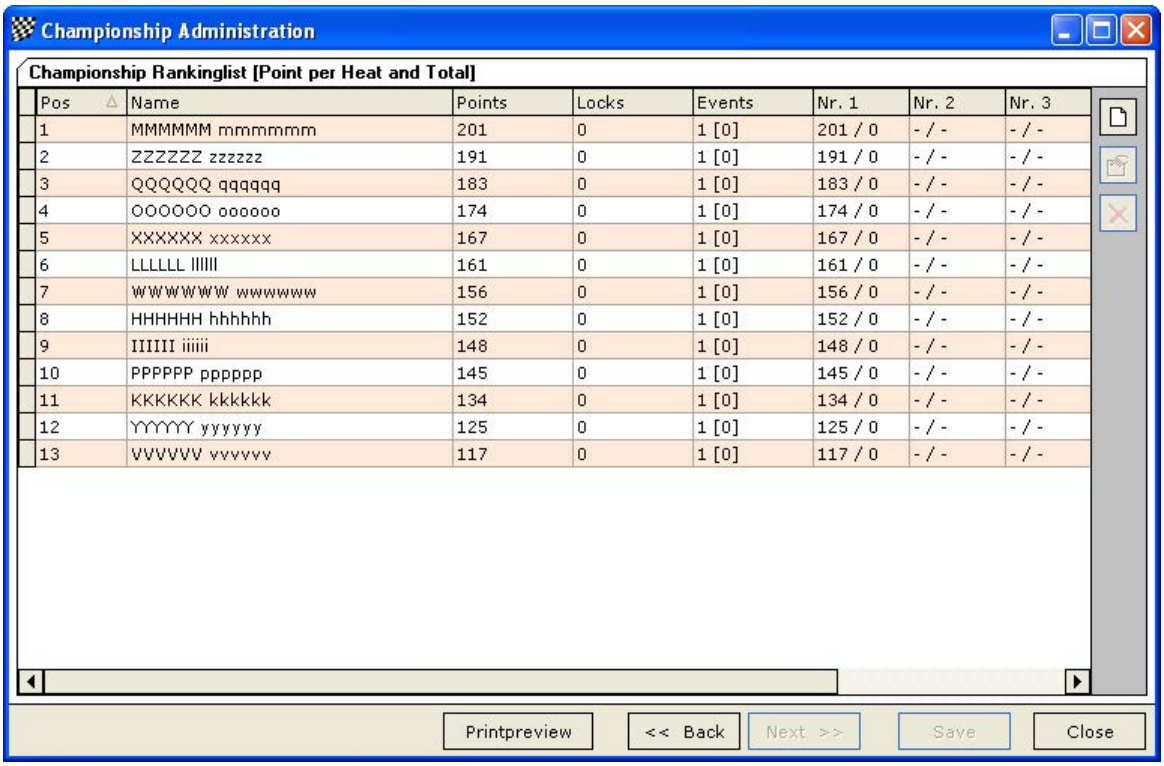
To create a new championship you have to enter the name and the year first. The Description is optional and only for information. Further on the following inputs are needed:
Number of Events: Enter the number of events which are run for the championship.

Please note, that all events must run the same section.
Locked events: The number of events which are not counted. If the championship consists of 6 events and the 4 best will be counted, you have to enter the value of 2.
Section: The section for the championship has to be entered here.
Publish championship ranking on MyRCM: If activated, the ranking list of this championship will be published on MyRCM. No additional settings are necessary. Further on you have the open the print preview of this championship to generate the report file.
Placement tie positioning: Here you can define the procedure, how tied positions are handled.
Level: If you select the championship into different skill levels for the drivers you have to enter the skill level here.
If you activate „licence required" only drivers will be added to the championship lists, where the option "licence" is in the inventory data is activated.
Click on the Save button and then Next to go to the next window. In the upper part of the window, all events already entered to this championship are listed. Creating a new championship this list is empty.



Add loaded Event: A green circle at Section available in event says, that the event can be added to the championship. A red circle means, that the event is loaded, but the selected section is not available. Further on it possible, that the loaded event does not has a eventrankinglist with the points for the championship. In this case please check that a pointscheme is defined in the rule. If you have to add a pointscheme afterwards, you have to reload the event and you have to create a new final rankinglist.
Event is already in Championship: Red circle means, that the event is not yet processed to the championship and you can add it. A green circle means, that the event is already calculated in the Championship.
To add the event to the championship you have to click on the up arrow button on the right side. The event will be entered to the list after you have addressed this event to the number of the sequence.

An event can be removed from the championship easily by left clicking on the event and clicking on the cross button on the right side.
Clicking on the Printpreview button shows you a summery of all Races entered in this championship.
If the event is added to the championship, the colour of the circle changes to green.
Clicking on next leads you to the next window.
This windows lists the rankinglist of the added event with all points in detail.
Clicking in Next will now add the event to the championship and the new ranking list of the championship is calculated. Clicking on the printpreview button shows you the list as it can be printed from this window.

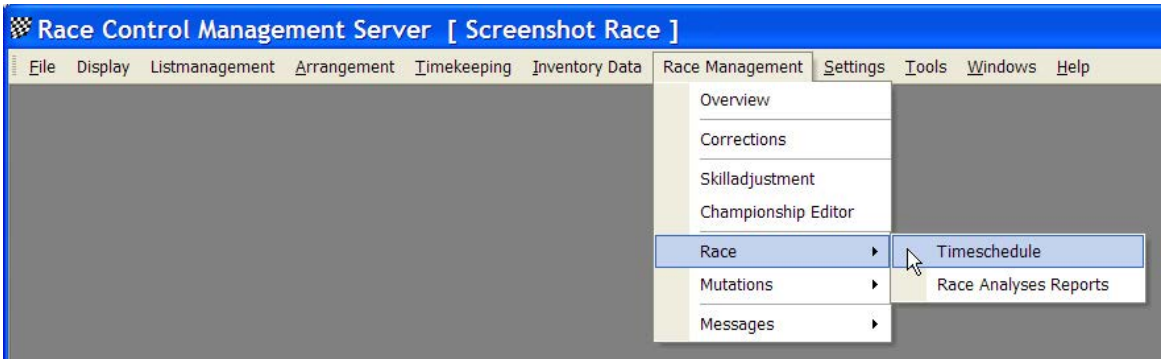


Pos	Name	Points	Locks	Events	Nr. 1	Nr. 2	Nr. 3
1	MMMMMM mmmmmm	201	0	1 [0]	201 / 0	- / -	- / -
2	ZZZZZZ zzzzzz	191	0	1 [0]	191 / 0	- / -	- / -
3	QQQQQQ qqqqqq	183	0	1 [0]	183 / 0	- / -	- / -
4	OOOOOO oooooo	174	0	1 [0]	174 / 0	- / -	- / -
5	XXXXXX xxxxxx	167	0	1 [0]	167 / 0	- / -	- / -
6	LLLLLL llllll	161	0	1 [0]	161 / 0	- / -	- / -
7	WWWWWW wwwwww	156	0	1 [0]	156 / 0	- / -	- / -
8	HHHHHH hhhhhh	152	0	1 [0]	152 / 0	- / -	- / -
9	IIIIII iiiiii	148	0	1 [0]	148 / 0	- / -	- / -
10	PPPPPP pppppp	145	0	1 [0]	145 / 0	- / -	- / -
11	KKKKKK kkkkkk	134	0	1 [0]	134 / 0	- / -	- / -
12	YYYYYY yyyyyy	125	0	1 [0]	125 / 0	- / -	- / -
13	VVVVVV vvvvvv	117	0	1 [0]	117 / 0	- / -	- / -

To add another event to this championship, close this window and load the next event. Then repeat the process to add this event to the championship. To get a complete rankinglist of the championship you have to repeat this process for all events of the championship.
Remark: If an event is not counted, please check the number of not counted events.

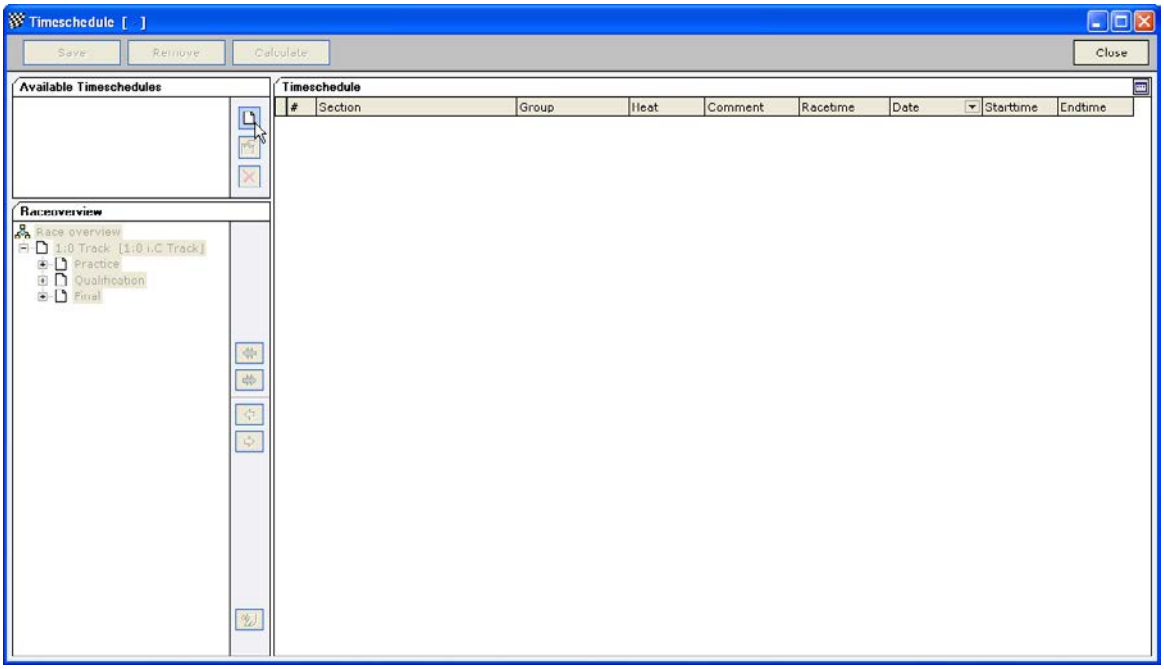
11.5 Race

Here you find additional functions for running an event: an editor for the time schedule as well as special race analysis reports.

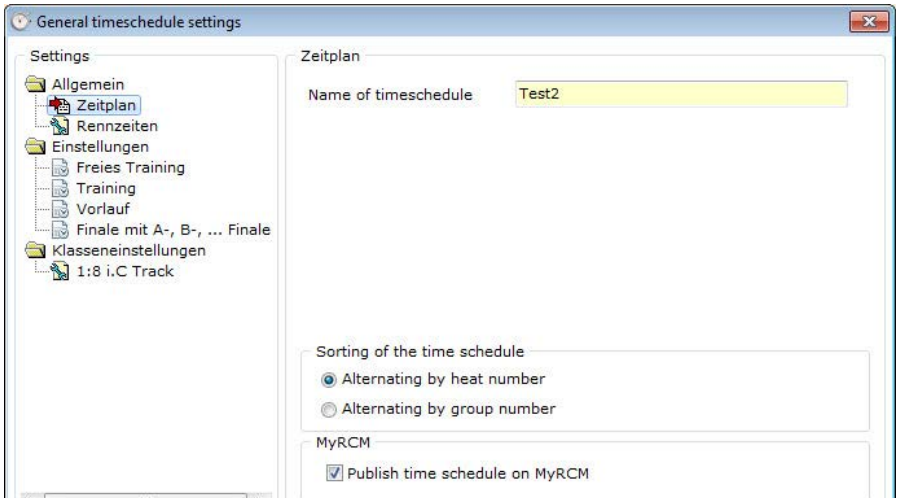


11.5.1 Time schedule

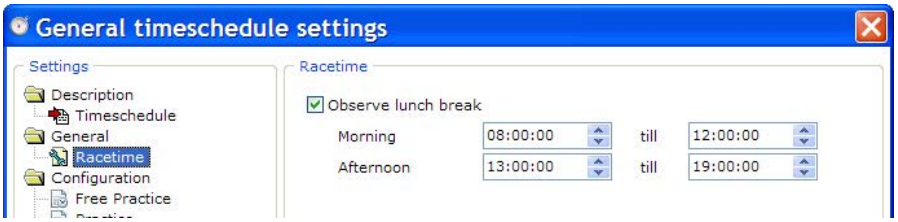
If an event is loaded you can create a detailed time schedule. You can create one or more time schedules for this event. Especially for bigger events it make sense to create a time schedule for each day.



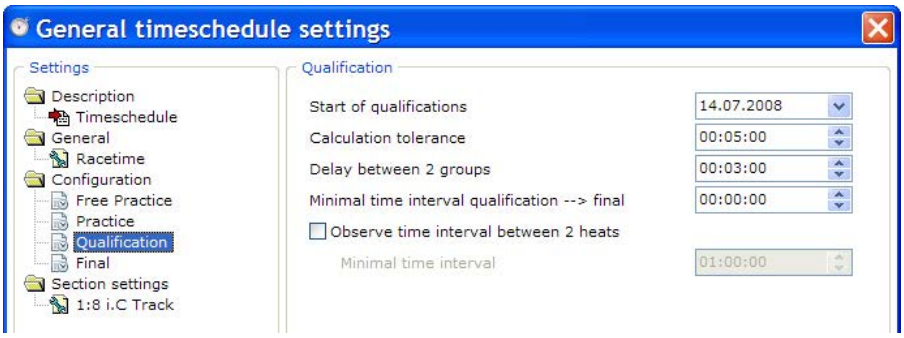
A window opens in which the existing time schedules are listed in the upper field of the left column. On the right edge you find buttons to create a new time schedule, to edit the basic inputs for the time schedule and to delete a time schedule. In the lower field of the left column all heats for all sections are shown.
Create a new time schedule: First you have to enter the name for the time schedule.
Sorting of Timeschedule: How to sort the timeschedule.
Publish on MyRCM: The timeschedule is published on MyRCM or not.



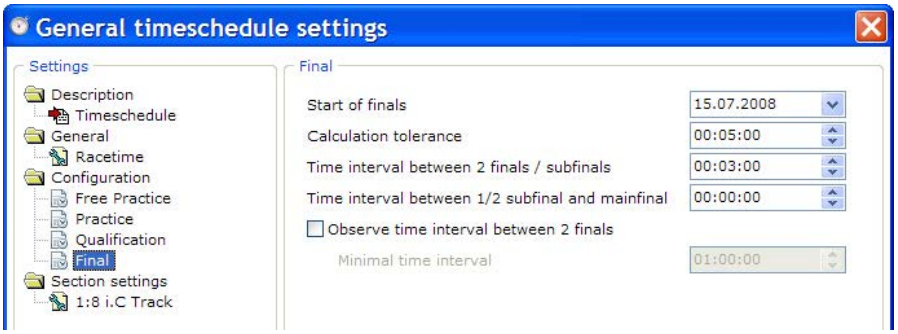
At General Timeschedule Settings you have to enter the race times of the day.



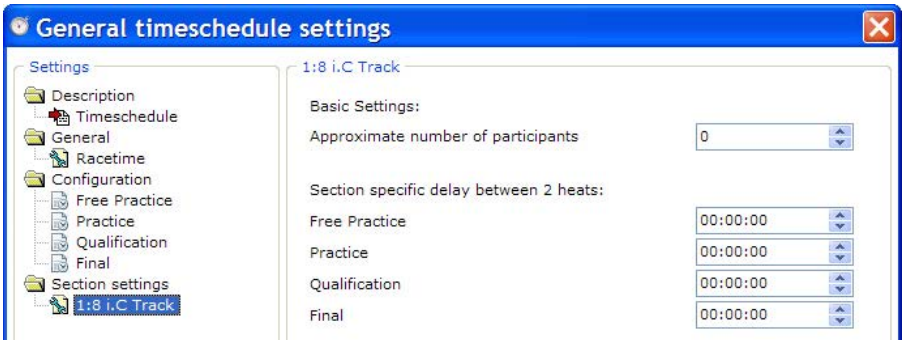
In Configuration you have to enter details for practice, qualification and the finals.



The starting day of the heats, the calculation tolerance, the delay between two groups. Additional you can specify the time interval to the next unity (from practice to qualification and from qualification to finals) Further on you can specify if a time interval between two rounds should be observed.
In the finals you can specify the time interval between the 1/2 Finals and the Final.

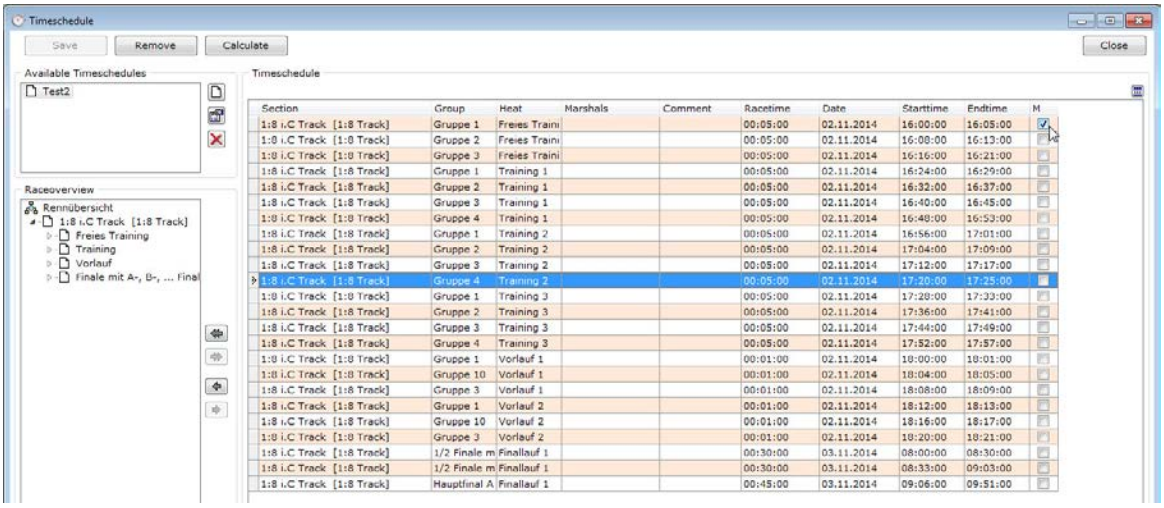


Under Section Settings you can set default values, which are used as long as no driver is entered in such section in the event. You can create a time schedule according to this figures. With approximate number of participants you set the number of drivers in his section. Further on you can set the time interval between the heats/finals for this section.

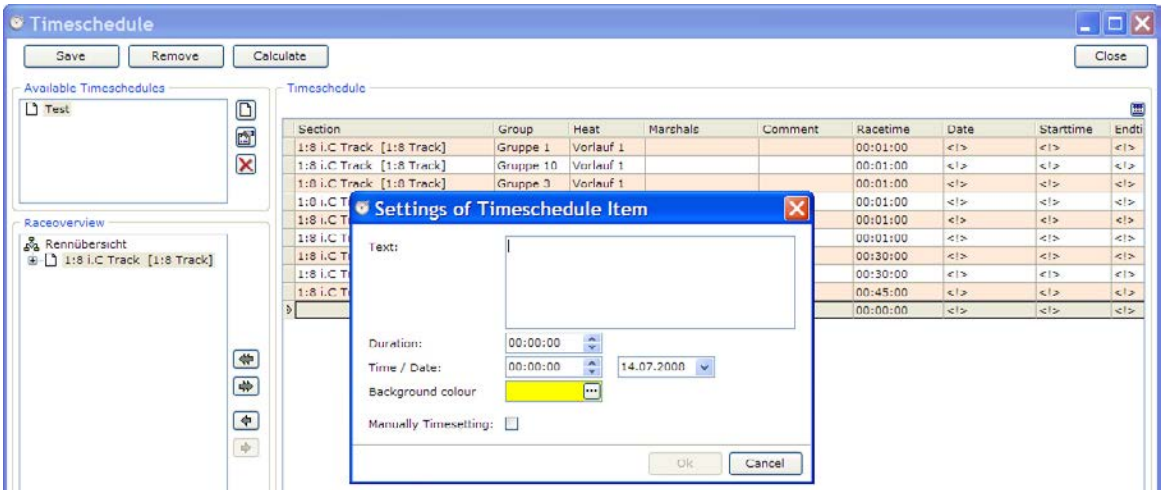


You have to save the time schedule before continuing. Further on you have to click on Create before you can print it. After this, the time schedule is taken over by the program.
Close the window and now you can add the heats to the time schedule.
This is done using the raceoverview, selecting the heats and using the arrow-buttons to add the heats to the time schedule. Now click on the Calculate button on top of the window and the time schedule will be calculated automatically. You can also insert heats and finals for sections where no driver has already been assigned.

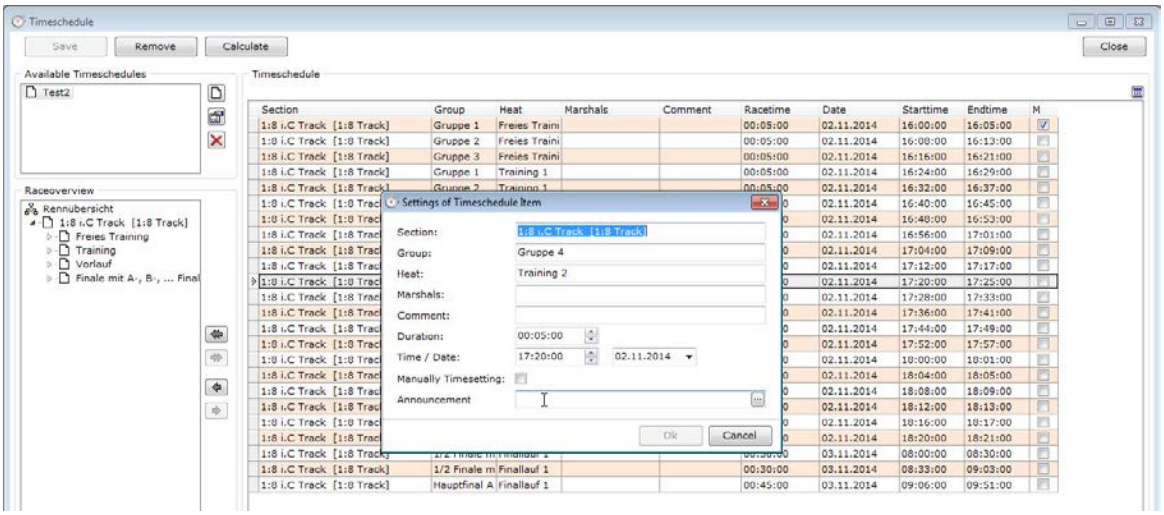
Now you maybe have to add additional entries to the time schedule or some changes have to be done. If the field „M“ ist activated at the end of a line, the time is manually set.



To add a an additional entry manual (for example for the technical inspection) click on the arrow up button down below the other arrow buttons. You have to enter a text and the duration. In addition the background color of the line can be set.



The positions in the time Schedule can be moved by drag&drop with the mouse. You can select multiple lines and move these. Also you can enter the time for an entry directly. Double click on the heat and in the following window you can change the duration and the time.

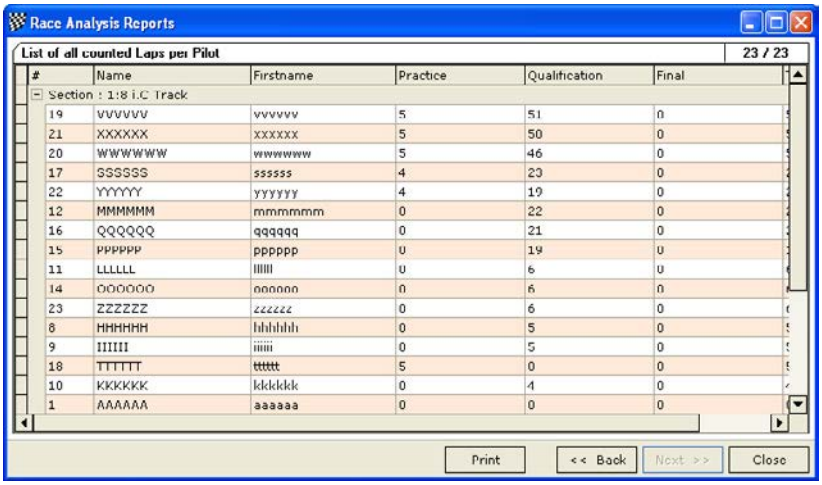


If you change single times or durations, please click on the calculate button again after the changes. All times of the time schedule will calculated new.
Announcement: An announcement can be set for this entry.
When you have finished your work, the time schedule must be saved. It can be printed through Display/Overview Print.

11.5.2 Race Analyses Reports

In this menu you can print a list of the recorded goals of all Pilots. These must be entered in the personal data of the inventory.

Further on you can print a list of all counted laps of the drivers. These information is quite interesting for the speaker and for statistical use. Before you print you see a preview window. The print will be done by clicking on the print button.

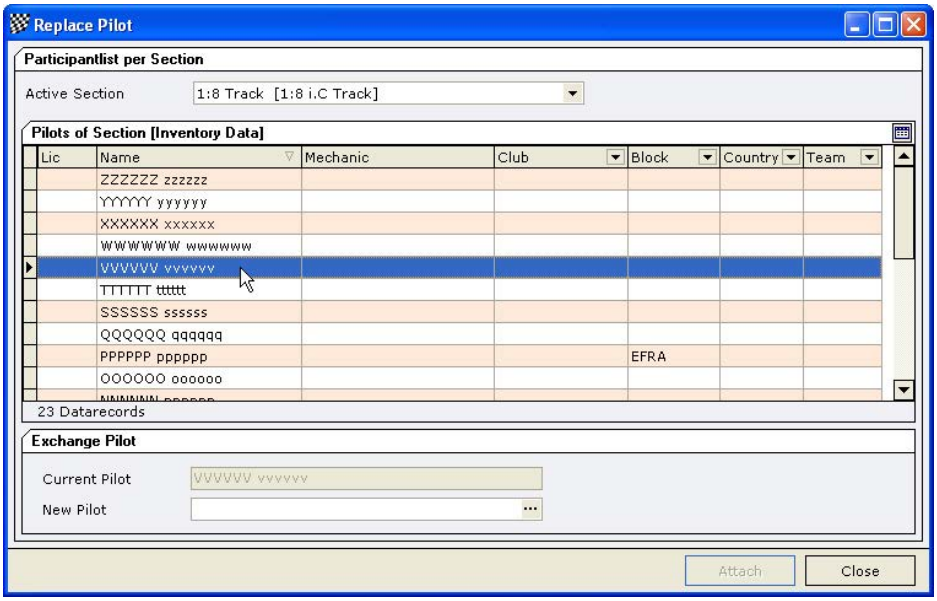


#	Name	Firstname	Practice	Qualification	Final
Section : 1:8 i.C Track					
19	VVVVVV	vvvvvv	5	51	0
21	XXXXXX	xxxxxx	5	50	0
20	WWWWWW	wwwwww	5	46	0
17	SSSSSS	ssssss	4	20	0
22	YYYYYY	yyyyyy	4	19	0
12	MMMMMM	mmmmmm	0	22	0
16	QQQQQQ	qqqqqq	0	21	0
15	PPPPPP	pppppp	0	19	0
11	LLLLLL	llllll	0	6	0
14	OOOOOO	oooooo	0	6	0
23	ZZZZZZ	zzzzzz	0	6	0
8	HHHHHH	hhhhhh	0	5	0
9	IIIIII	iiiiii	0	5	0
18	TTTTTT	tttttt	5	0	0
10	KKKKKK	kkkkkk	0	4	0
1	AAAAAA	aaaaaa	0	0	0

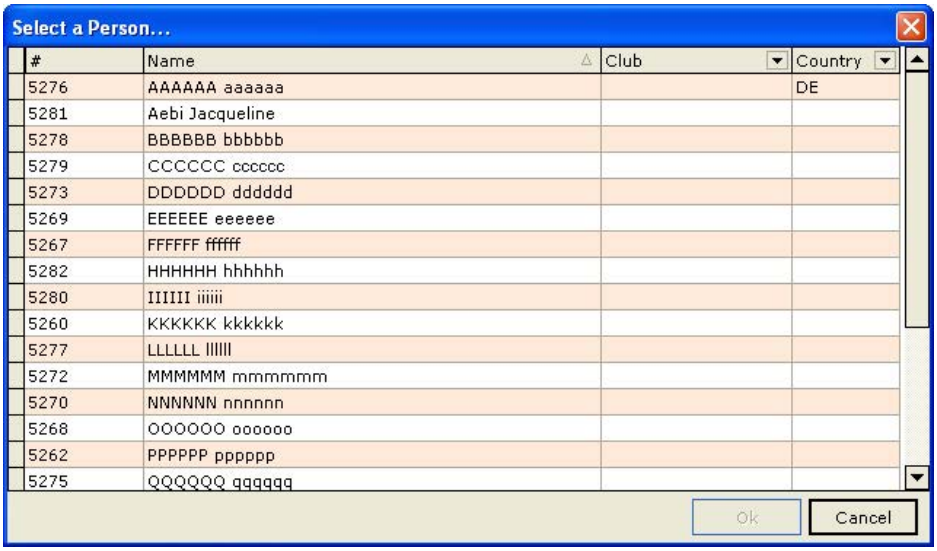
11.6 Mutations

11.6.1 Replace Pilot

With this function you can easily replace a driver in the loaded event by another driver. The driver to insert must be assigned in his personal data to the appropriate section.

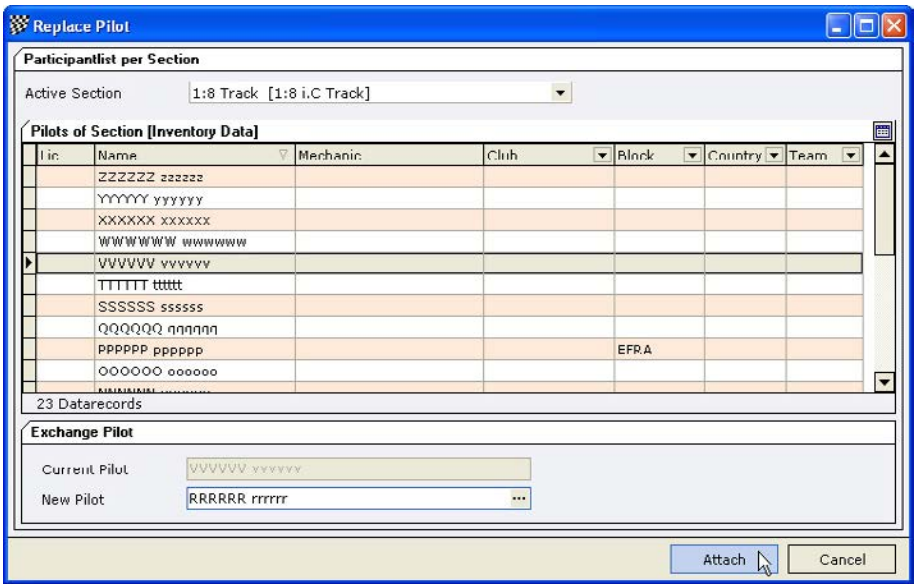


A window opens where you have to select the section on top. Below all drivers of this section are listed. Click left on the driver you want to replace. This driver now appears in the field Current Pilot on the bottom of the window. Now click on the three point button at the right edge of the input field New Pilot.



A window with all drivers of the inventory data assigned to this section opens. Double click on the driver to insert. The driver is now in the field New Pilot. Please

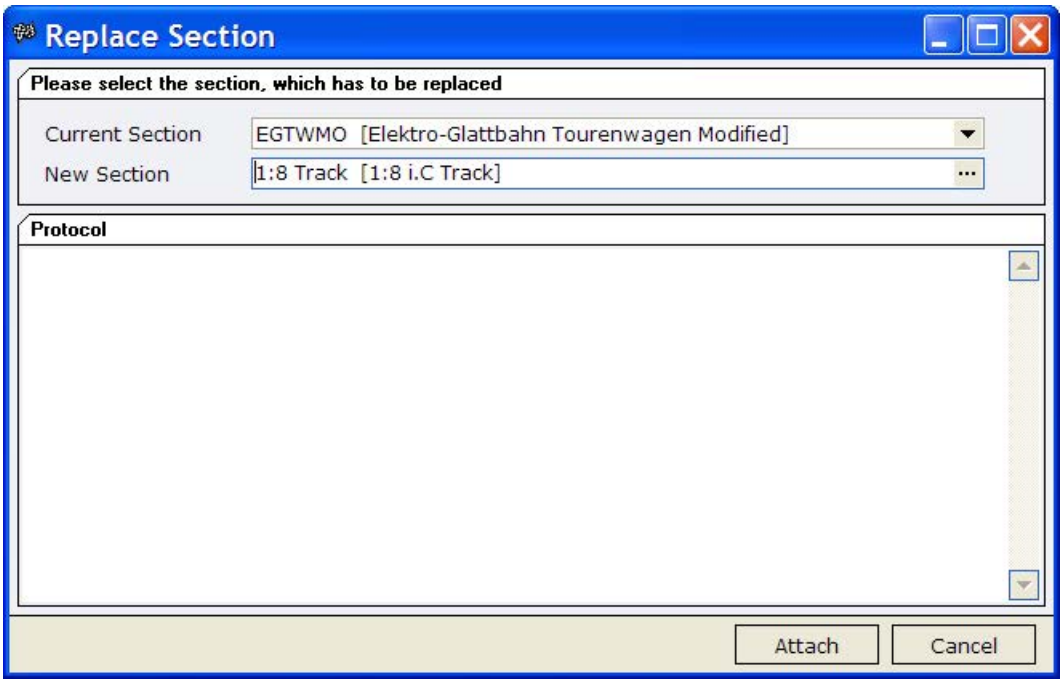
note, that the driver to be inserted can not be an active driver of this section in the loaded event.



Clicking on the Attach button will replace the drivers. This means the current driver will be deleted in the driver list and in all heat arrangements and the new driver will be inserted.

11.6.2 Replace section

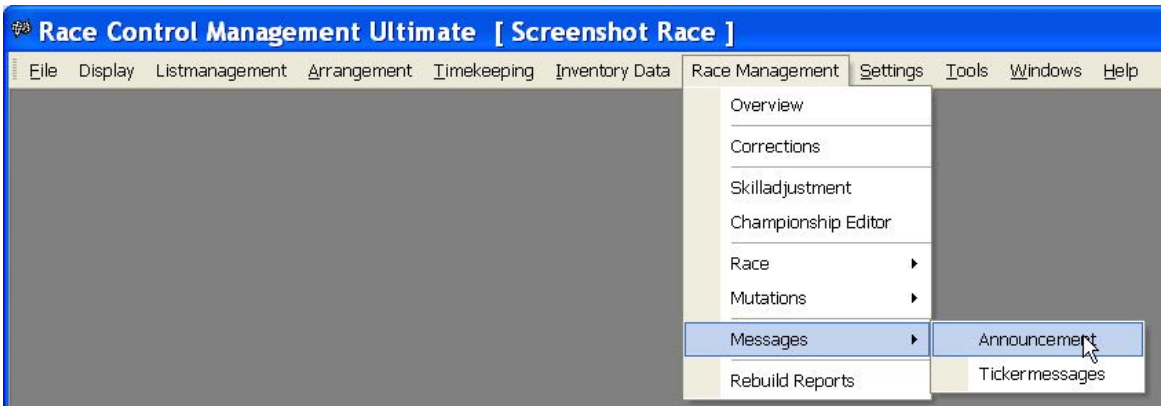
Here you can replace a section with another section. The new section will be assigned to all drivers of the “old” section and all data of the drivers will be overtaken.



Chosse the section of the event in the top line. Then select the section you will use below. By clicking on “Attach” the procedure will be performed.

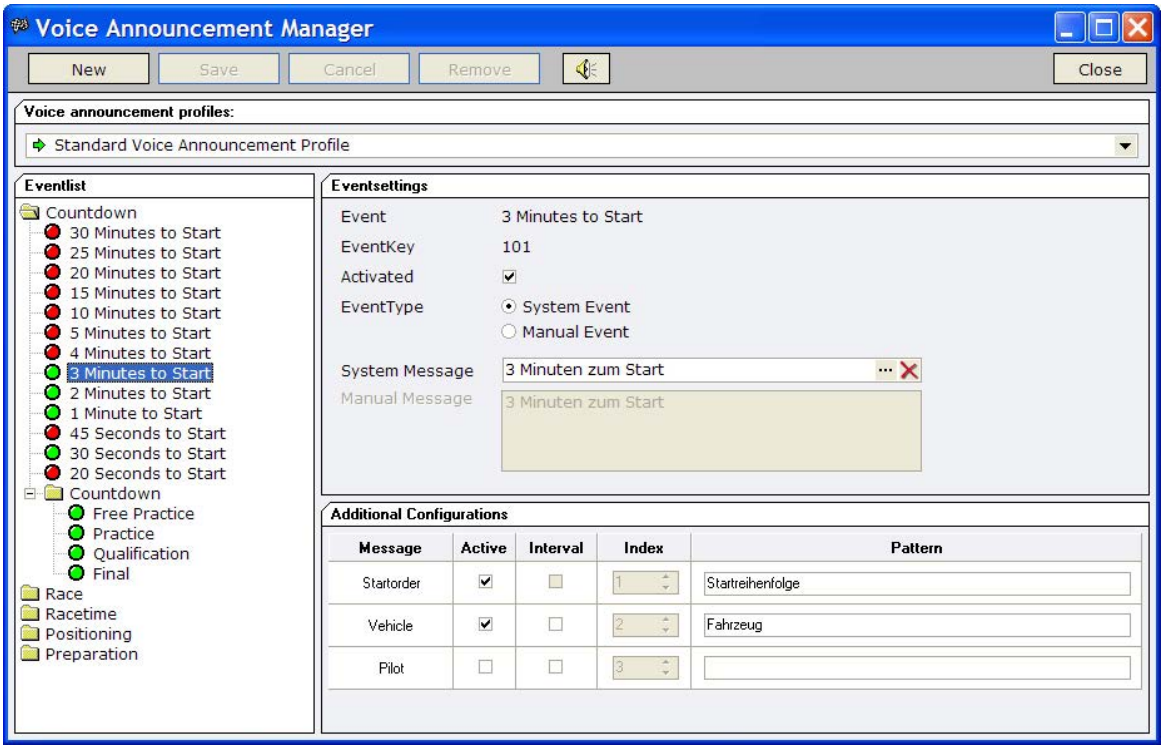
11.7 Messages

Here you can define the voice announcements of RCM Ultimate and the tickermessages send to RCM Publisher.



11.7.1 Announcement

RCM Ultimate supports automatic voice announcements for the sequence of the race. These can be adjusted here. The window lists the events in the left column. In the right column you see the settings of a event selected in the left column. RCM Ultimate uses Voice announcements profiles. To create a new profile, click on the New-Button on the top and enter the name for the profile. When creating a new profile you can copy an existing one.You can delete a profile by clicking on the remove button. For changing the settings of a profile you have to select this profile first in the line “Voice announcements profiles”.

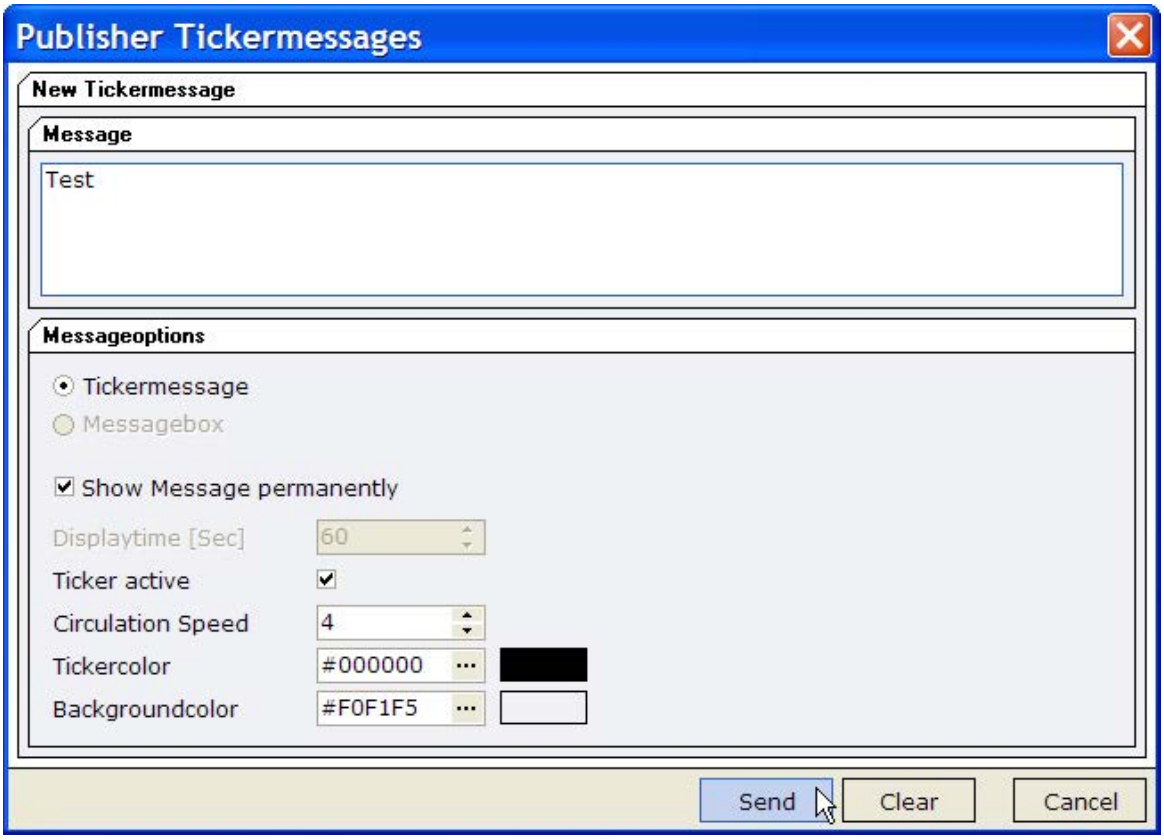


In the left column the events are indicated by small circles. A green circle means that this event will be announced. A red circle means that this event will not be announced. The single sections like Countdown, Race etc. can be enlarged with a double click on the section. If you select an event by clicking on it, you can activate (will be announced) in the left column. If you remove the check mark after

activated, the event will not be announced. For some events (for example Race/ Start of Race) there are additional configurations available. These will be shown in the lower part of the right column. You can activate or deactivate this additions. For example it is possible to announce the starting order with the Countdown from 3 Minutes or less.
All other settings are used by the system and should not be changed.
By clicking on the 3 points at the end of the input-field “system message” you can select the file used for this voice announcement. To check the announcement, just click on the speaker-button.
In new versions of RCM Ultimate sometimes are new Announcements available. After an update of RCM Ultimate you should check for new announcements useful for you.

11.7.2 Tickermessages

RCM Ultimate can send messages to RCM Publisher to present additional information to the drivers and the mechanics.

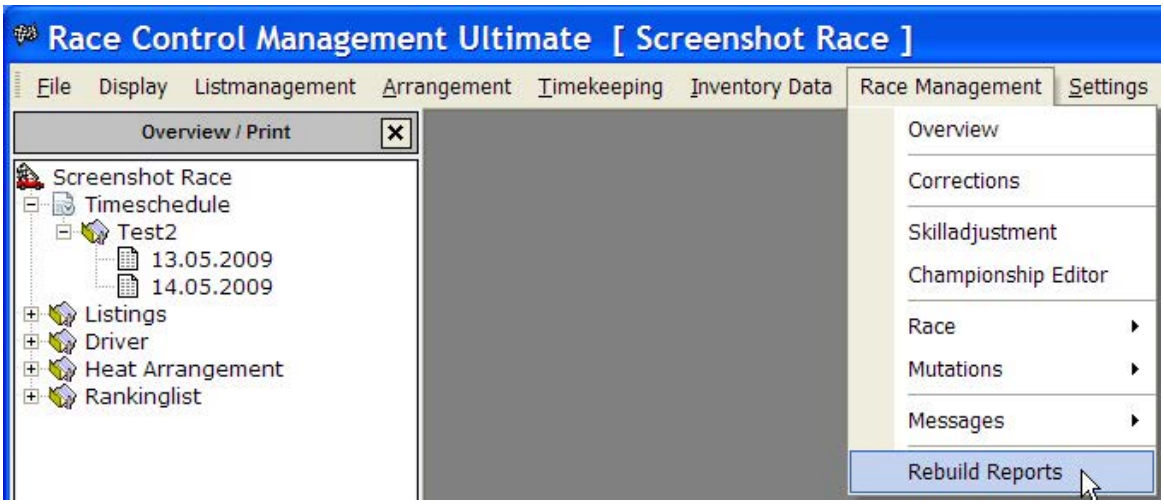


Message: Type the text in here you want to have displayed in RCM Publisher.
Tickermessage: Indication, if the message is shown as Tickermessage, This is a faded in rolling writing.
Messagebox: The message will shown in a new window in RCM Publisher. With this setting it is also possible to send pictures to make promotion for your sponsors in breaks of the race.
Show message permanently: The message will displayed by RCM Publisher as long as you send a new message.
Displaytime: Here you can define, how long the message is displayed by RCM Publisher.
Ticker active: Switch on the ticker. If deactivated the ticker is switched off.
Circulation Speed: Speed of the rolling writing.

Tickercolor/Backgroundcolor: The text will be displayed in the selected color on the selected backgroundcolor. Please note, that yellow is reserved for records.
Clicking on the Send-button will send the message to all connected RCM Publisher.
The message is deleted by clicking on the clear button.

11.8 Rebuild reports

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

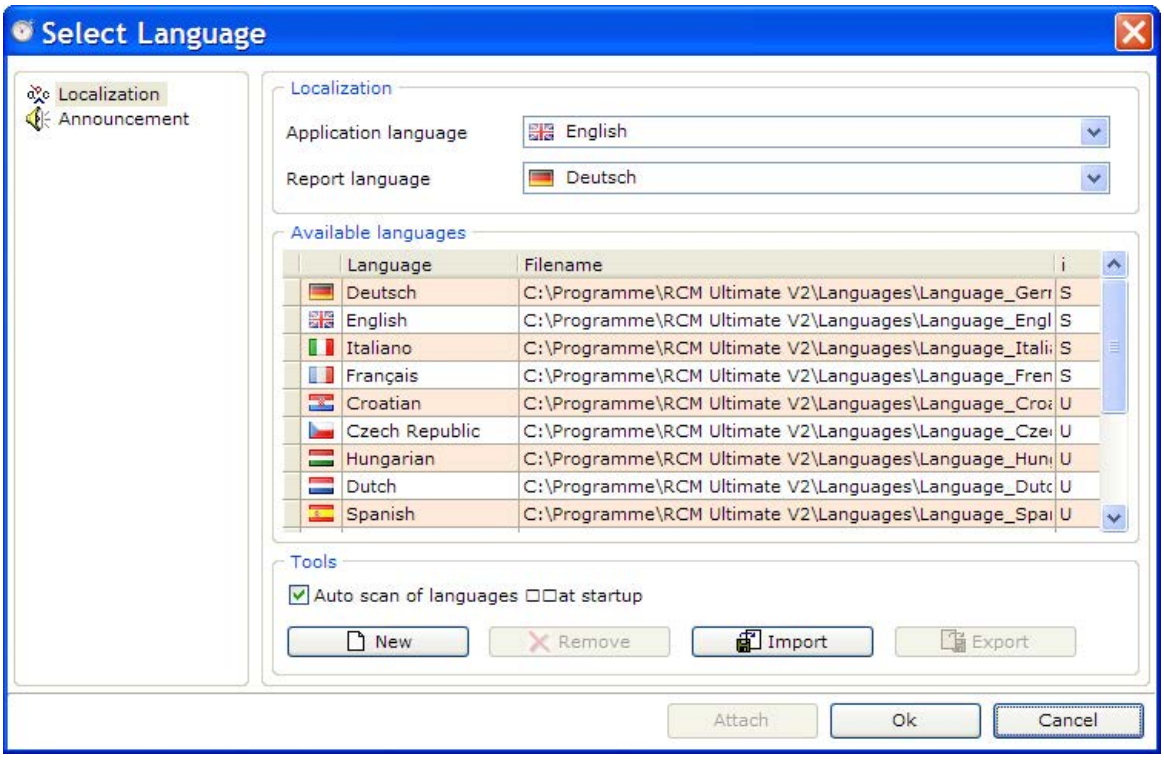


12 Settings

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 Ultimate. 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 and the announcements.

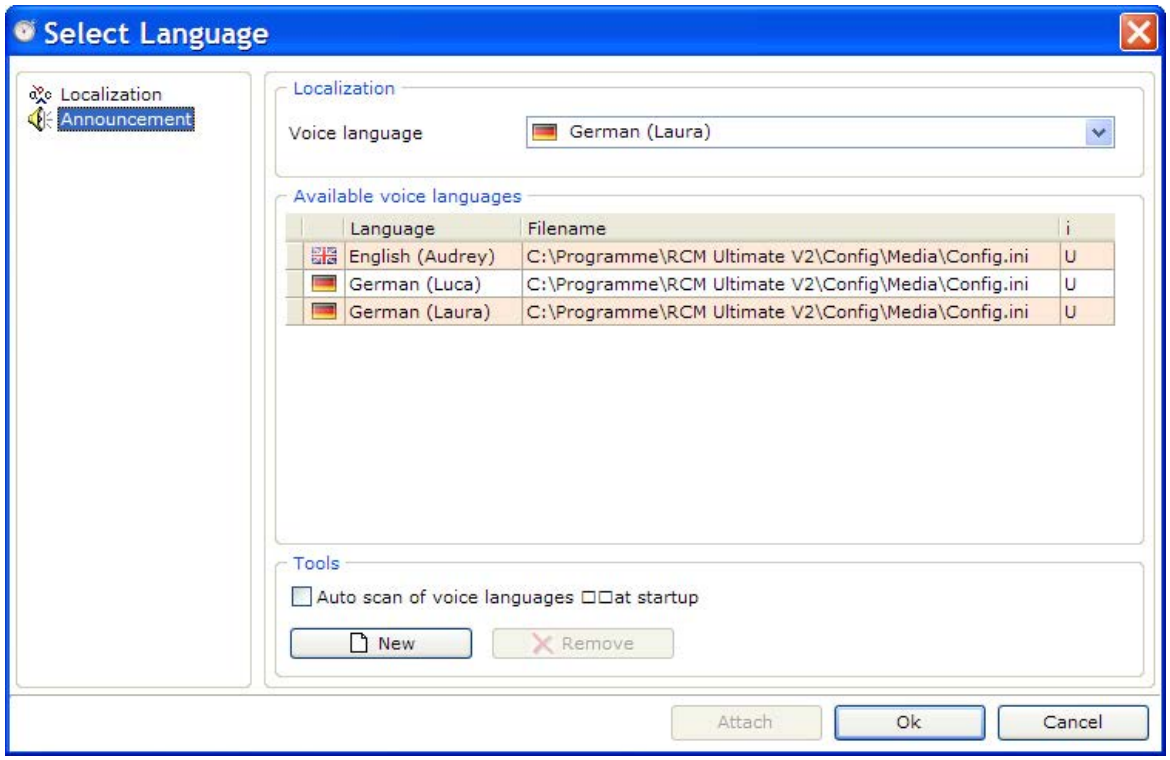
12.1 Language

With Configuration/Language you can set the languages used by RCM Ultimate.



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. The same can be done for the announcements.

If you mark Announcements in the left column, you can determine the Language used in all of the announcements of RCM Ultimate.
For an international race you should select English for the announcements. To set the announcement language activate the required language and click on the attach button.

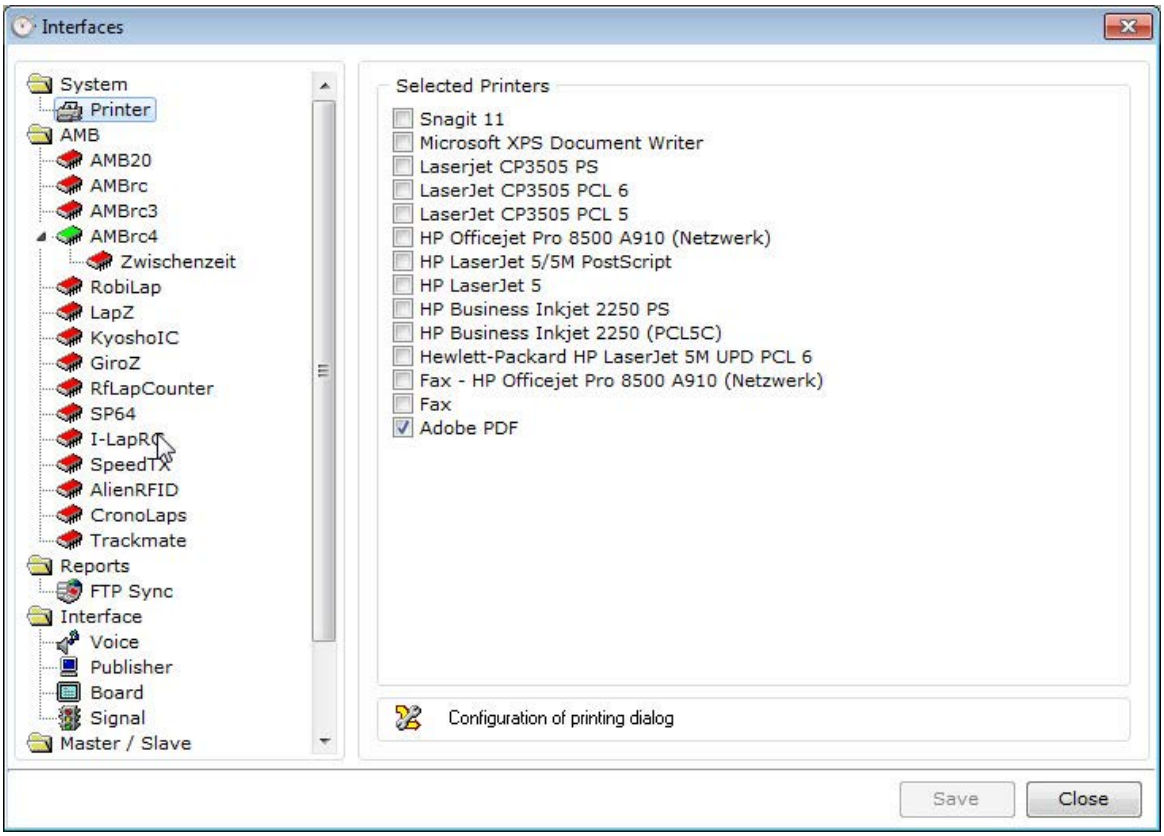


12.2 Interfaces

Opens a window were you can select all connections RCM Ultimate is using.

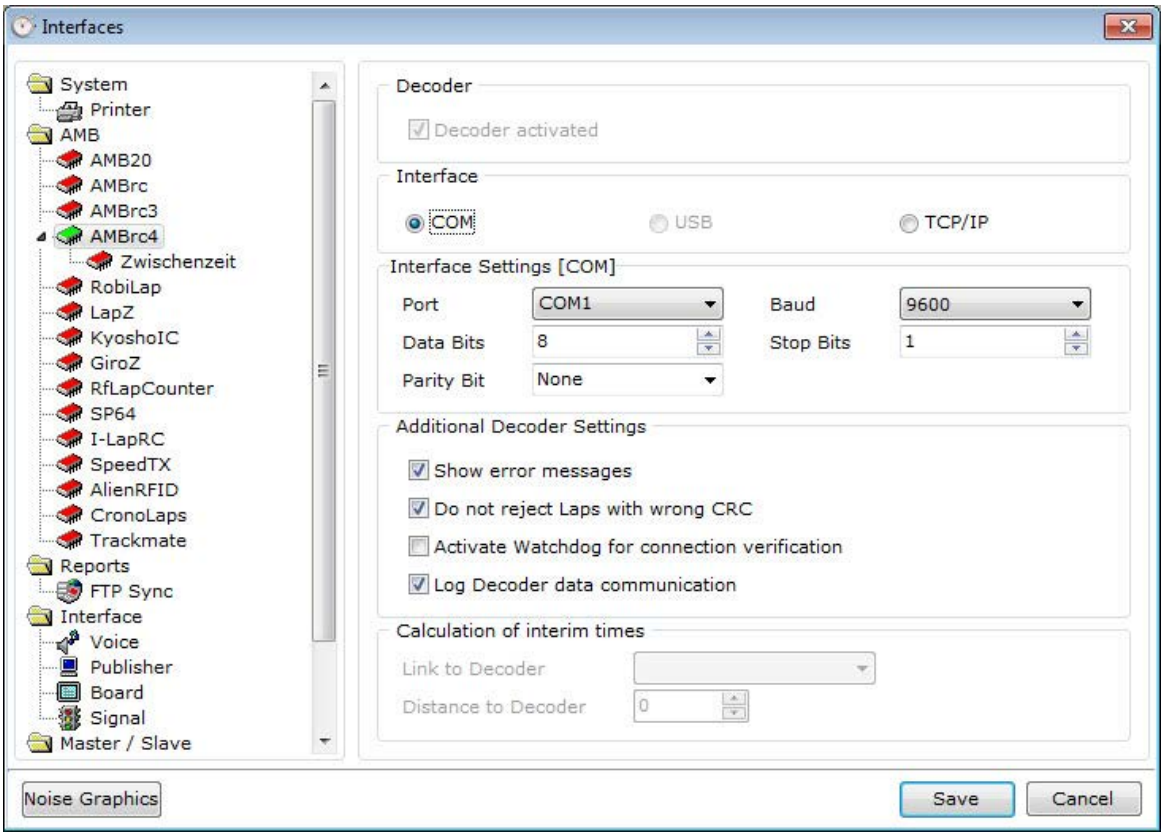
12.2.1 System/Printer

Clicking on Printer you see in the right column all printers of your Windows-System. Activate the printer you want to use for RCM Ultimate. You can activate more than only one printer. Please note, that RCM Ultimate 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.



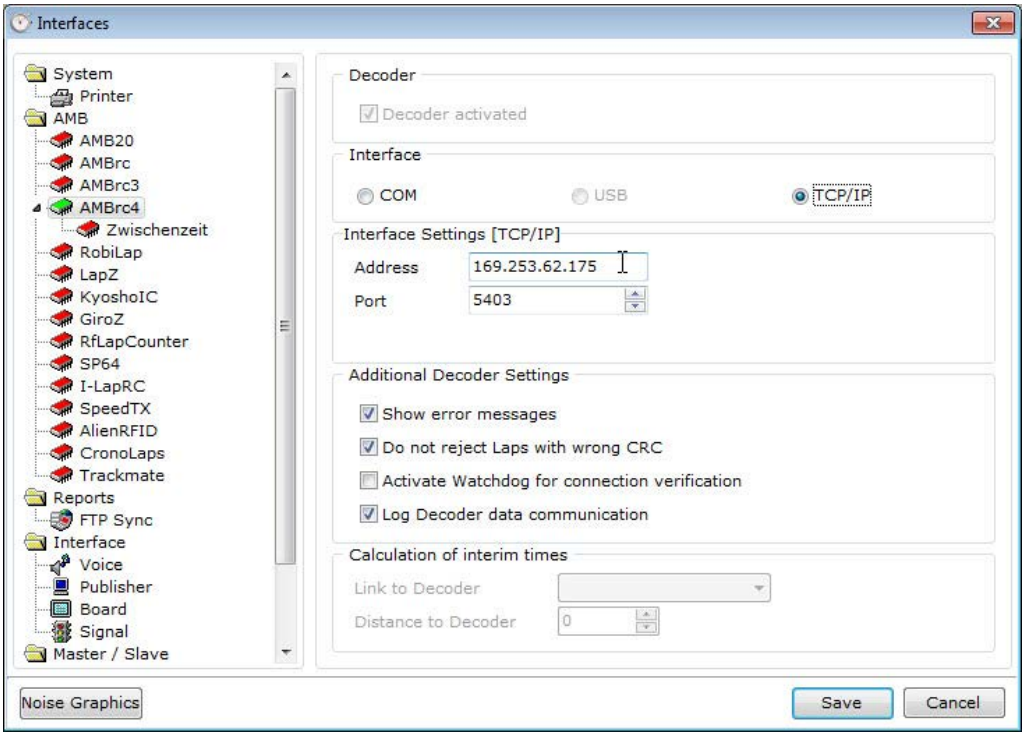
12.2.2 Decoder

Here you configure the Decoder your are using.

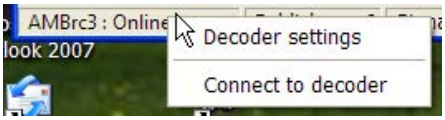


The following decoder can be used with RCM Ultimate:
AMB20 (Induction principle), is the predecessor of the AMBRC, AMBRC (Induction principle), suitable for 1/12 up to 1/5 scales [USB/RS232], AMBrc3 AMB Decoder generation (Induction principle) for personal transponders [LAN/RS232], AMBrc4 new AMB Decoder 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.

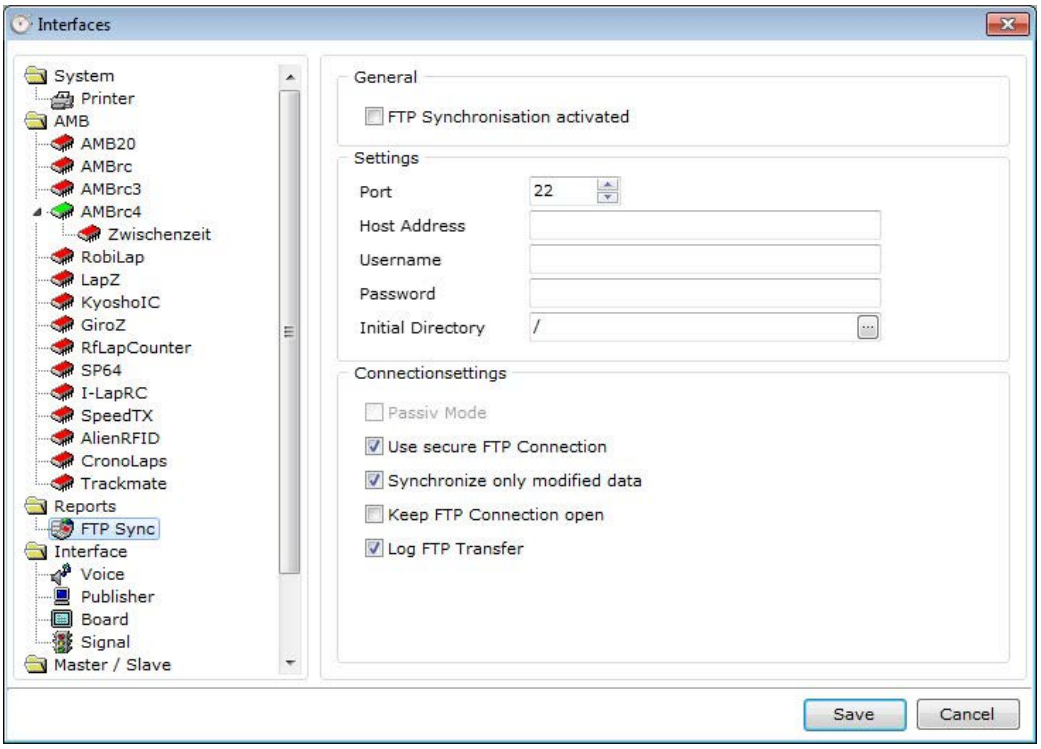


The proper work of the decoder can be checked with the transponder logfile, which can be activated by pressing the F4 key.
By clicking right with the mouse on one decoder in the footer line of RCM Ultimate you can change the settings of the decoder and you can restore the connection to the decoder.

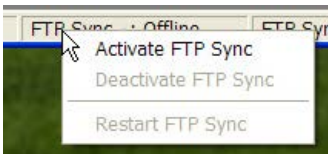


12.2.3 Reports/FTP Synch

RCM Ultimate supports the publishing of the race results directly on an internet website. Reports you can define the necessary settings.



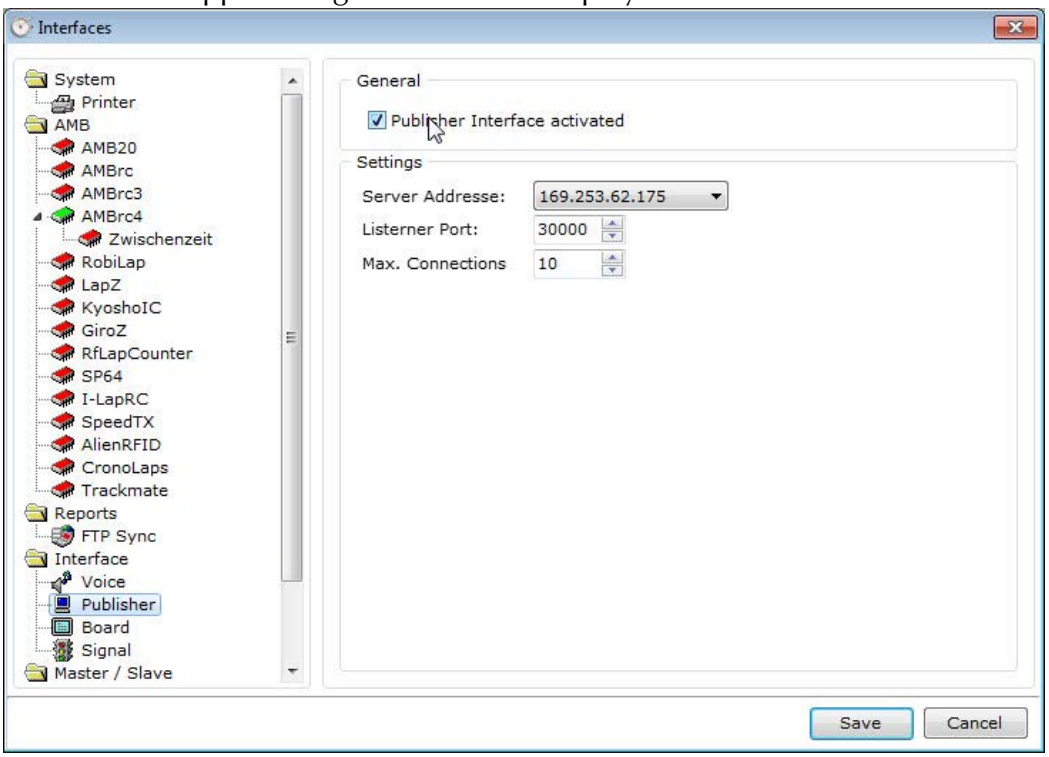
FTP Synch: With this settings you can publish the race results on your own website in addition to MyRCM. Please contact the administrator of your website for the detailed settings needed.
Please note: Publishing an event on MyRCM is independent of the these settings here. In the Eventadminstration you have to activate, that the event is uploaded to MyRCM. That is all, no further settings are needed.
By clicking right with the mouse on the FTP-Synch in the footer line of RCM Ultimate you can activate, deactivate and restart the FTP-Synch.



12.2.4 Interface

With RCM Ultimate you can use several client-programs. This optional programs provide you with additional features. RCM Ultimate Supports RCM Voice, RCM Publisher, RCM Signal and RCM Boards as well as a remote data connection for RCM Registration. 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 Ultimate,
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.

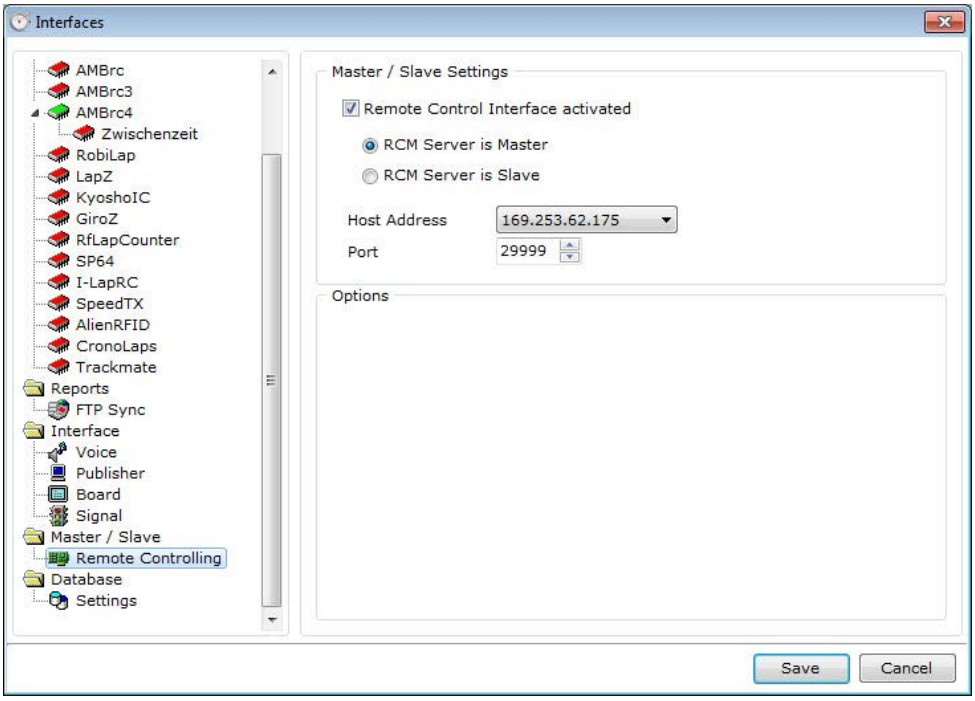


The following settings for this programs have to be made in RCM Ultimate (please refer to the user manual of the client program too).
Interface activated: Must be activated to use the client. Not activated means, that RCM Ultimate does not support this program.
Server Address: The IP address is automatically 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 Ultimate. 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.

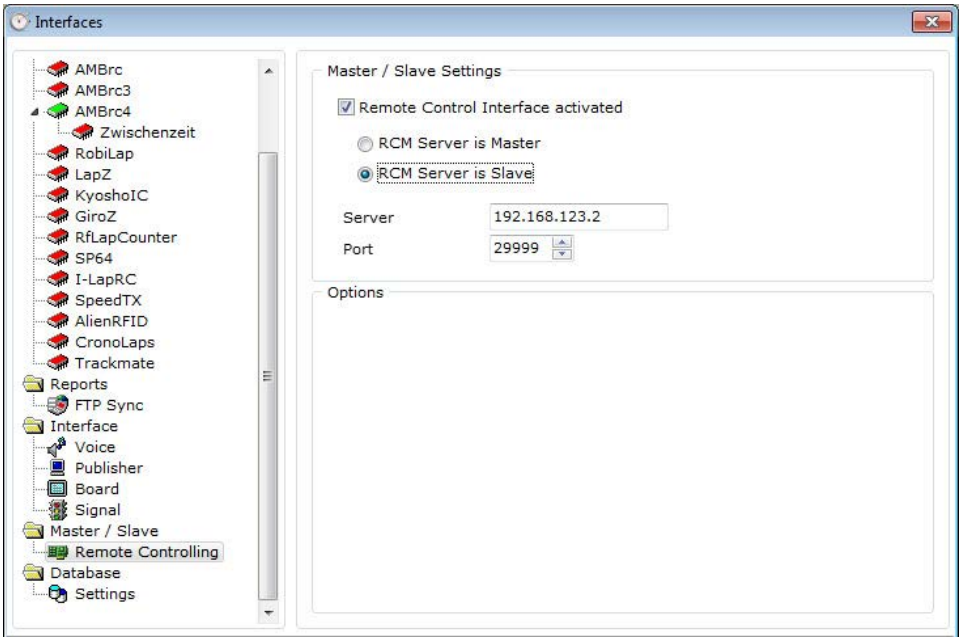
12.2.5 Master/Slave/Remote Control

With remote controlling it is possible to control a second computer which is also running RCM Ultimate for a second time keeping system. It is necessary, that you run the same version of RCM Ultimate on both computers and the same event must be loaded. The data must be absolutely identically, please transfer the event via data export and import it to the second computer. Both computer must be connected via a network. In RCM Ultimate of the first system you activate RCM Ultimate is Master and you activate Remote Control Interface is activated.

Please note: A Master/Slave Connection works only without any problems, if the same version of RCM Ultimate is installed on the Master as well as on the Slave!



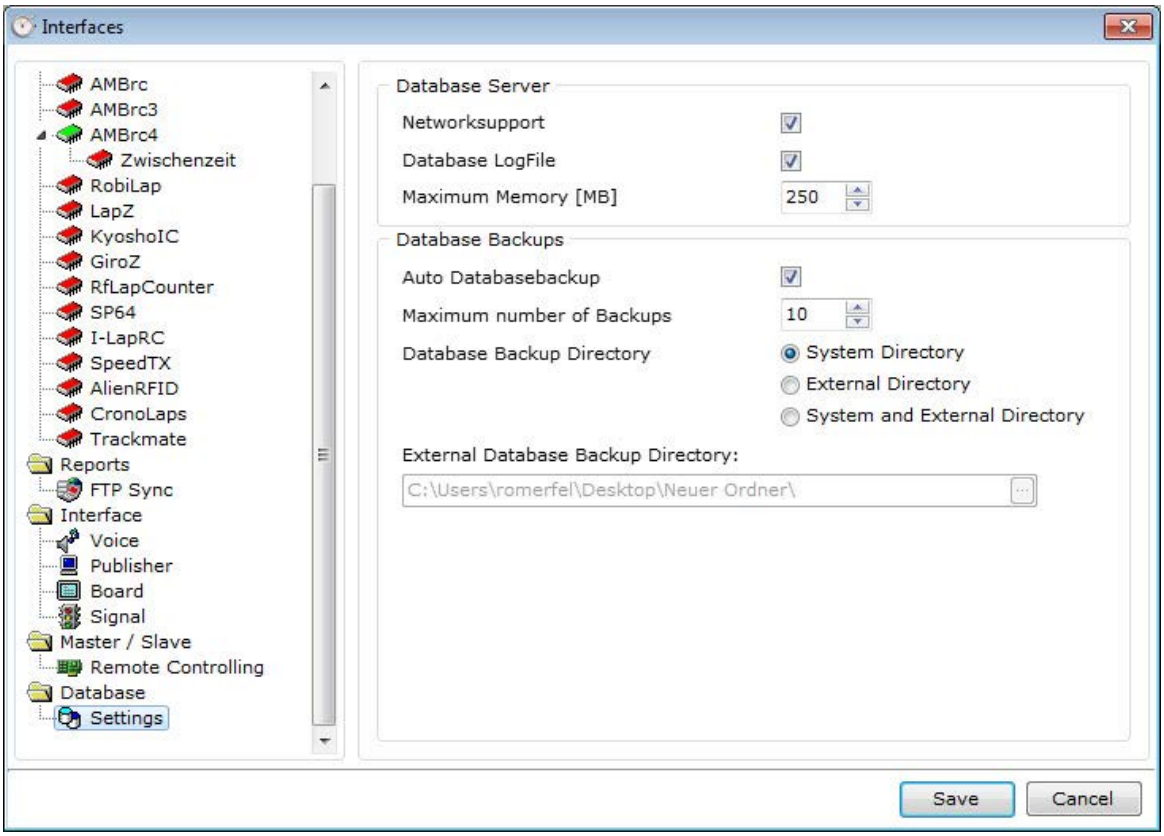
In RCM Ultimate of the second system, the settings are as follows: Remote Control Interface must be activated. RCM Ultimate is Slave must be also activated. Under Host Address you have to enter the TCP/IP-Address of the Master RCM Ultimate.



With Options you can define the events which are controlled automatically. Please note, that RCM Ultimate Slave takes not only the sequence of the events over from RCM Ultimate Master. Changes of frequencies, transponders, weather conditions, runtime and offtime will be directly transferred to the slave. The arrangement of the heats etc. (of course without the timekeeping data) can be transferred with “Tools/ Transfer Database to Slvae”.
The status of the master-slave connection (please note: you maybe have to restart RCM Ultimate after acticvating the remote control) is shown in the bottom line of RCM Ultimate under “Remote:”.

12.2.6 Database/Settings

These settings are necessary to control database connections and to arrange the database backups of RCM Ultimate.



Networksupport: For clients using the direct database connection you have to activate the networksupport. RCM Registration or RCM Tech are using the direct database connection. If you use one of these programs, you have to activate the networksupport.
Database Logfile: When this option is activated, all faulty transactions of the database will be written in a logfile. Such transaction must not be necessarily wrong (for example: if it is searched in an empty list for a name, the result is ZERO and automatically a remark is written in the logfile). If there is a general problem, this logfile can help to analyze the error conditions. The logfile is saved in the folder RCM Ultimate\Logfile.
Maximum Memory: The filesize of the logfile can be limited. If the file gets bigger, the file is deleted and a new logfile will be created. Please do not configure very large files, cause the writing process will take a long time with very big files.
Auto databasebackup: We recommend to activate this feature. After each heat a backup of the complete database will be created. You can define, where the backup files are stored. We recommend to use in any case the system folder (RCM Ultimate\Backup) and when necessary an external folder. You have to select the external folder in the lower input-field.
For example due to a power failure the database can can be corrupted. To reactivate a backup you have to close RCM Ultimate. The database-backup is a ZIP-file and can be opened by double clicking on the filename in Windows Explorer. You have to extract the complete content of the ZIP-file to the folder RCM Ultimate\Database. The existing files will be overwritten and you can use the database again after a new start of RCM Ultimate. In case of a corrupt database you only have to re-run the last heat.

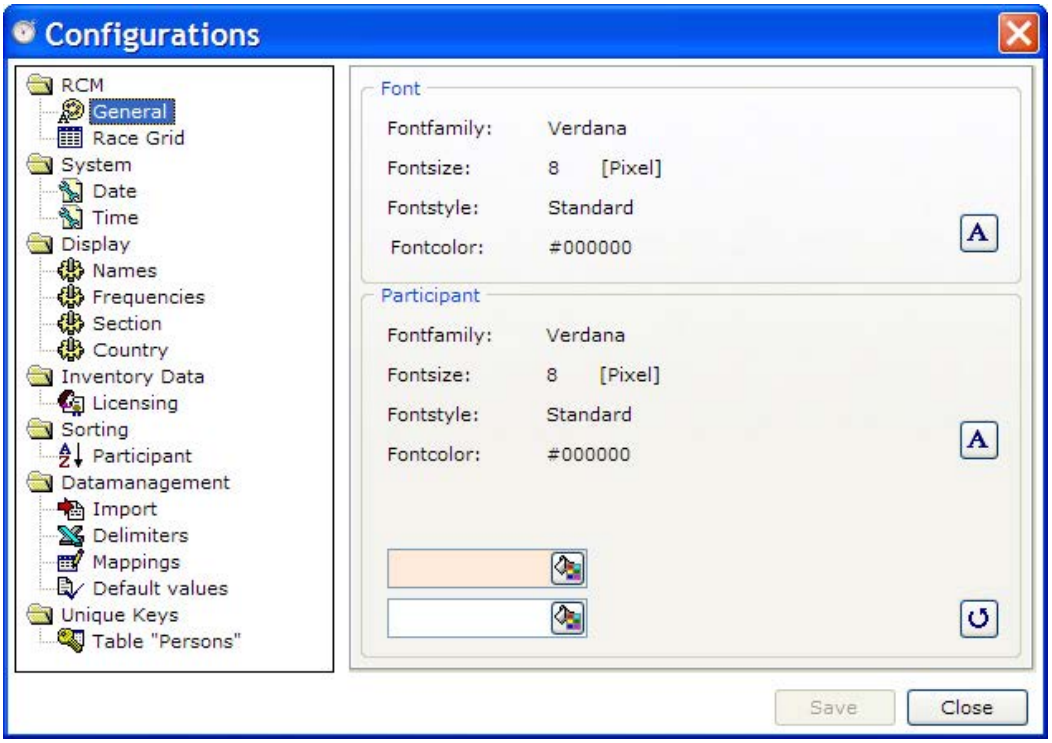
Maximum Number of Backups (Default setting = 20): The number of how many backups should be kept can defined here. Is the number reached, the oldest file will be deleted and the new file is created.

12.3 Configurations

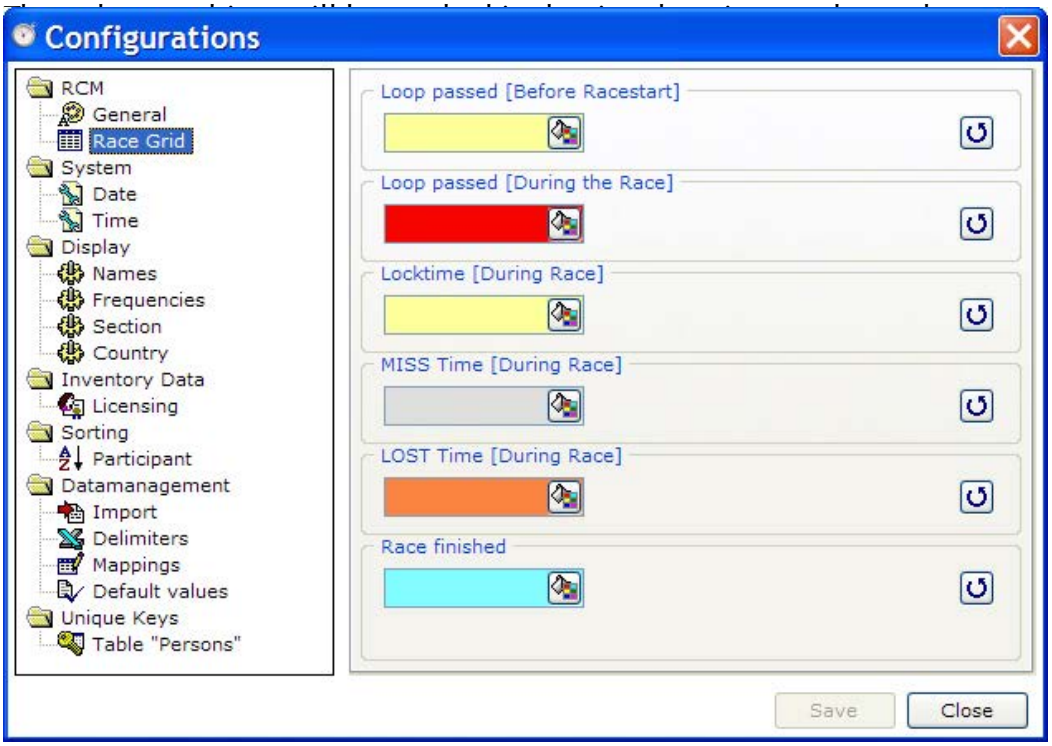
The configurations allow you to change several basic settings of RCM Ultimate.

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 Ultimate. 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.



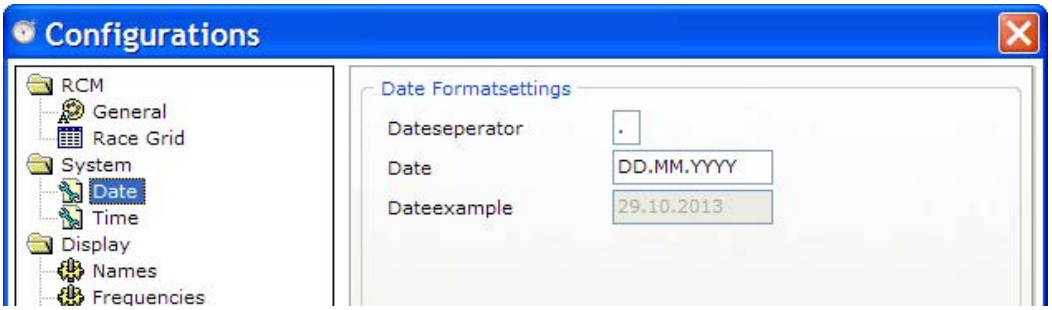
12.3.2 RCM/Race Grid



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.

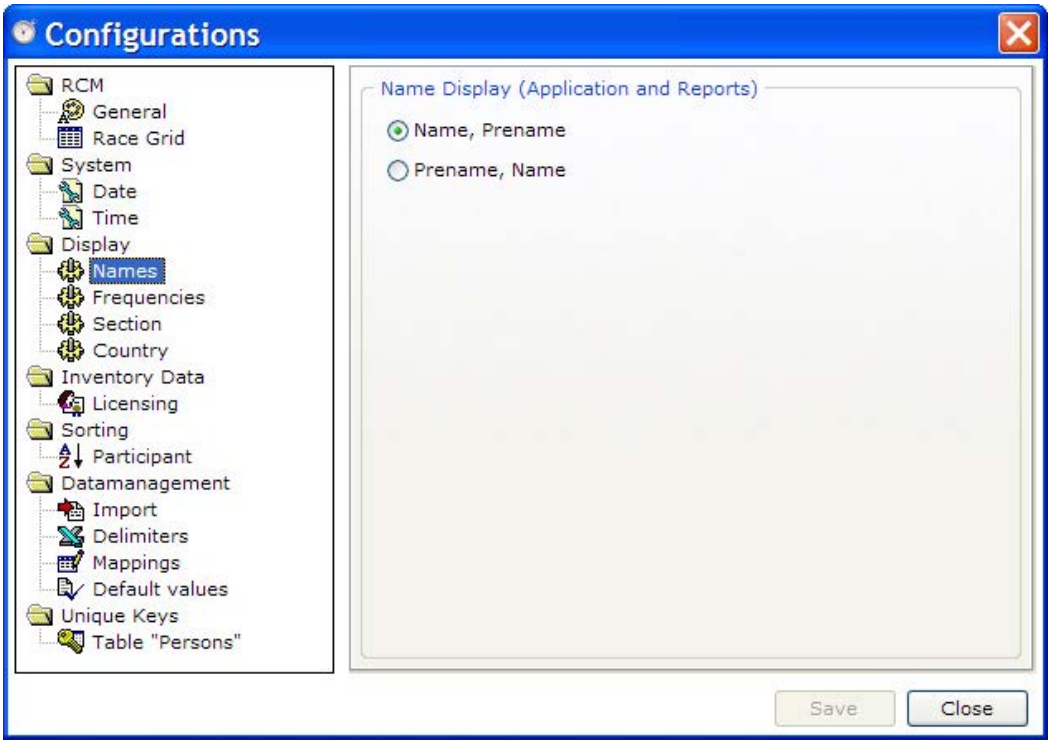
12.3.3 System

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.

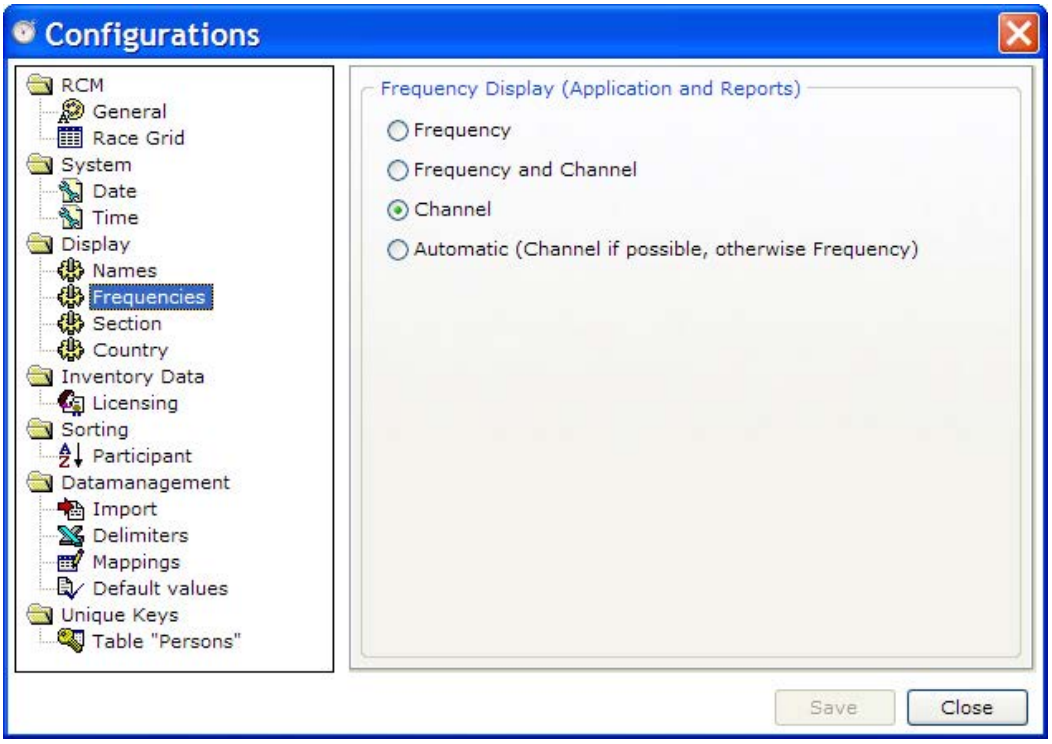


12.3.4 Display

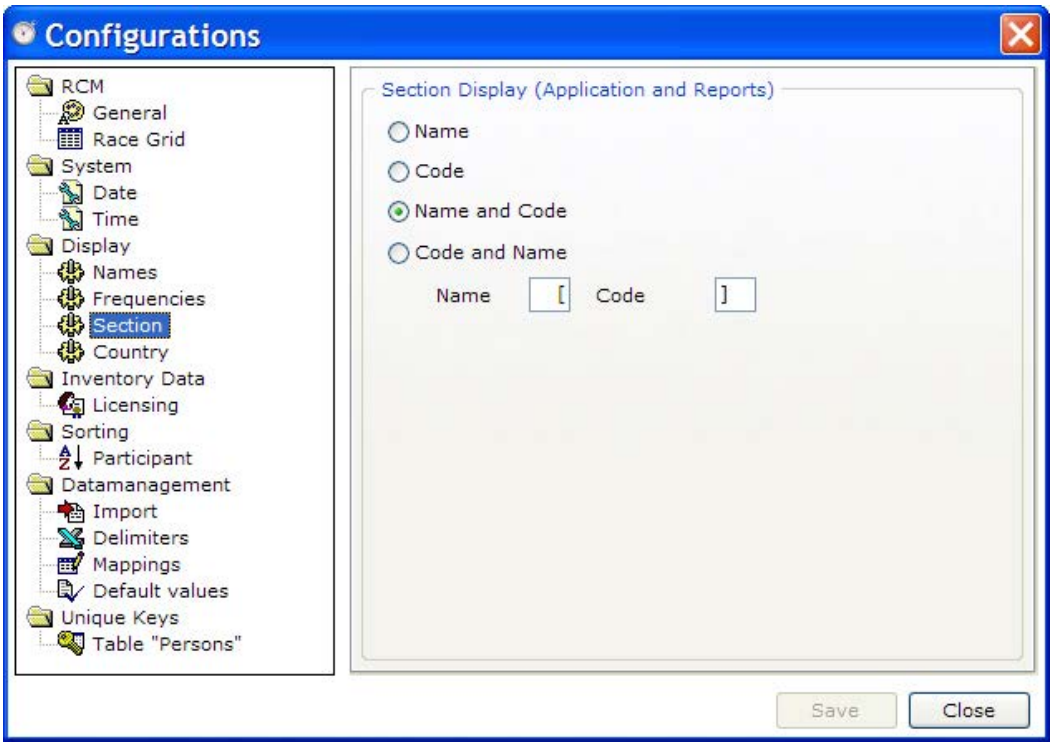
Names: Here you can define the order of Prename and Name.



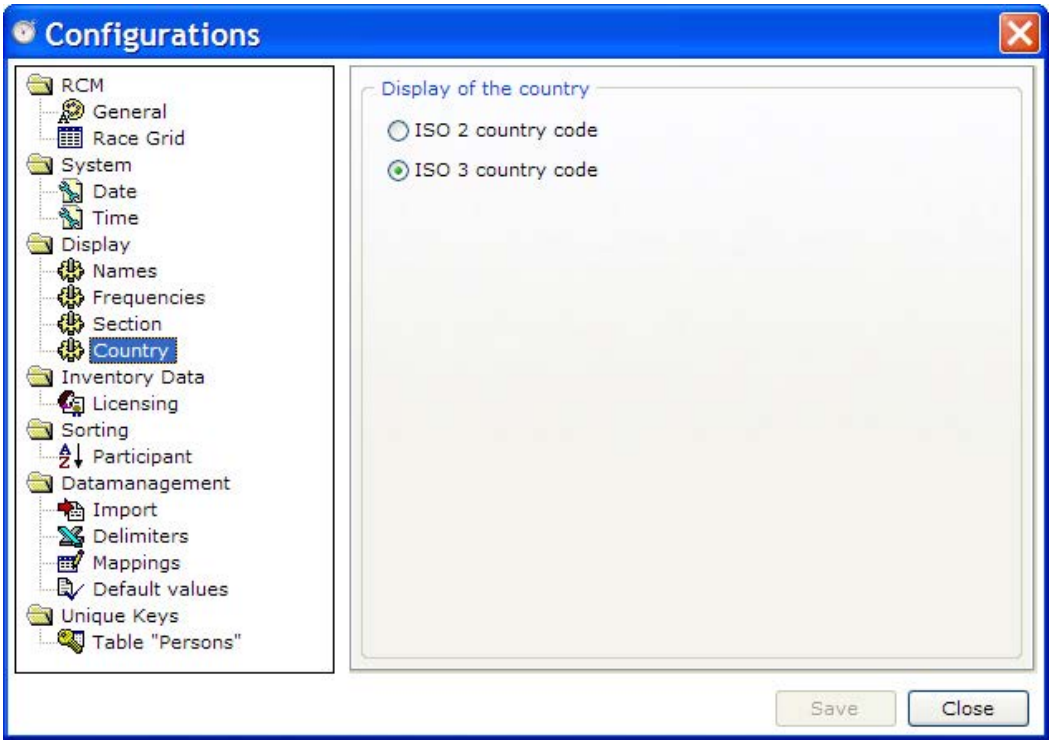
Frequencies: You can select whether to work with channel numbers or frequency. We recommend to use the automatic setting. With this setting you can enter the channel number as well as the frequency and RCM Ultimate recognise the correct frequency by itself.



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

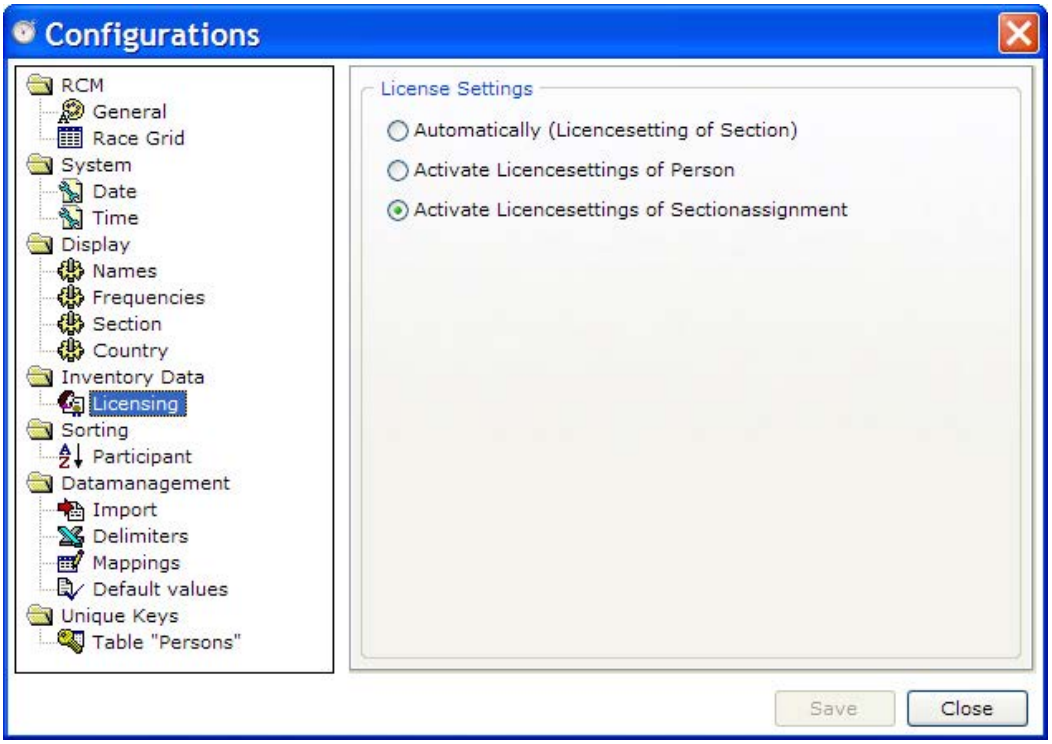


Country: Here you set, if the 2-character or the 3-character ISO-Code for the country is used.



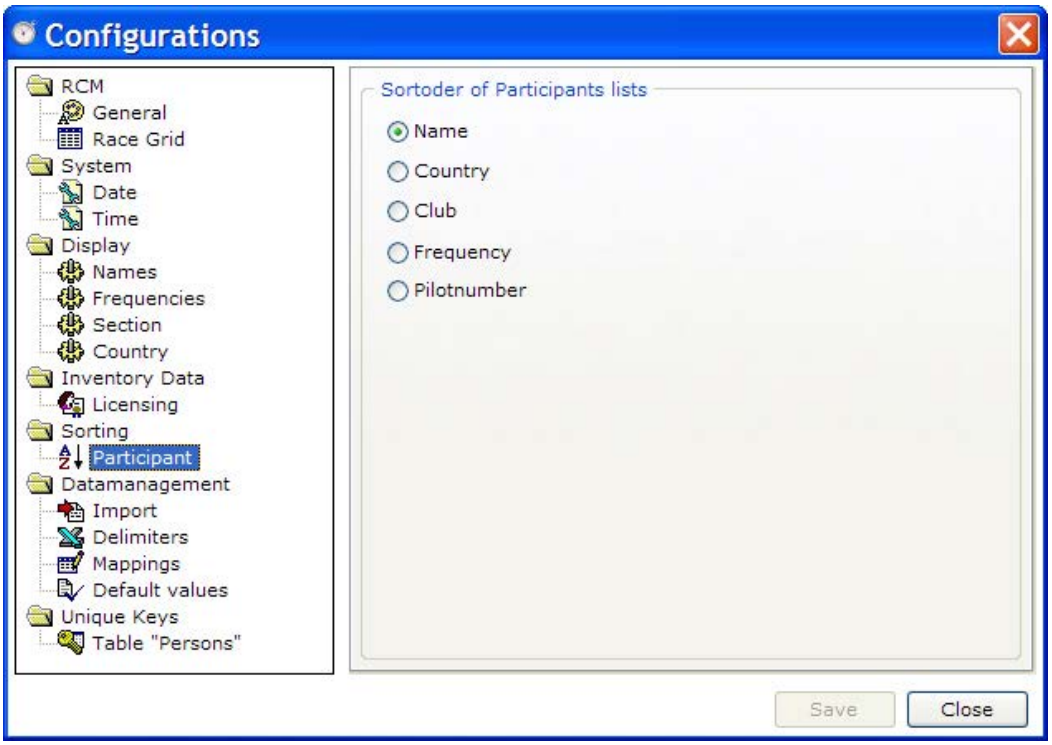
12.3.5 Inventory data/Licensing

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.



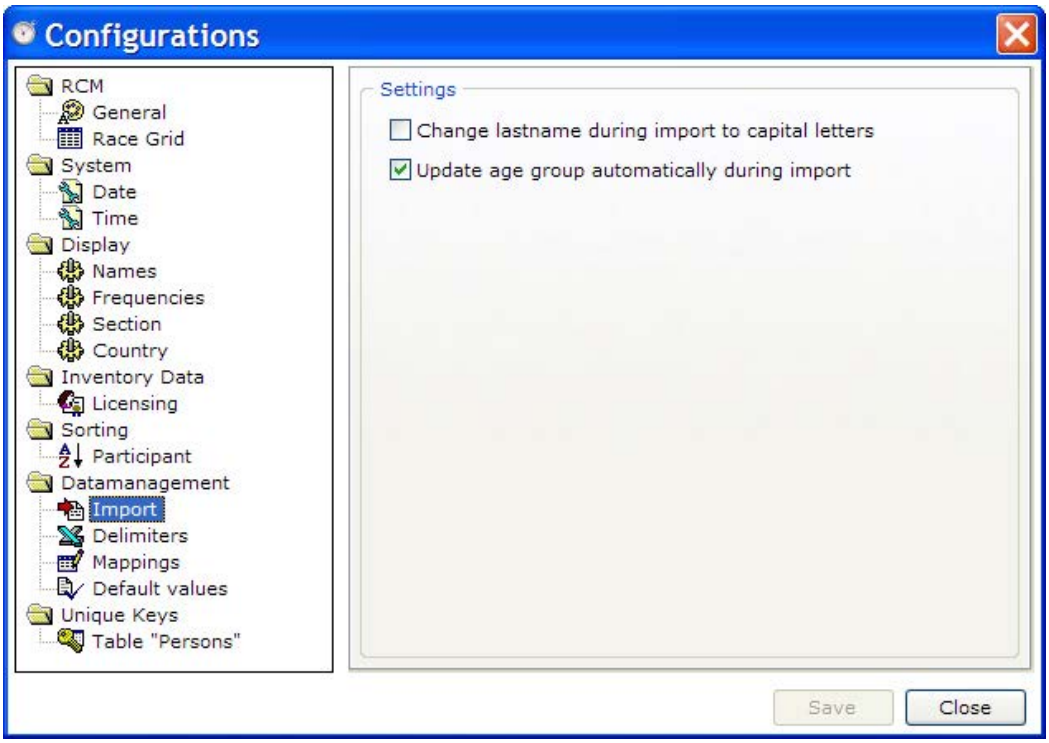
12.3.6 Sorting/Participant

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.

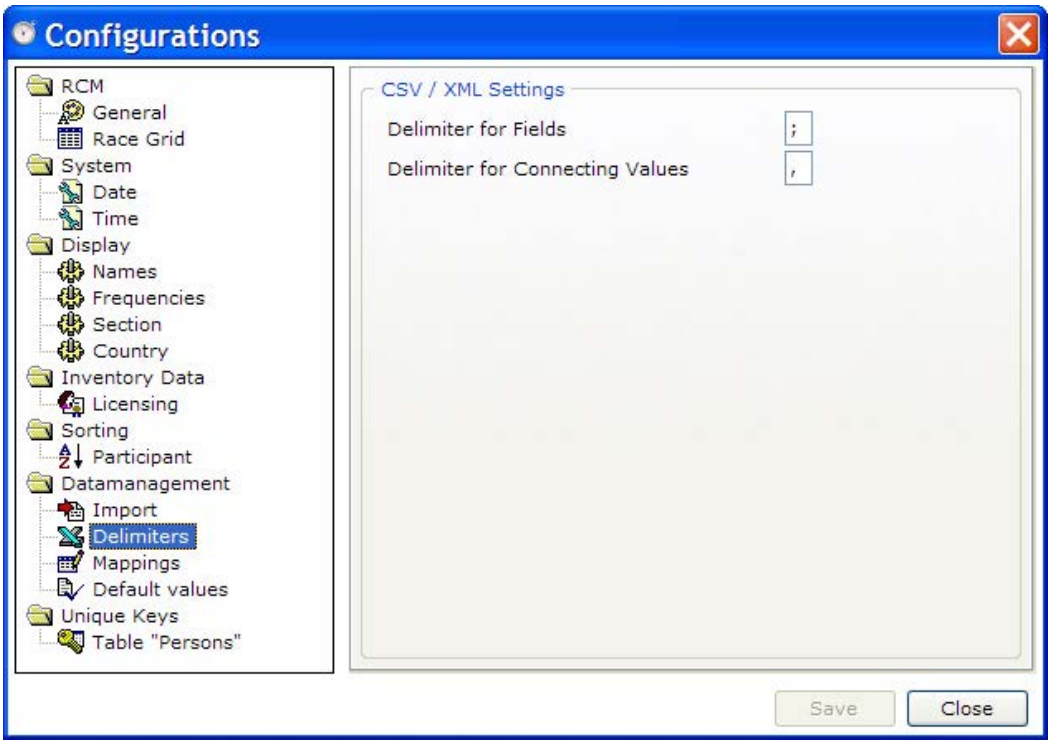


12.3.7 Datamangement

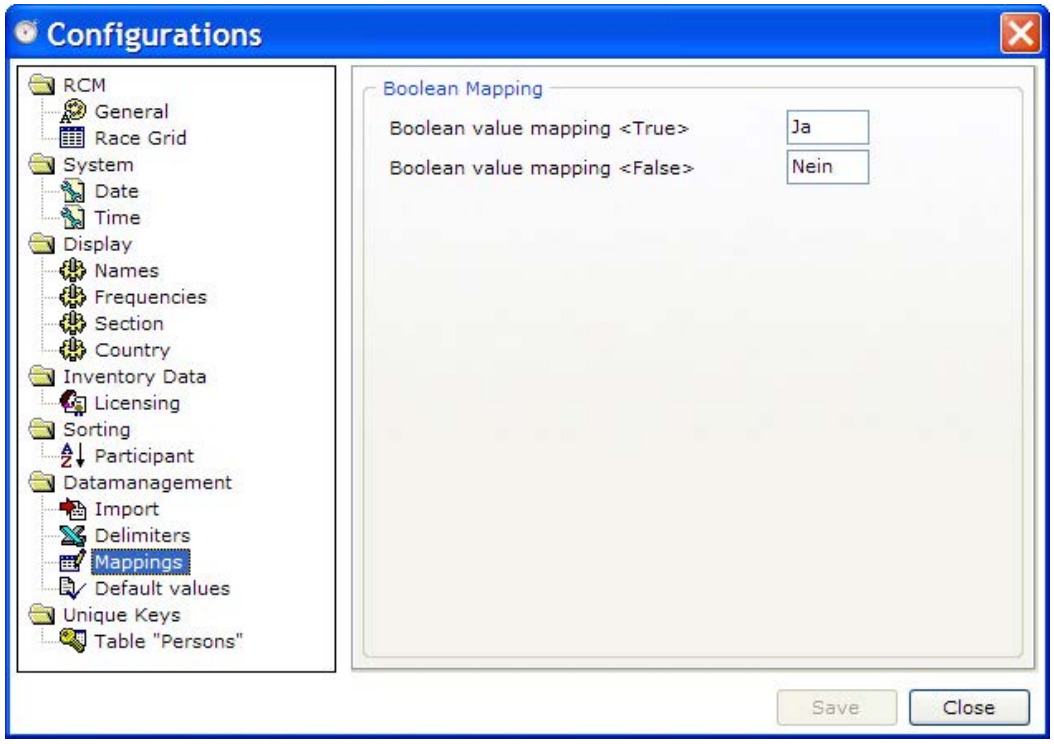
Import: Definition, if the lastname is imported with capital letters.



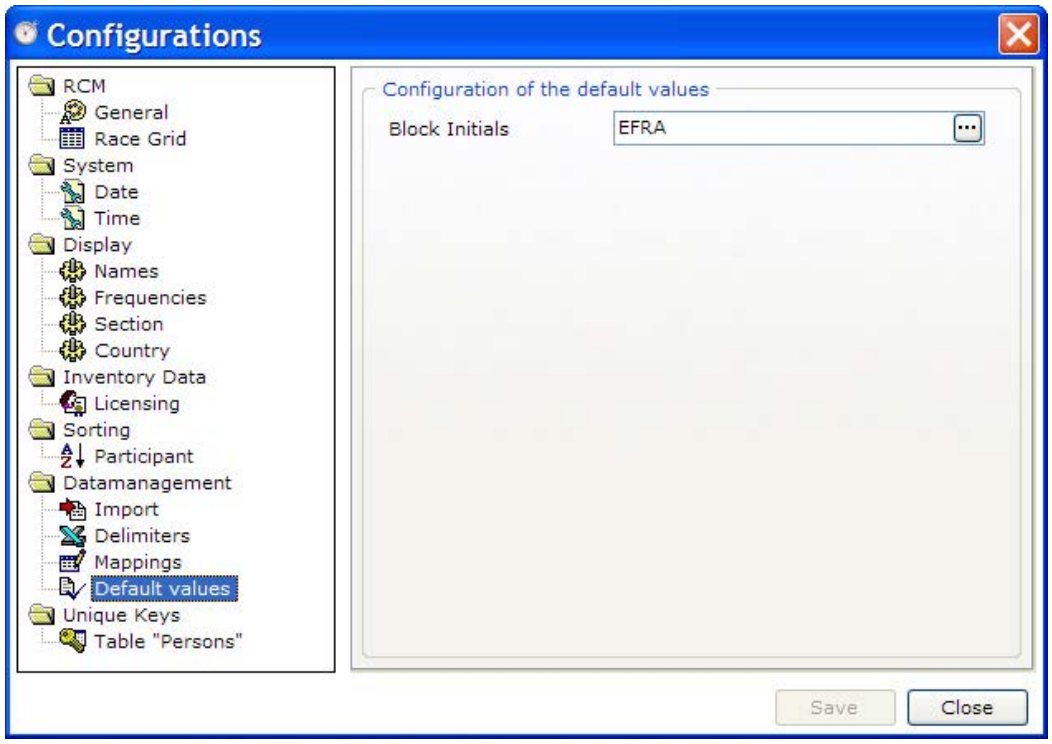
Delimiters: You can enter the delimiters used in CSV- or XML-files. You should not change this.



Mappings: The values should not be changed.

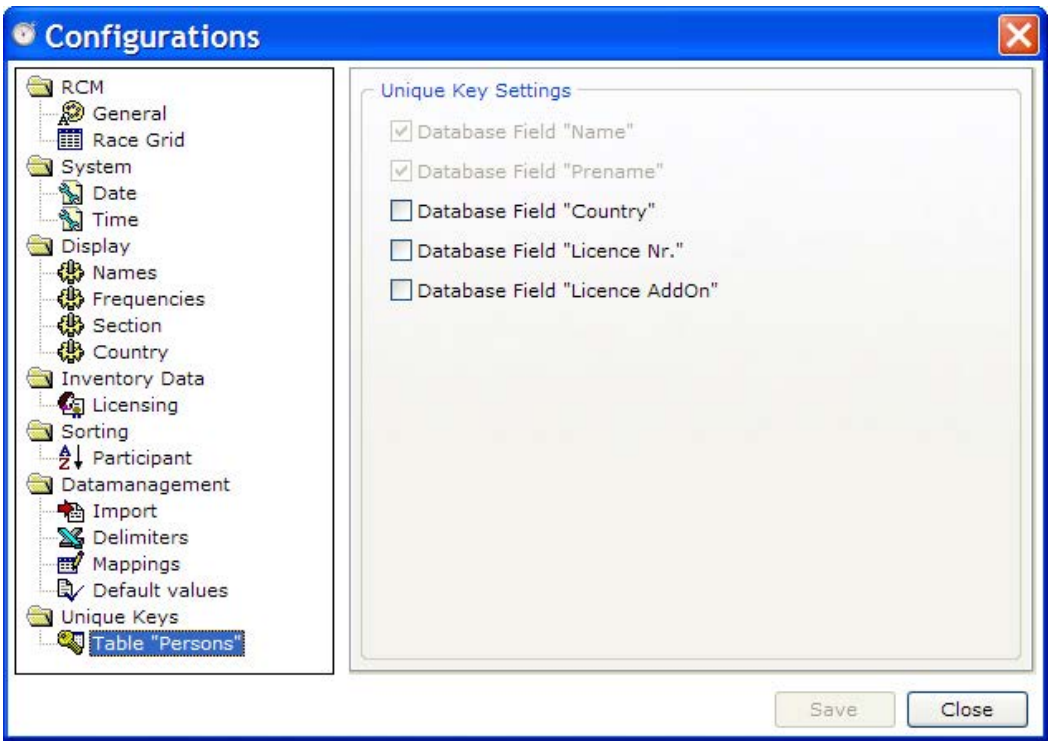


With Default values you can set basics, which will be used in database operations as default.
Block initials: The default for the block initials is set.



12.3.8 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.

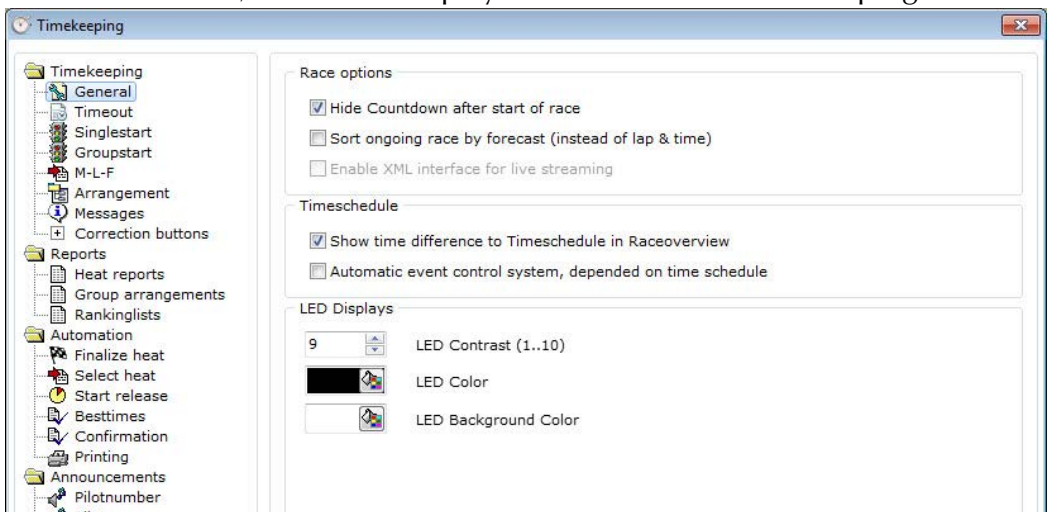


12.4 Timekeeping

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.

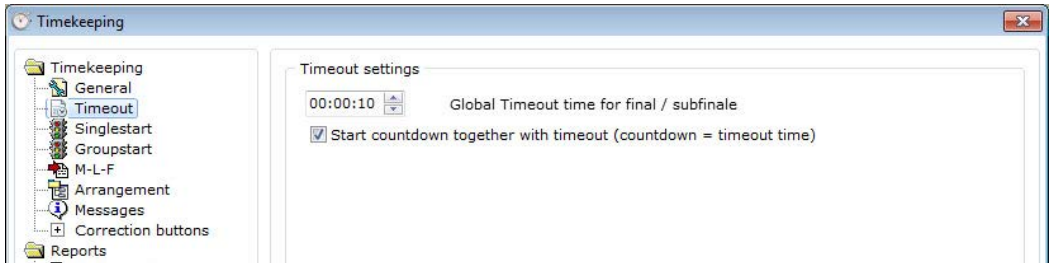
12.4.1 Timekeeping/General

Here you can define if the countdown-window in the timekeeping window is 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.
Enable XML-interface for Live streaming: The activation of this feature is only necessary, if you have a television team at the track, which can use this feature. Otherwise keep it deactivated cause it only needs processor-power.
If you want RCM Ultimate to control the race process fully automatically, you have to activate “Automatic event control system, depended on time schedule. If this is not activated the other items in Timeschedule are not active. To use the automatic, you only have to select the Timekeeping survey for practice, qualification of final. The races are now processed automatically.
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.



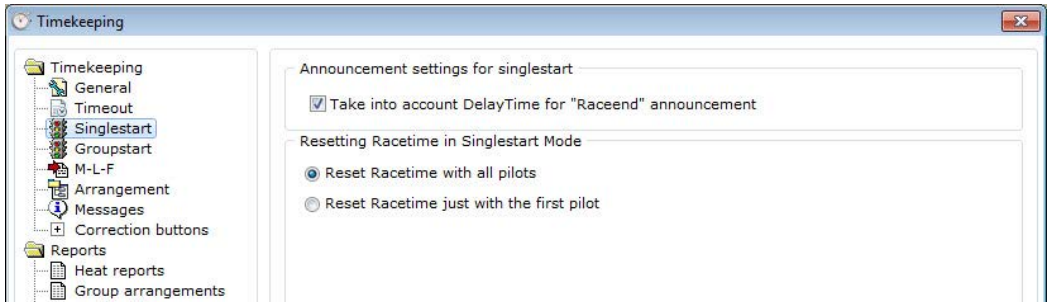
12.4.2 Timekeeping/Timeout

Here you can enter the time for a timeout in Finalheats. You can also start the countdown new when entering a timeout for a driver.



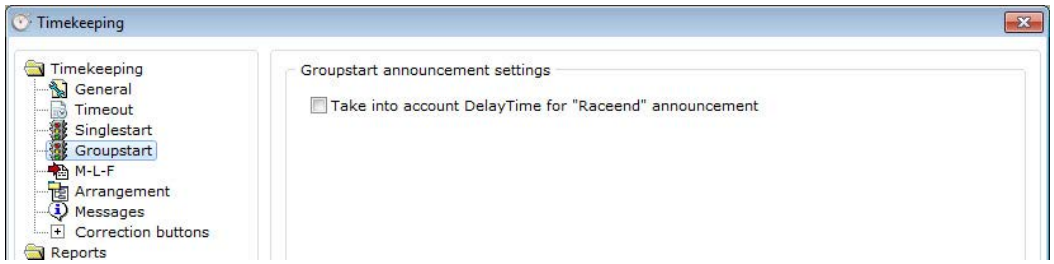
12.4.3 Timekeeping/Singlestart

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.



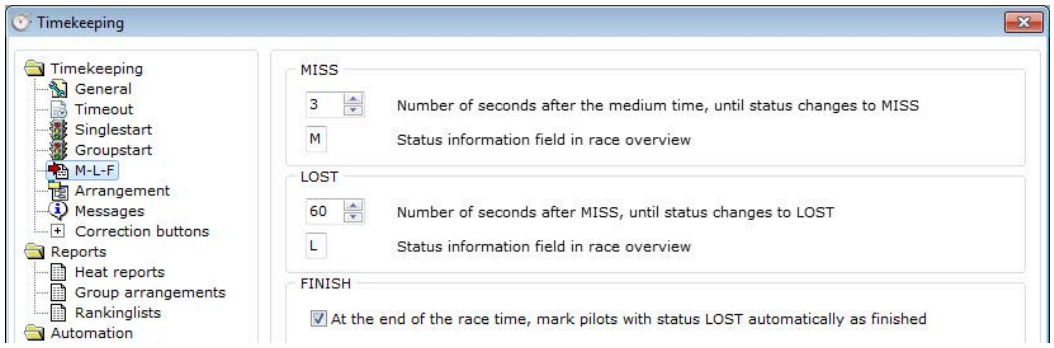
12.4.4 Timekeeping/Groupstart

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.



12.4.5 Timekeeping/M-L-F

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

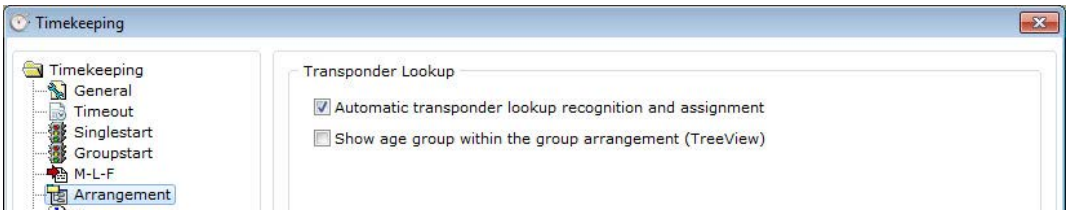


M - Miss: If a pilots doesn't pass the loop after his mediumtime (plus offset), the records turn light gray and it's info status to "M". The offset time before the status of the driver is changed can be configured.
L - Loss: You can configure an offset (time) after the record has changed to "M" (light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

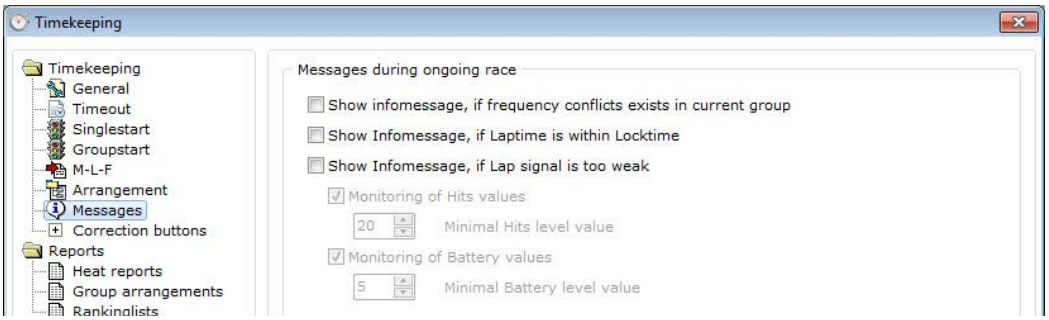
12.4.6 Timekeeping/Arrangement

If the recognition of the lookup transponders should be done automatically, this option should be activated. A detailed description can be found under Inventory Data/Transponder Lookup.
Show age groups in the heat arrangements: In the list yiews the age groups can be activated.



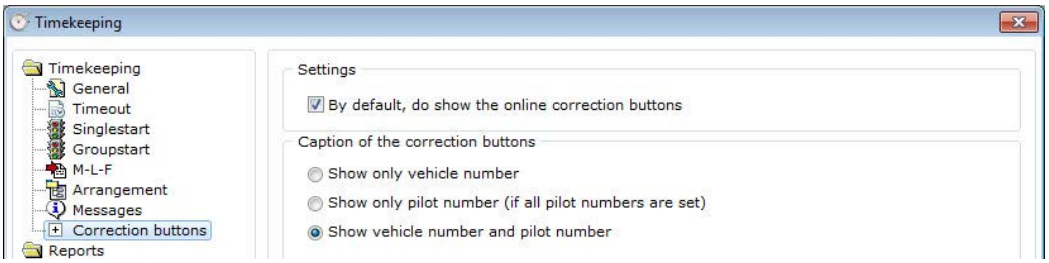
12.4.7 Timekeeping/Messages

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 displaye4d, 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.



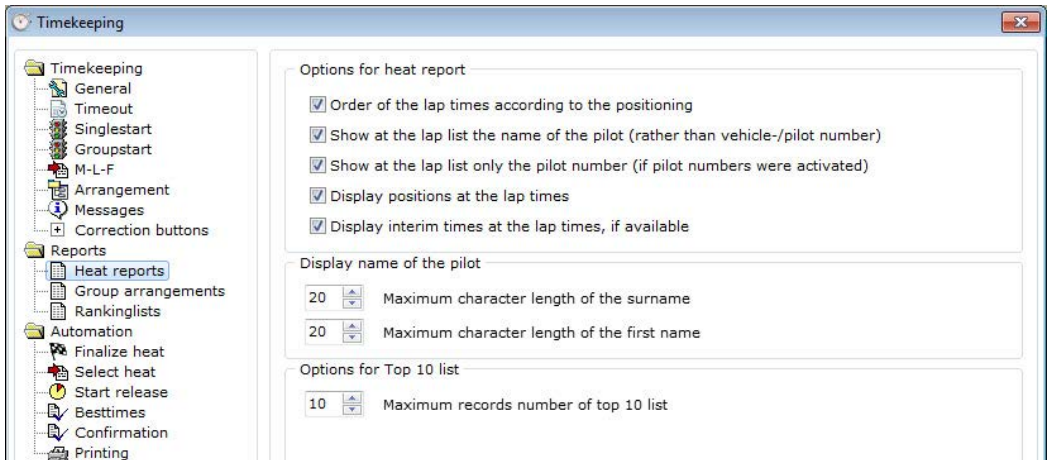
12.4.8 Timekeeping/Correction Buttons

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.



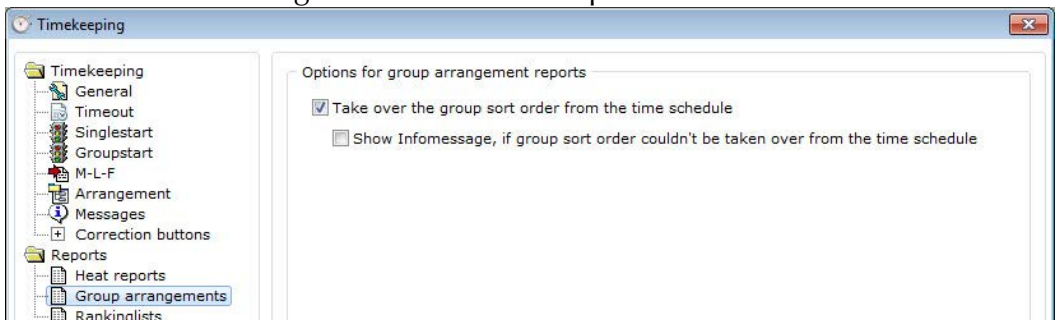
12.4.9 Reports/Heat reports

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 priented 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 interim times at the lap times (if available): If available, the interim times for the sectors will be shown in the laplist.
Display name of the pilot. The numbers of characters printed of the name of the pilot can be shortened (separate for prename and lastname)
Further on you can set the number of drivers in the top 10 list at the end of each result printout.



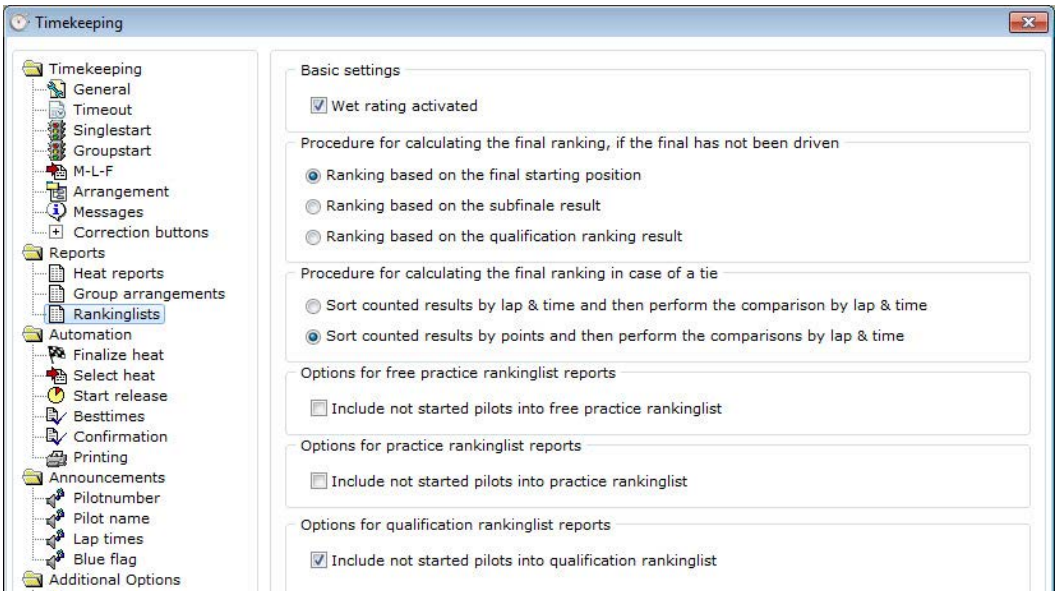
12.4.10 Reports/Group arrangements

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.



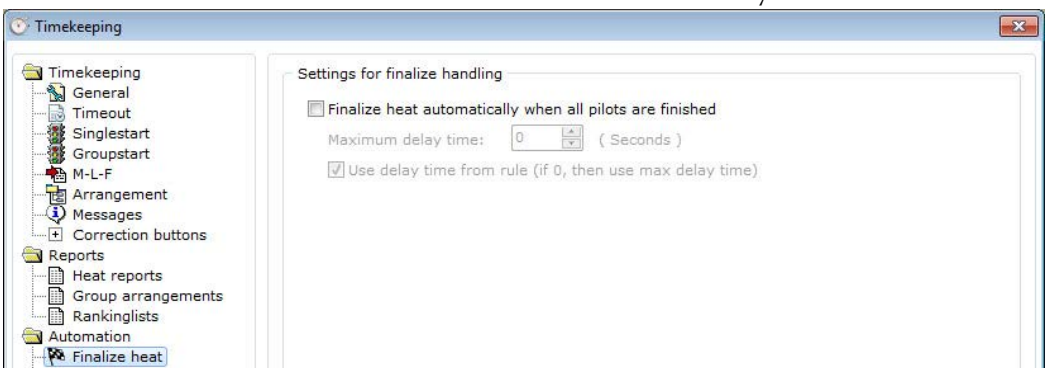
12.4.11 Reports/Rankinglists

Wet racing acticaved 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.



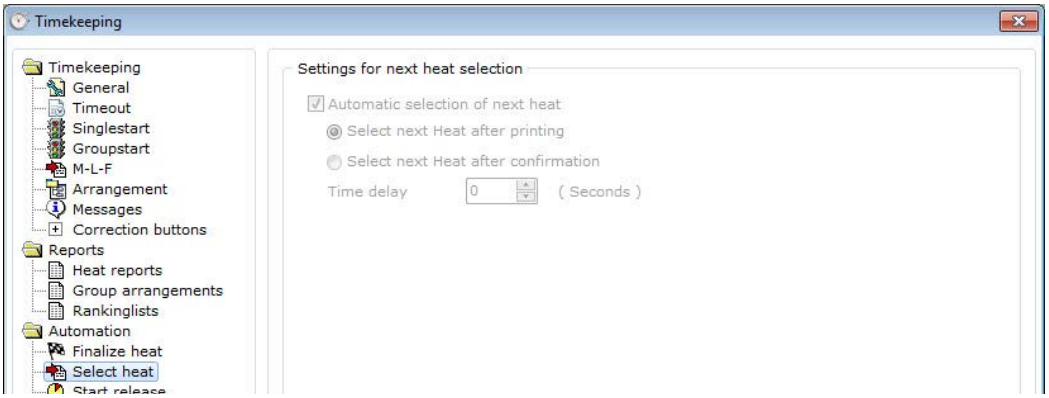
12.4.12 Integration/Finalize heat

Here you can select if a heat is automatically finalized when all drivers have finished. Further on you can define the maximum delay time (follow up timer after the race) in seconds and define whether this time is used or the delay time set in the rule.



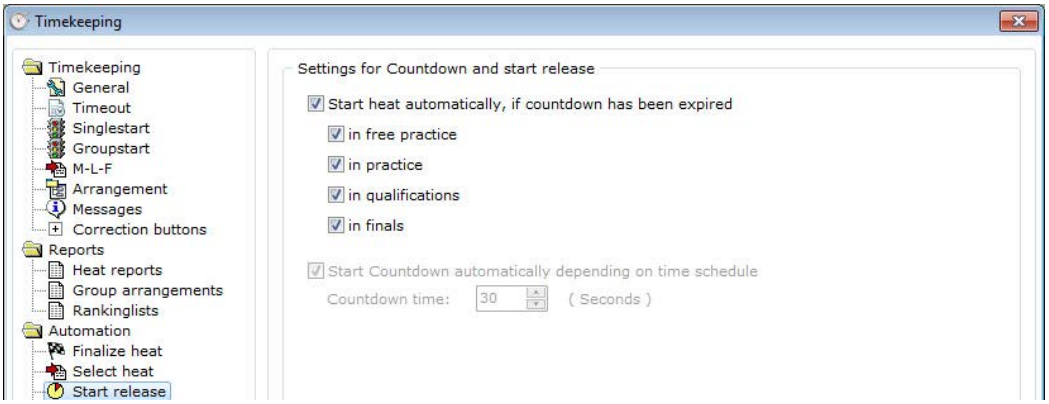
12.4.13 Integration/Select heat

RCM Ultimate can select the next heat automatically. If this feature is activated you can choose whether it should be done after printing or after a confirmation.
With Time Delay you can set a time for which the system will wait before the next heat is selected. Thus is useful if a manual action must be taken.



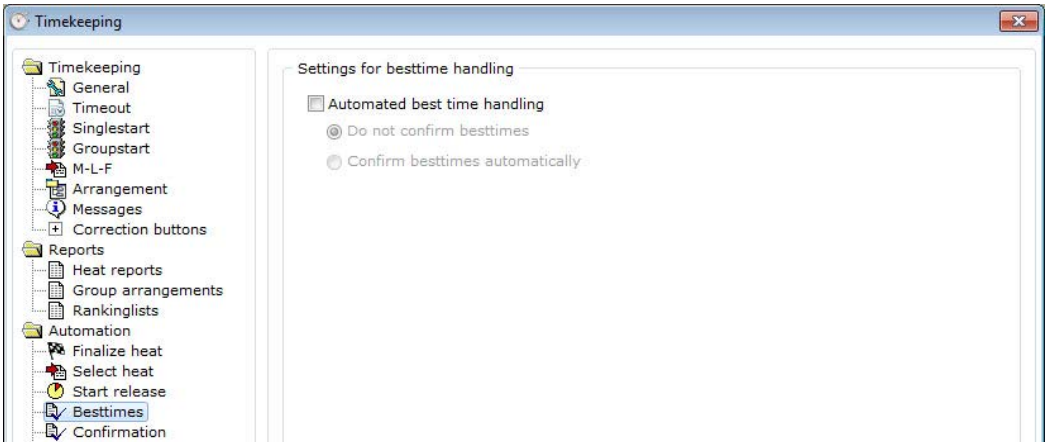
12.4.14 Integration/Start race

RCM Ultimate can start a heat automatically for your. You can select this for free and controlled practice, qualification and the finals. Further on you have to select if this should be done after a countdown and which countdown time should be used. You can also activate that a countdown is started accordingly to the time schedule. Please note, that the break between two heats must be bigger than the countdown time plus the followup time plus 20 seconds.



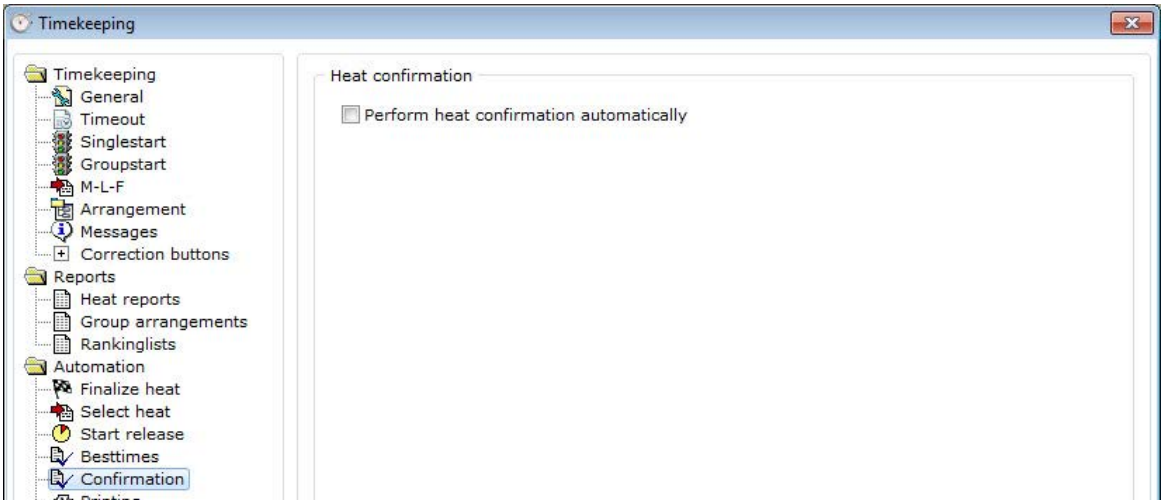
12.4.15 Integration/Besttimes

Normally new besttimes (records) in a heat must be confirmed. If you activate „Automated best time handling“ you can select whether RCM Ultimate does confirm the best times automatically or the best times will not be confirmed.



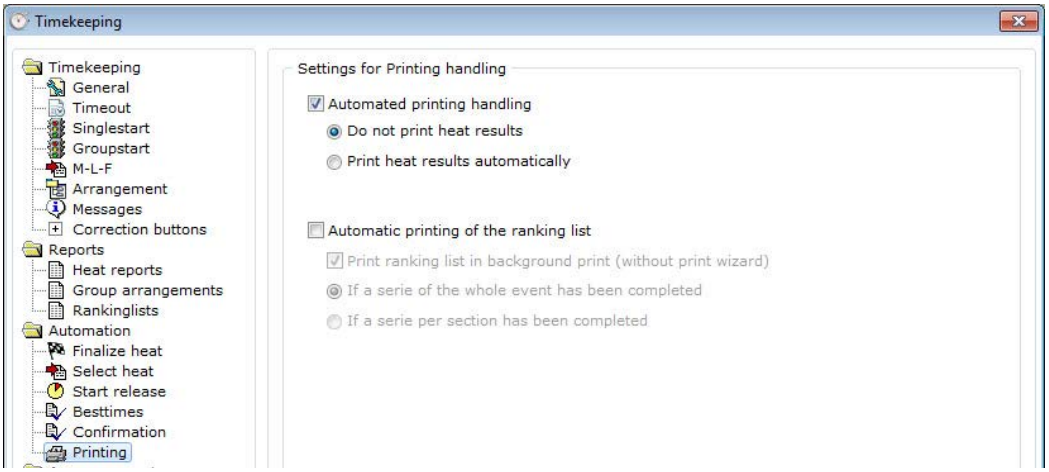
12.4.16 Integration/Confirmation

Here you can define, that a finalized heat will be automatically confirmed or not. Please note, that in subfinals the moveup is generated only after the finals are confirmed.



12.4.17 Integration/Printing

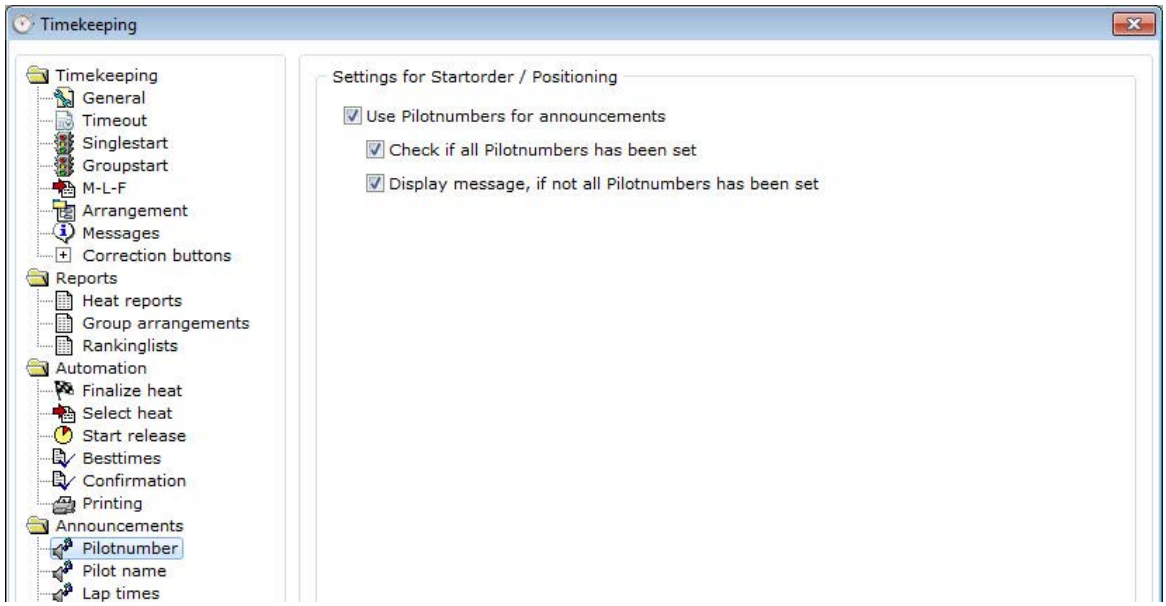
If you activate the „Automated printing handling“ you can select whether the results are ptinted automatically or not. If you do not activate this feature, RCM Ultimate is displaying the normal print dialog after each heat and you have to do the printing manually.
Further on you can define whether the rankinglist is printed automatically or not. This can be done with or without the printing wizard after each round per section or after a complete round of all sections.



12.4.18 Announcements/Pilotnumber

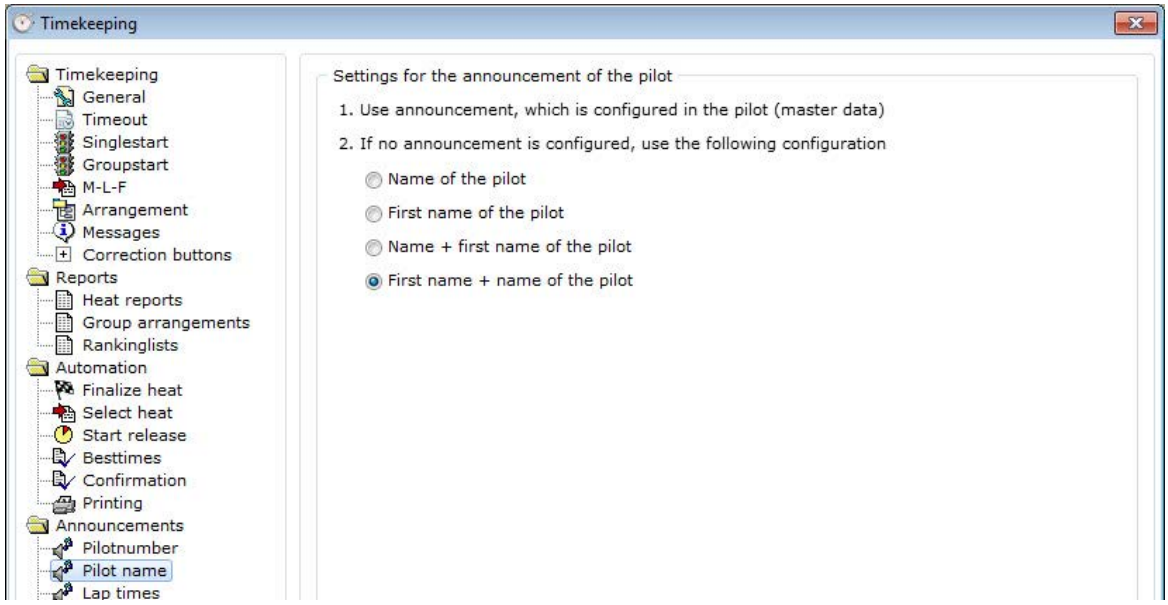
Here you can select whether the announcements of RCM Ultimate are made with the pilotnumbers or not (if not, the announcements will be made with the car numbers). You can specify, if the program should check if all pilotnumbers has been set and if you see an error message if not all pilotnumbers have been set. We recommend to activate both options, cause otherwise the announcements are maybe irritating for the drivers.

If you activate that driver numbers will be used, the driver numbers will also displayed in the arrangement of the heats for example.



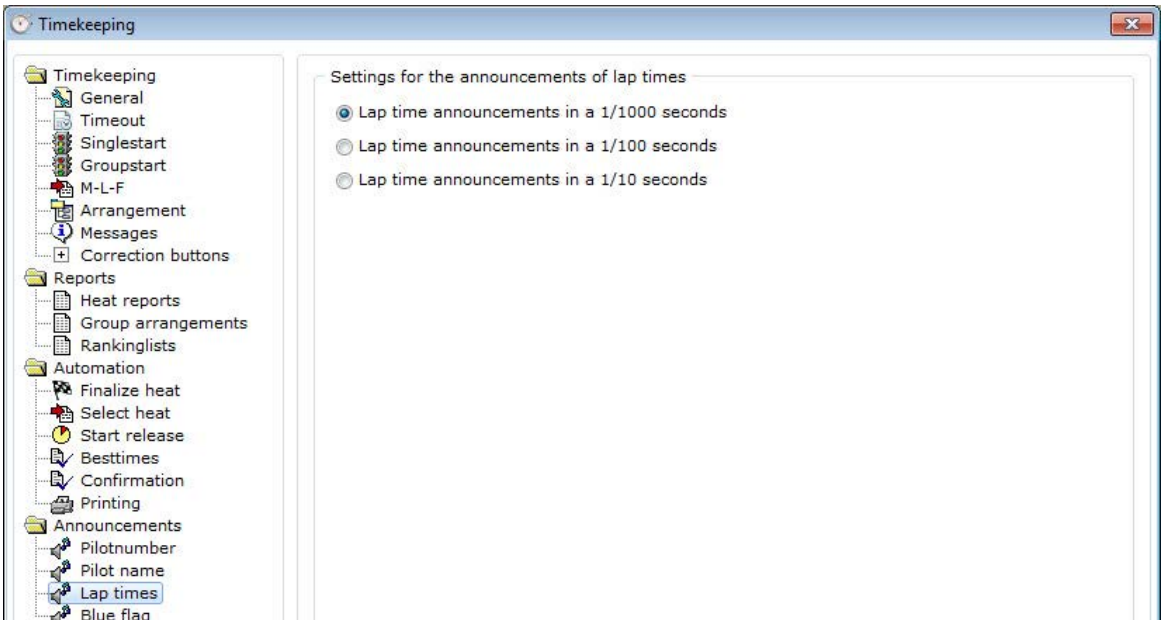
12.4.19 Announcementts/Pilotname

Here is defined, which details are used, if the drivers Name should be announced.



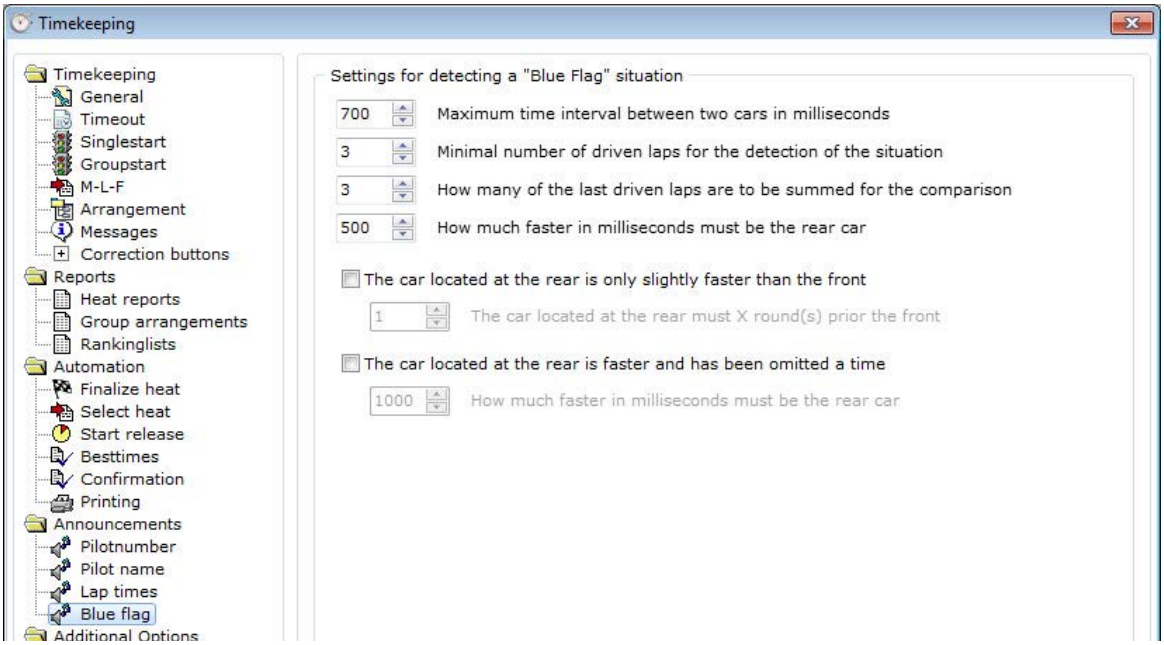
12.4.20 Announcementts/Lap times

The announcement of the laptimes can be set to 1/1000, 1/100 or 1/10th of a second.



12.4.21 Announcements/Blue Flag

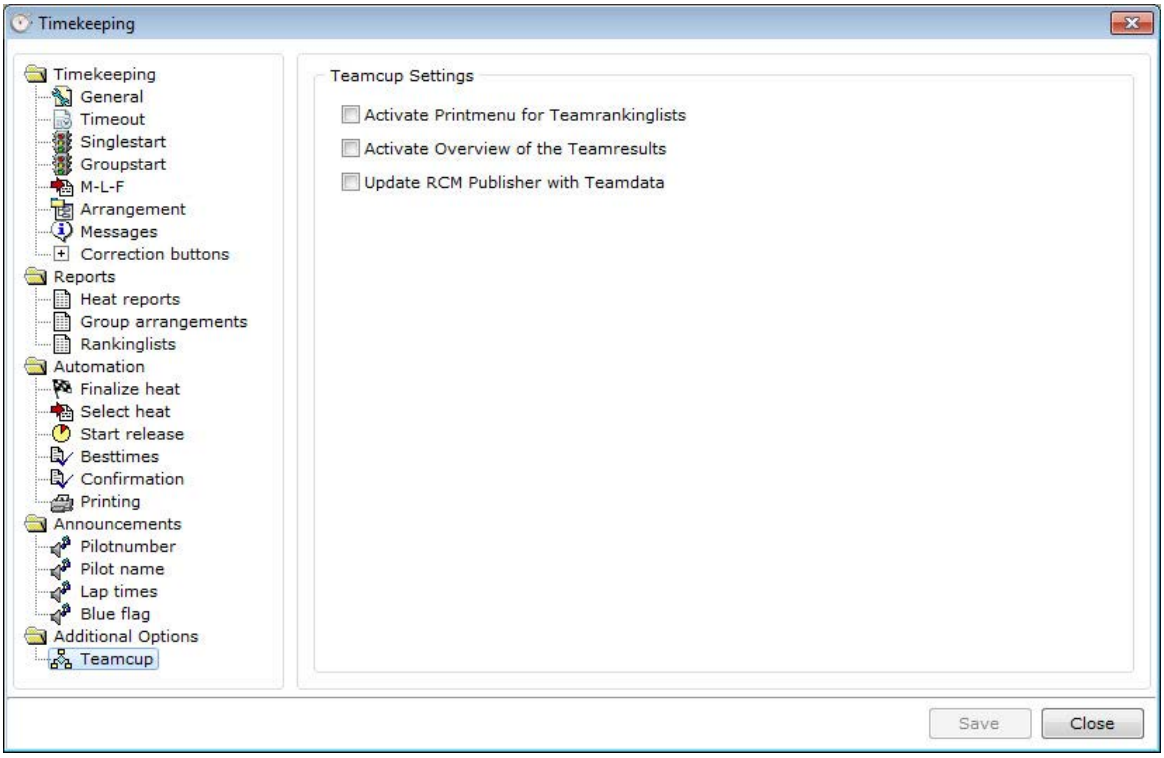
In real racing a blue flag is used to signalize a driver in the front, that a faster car is coming from behind and he has to let him overtake. In the RC car racing, this is done by announcements of racedirector/referee. RCM Ultimate supports this with automatic announcements. It should be remembered that any algorithm that computes this situation, can not take all cases into account. Also RCM Ultimate can consider only the values that are measured on the starting/finishline (measurement loop). Everything what happens during a lap, RCM Ultimate can not include in the calculations. Depending on the track conditions some values have to be set.



Maximum time interval between two cars in milliseconds: The distance between the two vehicles, from which a calculation is made. If the distance is greater, nothing happens.
Minimum number of driven laps for the detection of the situation: It must be driven at least as many rounds before the calculation is performed. Immediately after the start, the situation is not yet calculated.
How many of the last driven laps are to be summed for the comparison: Indicates how many rounds incorporated into the calculation.
How much faster in milliseconds must be the rear car: When a car is only slightly faster than the front, no message is issued. The value is used to determine how much faster the rear car must be, so that a message is performed.
The car located in the rear is only slightly faster than the front; the car located in the rear must X rounds prior to the front. This specification takes into account the typical lapping process. If this is activated, an announcement will be made when the rear CAR is at least the specified number of rounds in the lead ahead of the car in front.
The car located in the rear is faster and has been omitted a time; how much faster in milliseconds must be the rear car: This case occurs in long finals for example. A fast driver had a break down, is back, but then rolls on the field from behind. If this option is enabled, it is considered how much faster this car must be that a message is performed.
Some of the entries must be in milliseconds: 1000 milliseconds = 1 second.
In general the default values should work quite well, but should be checked on each track in any case.

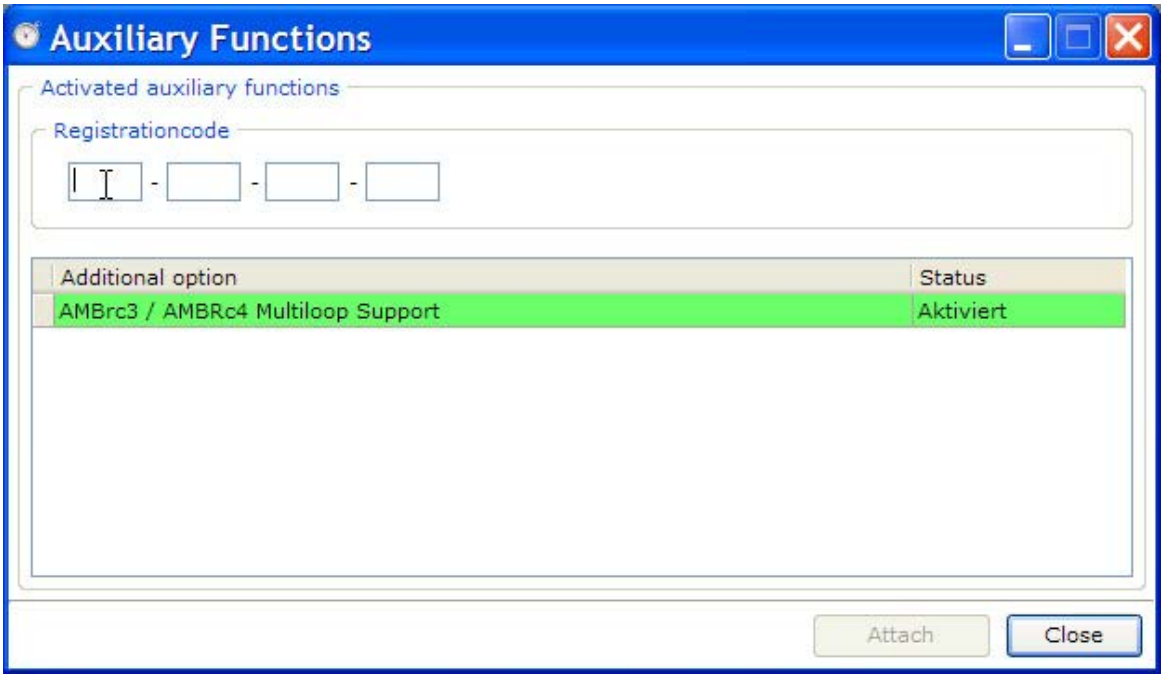
12.4.22 Additional Options/Teamcup

Activate all functions if you want to run a teamcup. Besides of the normal results you can print an additional team rankinglist. It is necessary, that the team information are entered in the inventory date (teams and persons) to run a teamcup.



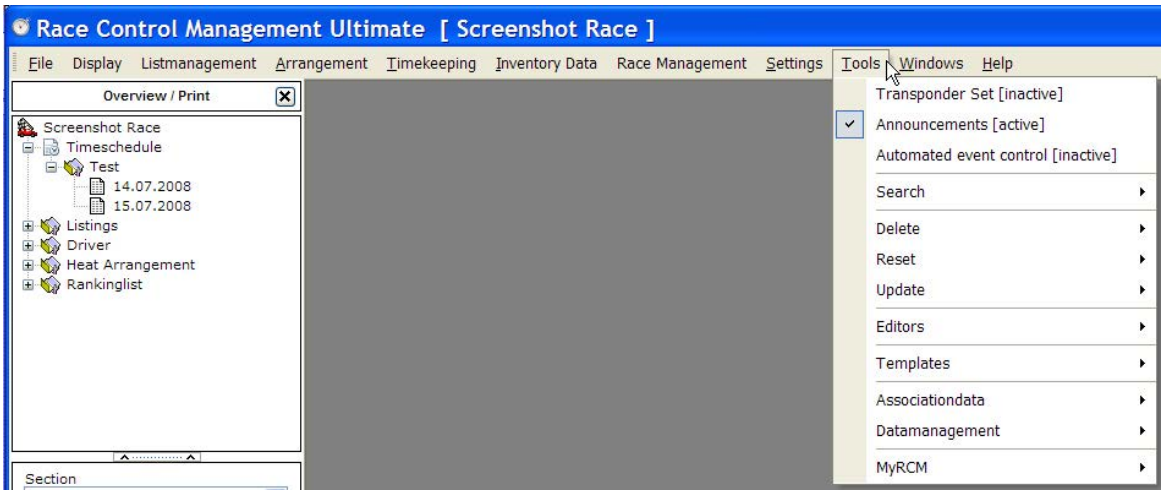
12.5 Auxiliary Functions

Auxiliary functions have to be activated. In earlier version, the MyLapy-dataexport has to be activated. This is now activated in RCM Ultimate by default. The Multiloop-support is described in appendix 1 of this manual.



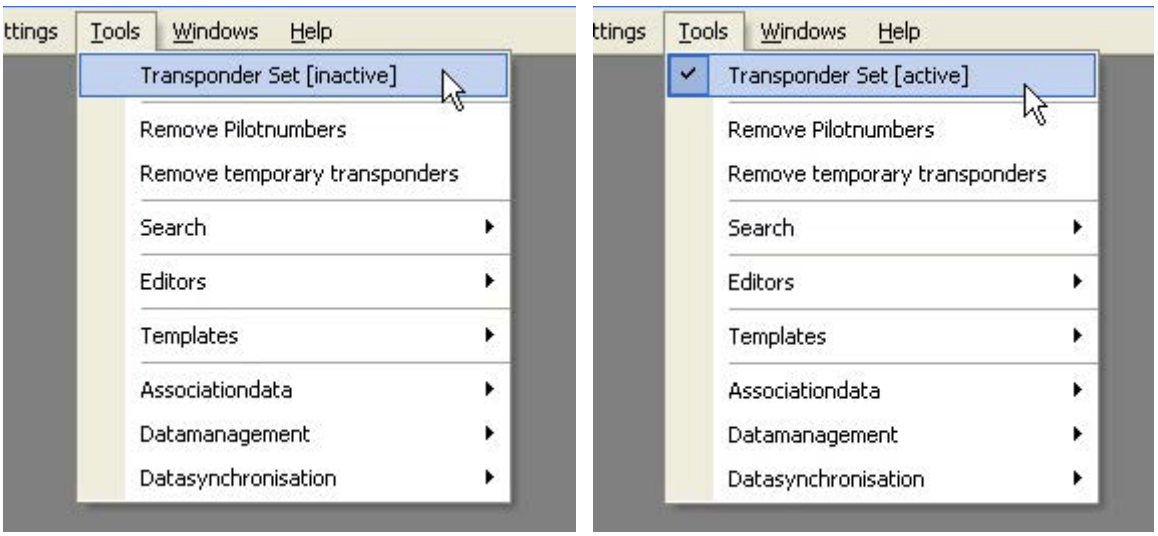
13 Tools

The menu tools is offering the following functions. Beside of other these are::
Activate and inactivate a transponder set.
Remove Pilotnumbers.
An extensive search function
Delete the temporary transponders.
Reset of the skill levels.
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 federation data.
Import and Export of the data saved in the database of RCM Ultimate.



13.1 Transponder set

This menu item is added by the text [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

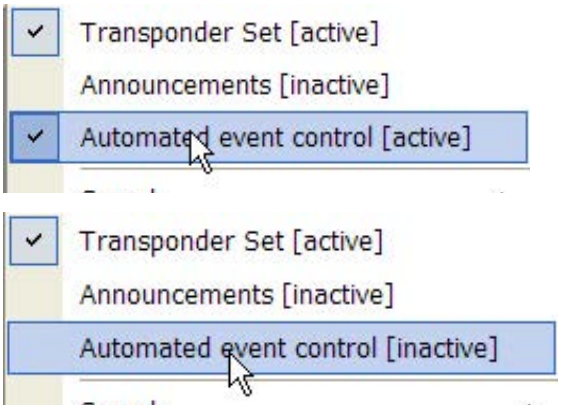
like personal transponders but should be registered as temporary transponder in the drivers data.
If you have recorded your hand out transponders in a transponder set and this transponder set is set to inactive RCM Ultimate recognize if a transponder is a regular personal transponder or if it is one 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 Announcements [active]

Sometimes it happens, that the announcements should be activated or deactivated quite fast. This menu item is a toggle switch, this means, if the announcements are activated they will be deactivated by clicking on this item. Are the announcements deactivated they will be switched on by clicking on that menu item. Activated is shown in the menu by a preceding check mark.

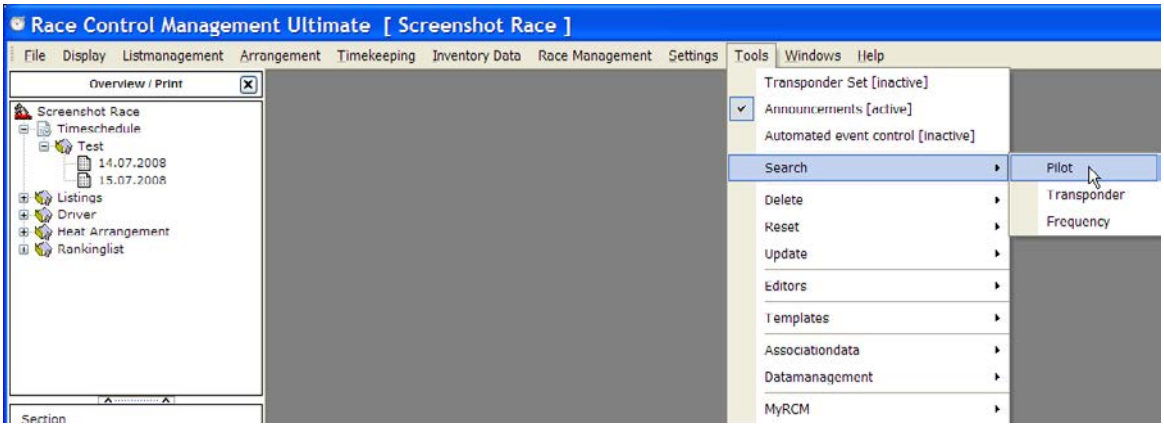
13.3. Automated event control [active]

Sometimes it happens, that the automated event control should be activated or deactivated quite fast. This menu item is a toggle switch, this means, if the event control is activated it will be deactivated by clicking on this item. Is the event control deactivated it will be switched on by clicking on that menu item. Activated is shown in the menu by a preceding check mark.



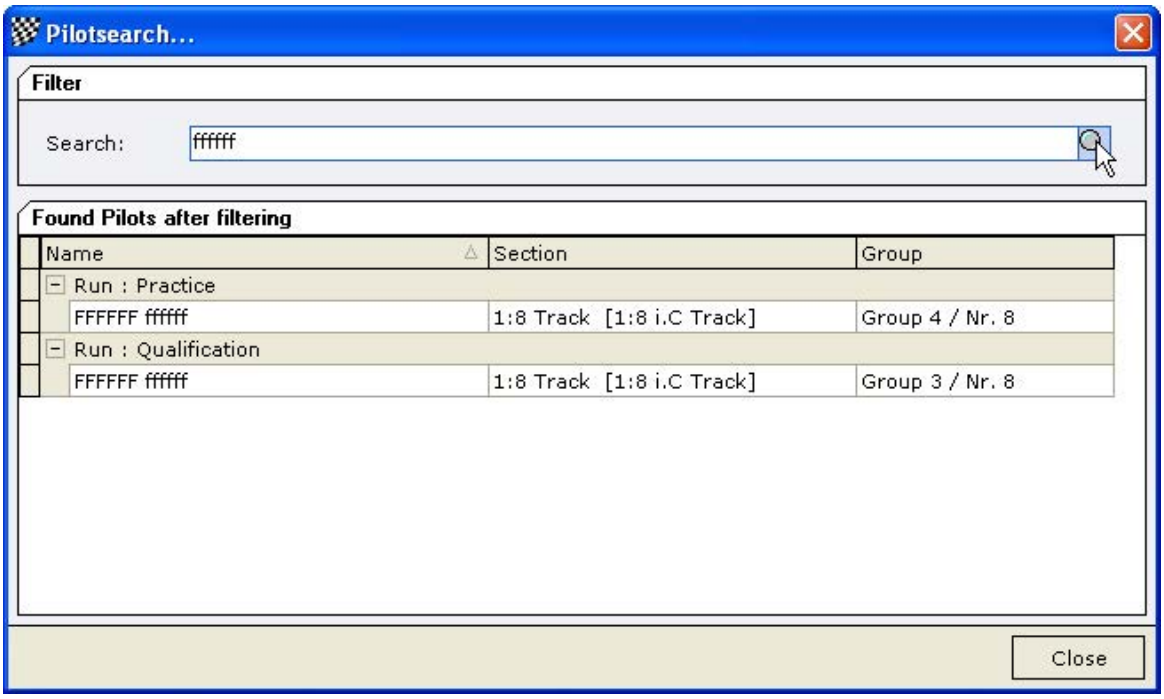
13.4 Search

With this function you can find quite fast several information. You can search for drivers, transponders and frequencies. This gives you the possibility to answer questions like “in which heat is the driver”, “to whom belongs a transponder” or “who other is using the frequency” very fast.



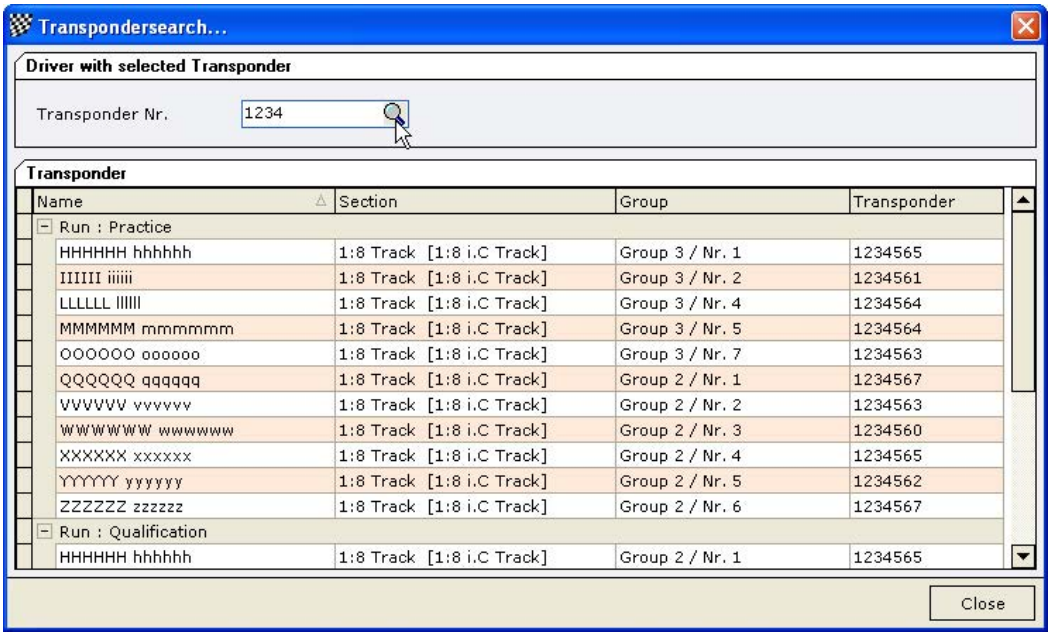
13.4.1 Pilot

Enter the name or a part of the name and click on the search button right of the input field. All drivers matching your input are listed in the lower part of the window.



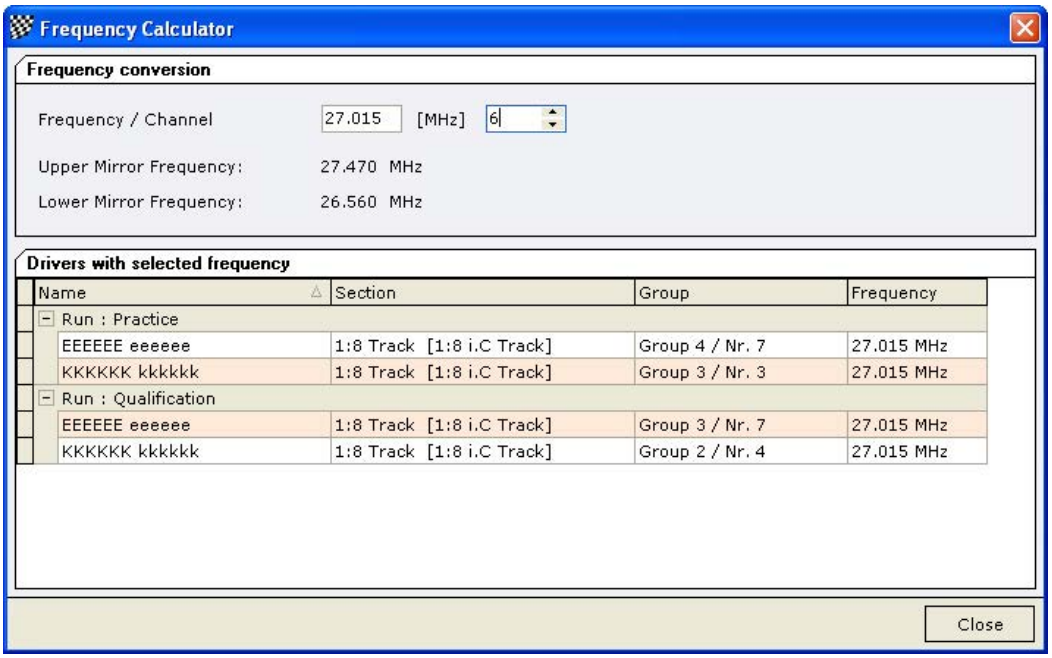
13.4.2 Transponder

Enter the number or a part of the number and click on the search button right of the input field. The drivers using transponders matching your input are listed in the lower part of the window.
This is very usefull, if you are looking for a club transponder the driver has not brought back after the racing or if a car has not been collected at the technical inspection and it can be identified by a personal transponder.



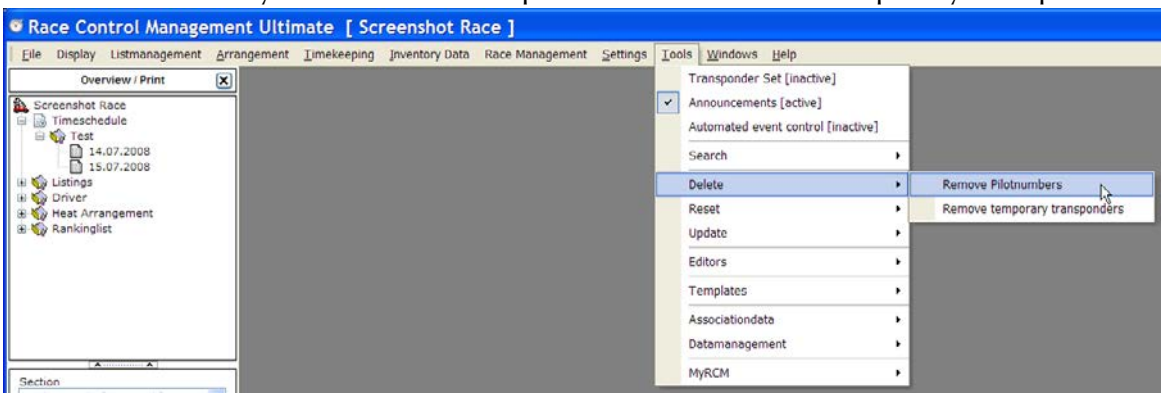
13.4.3 Frequency

Enter the frequency or the channel number to check who is using this frequency. The frequency calculator automatically recognize the image frequencies which can cause interference too and should be avoided. The drivers using the frequency are listed in the lower part of the window. You can see, if two drivers can cause interference problems to each other.



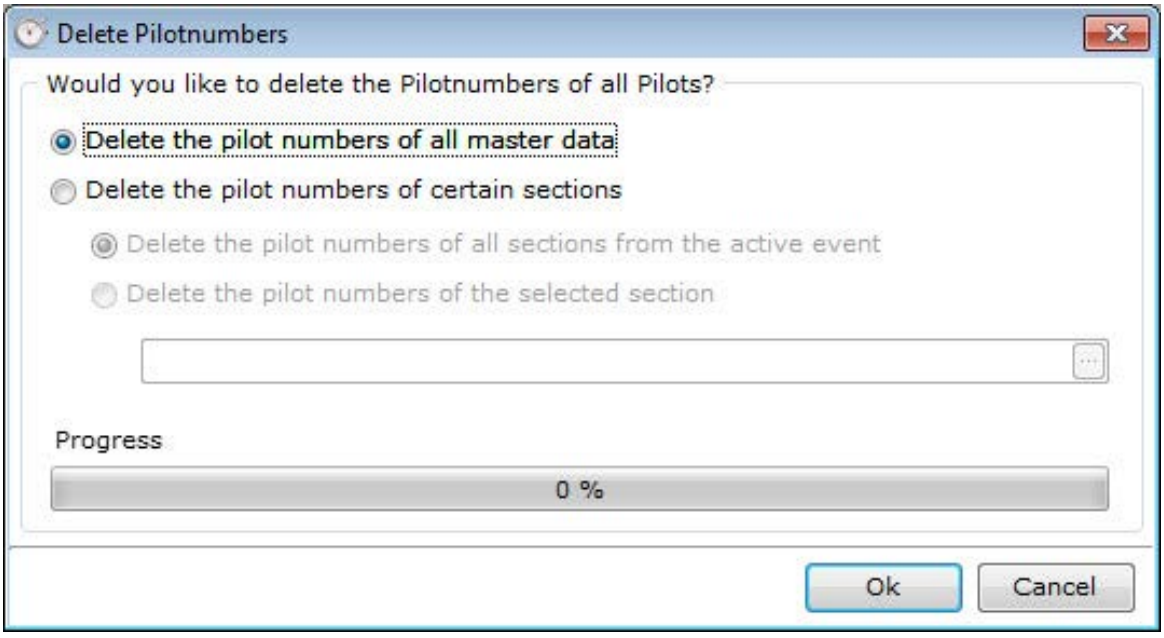
13.5 Delete

With this function you can delete the pilotnumbers and the temporary transponders.



13.5.1 Remove Pilotnumbers

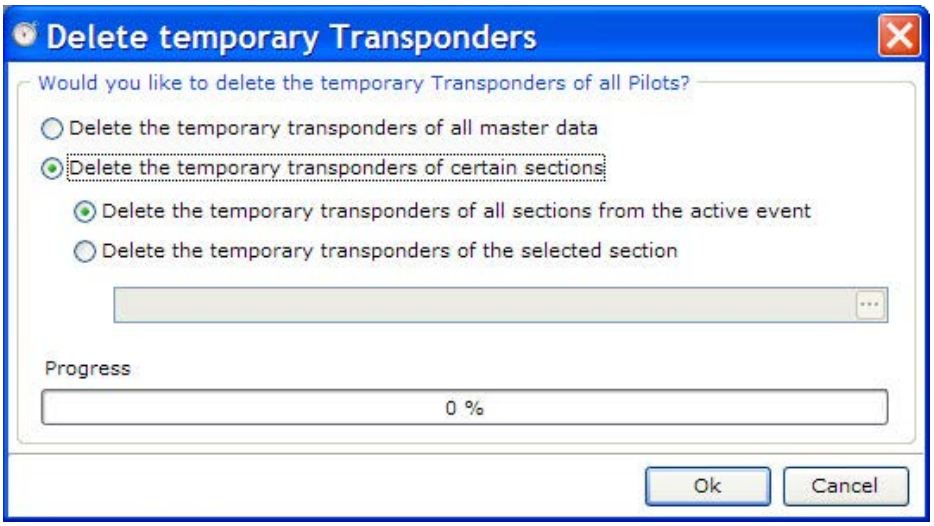
When you arrange the heats you can create pilotnumbers, which can be used for an easy identification of the drivers. This function removes all the pilotnumbers after an event. This gives you the possibility to create new pilotnumbers at the next event. You can enter which pilotnumbers are deleted, whether all in the master data, all of the loaded event or only in a section.



The numbers are remove by clicking on OK when you will be asked if you would like to delete the pilotnumbers of all pilots.

13.5.2 Remove temporary transponder

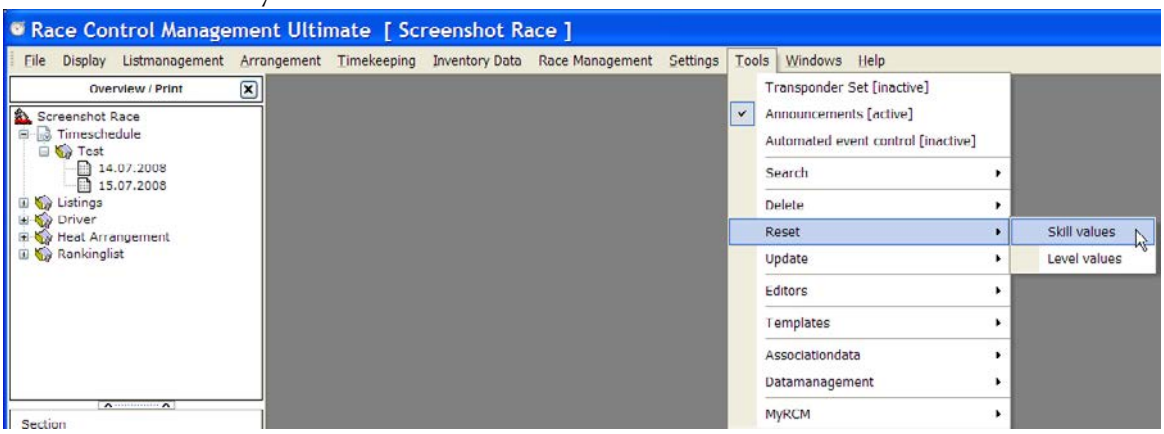
When you use the Transponder Set [inactive] then all used transponders from the set are registered as temporary transponder. In the evening after the race day you will collect all these transponders for recharging and to prepare them for the next race day. To clean up now the configuration you select 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.

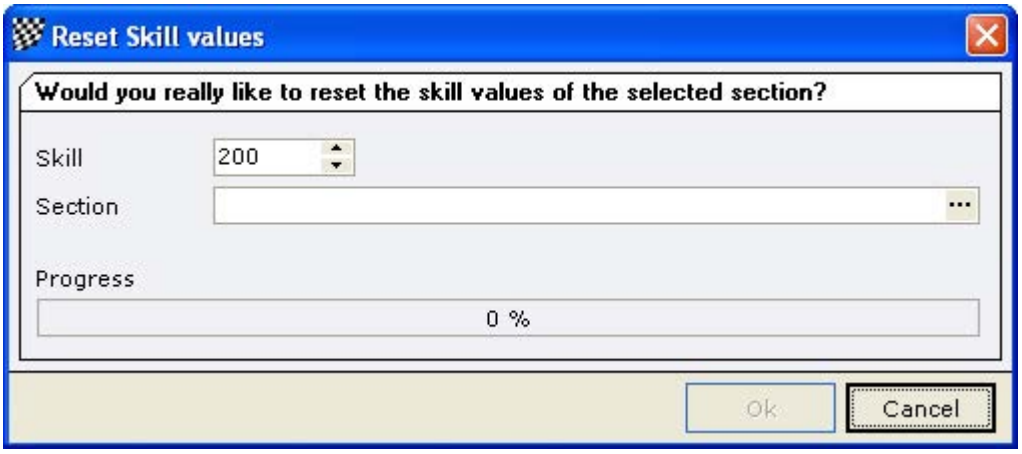
13.6 Reset

With this function you can reset the skill values and the skill levels.



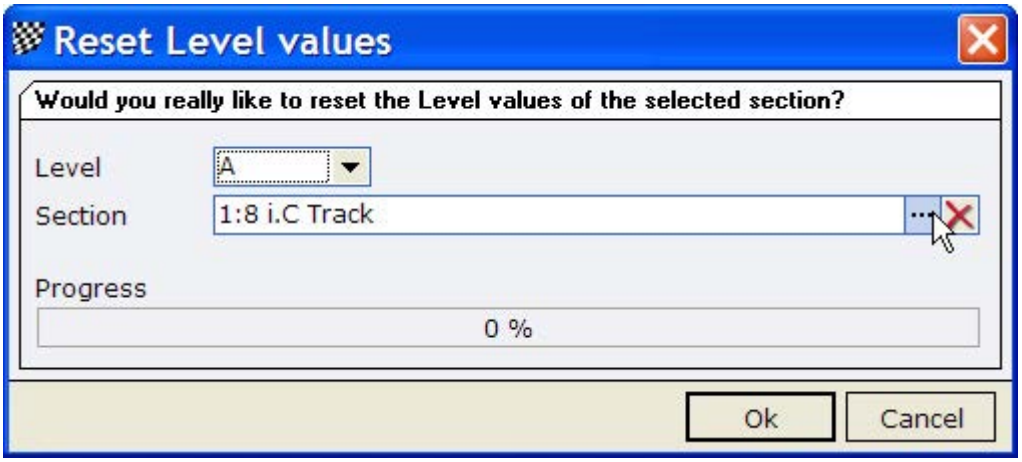
13.6.1 Reset skill values

This function enables you to reset all skill values of a specified section to specific value. You have to enter the value for the reset of all drivers and the section. A bar shows the progress of this function to you.



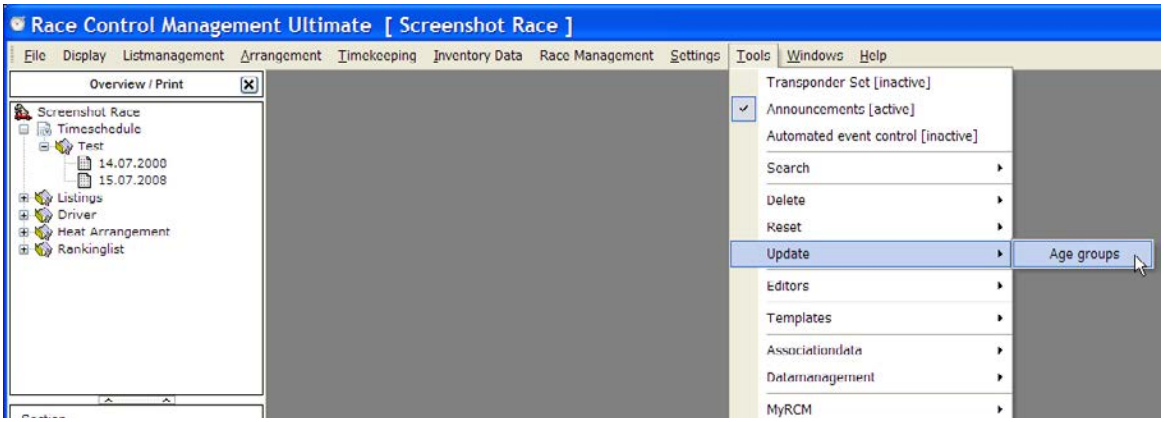
13.6.2 Reset Level Values

This function enables you to reset all level values of a specified section to specific value. You have to enter the value for the reset of all drivers and the section. A bar shows the progress of this function to you.

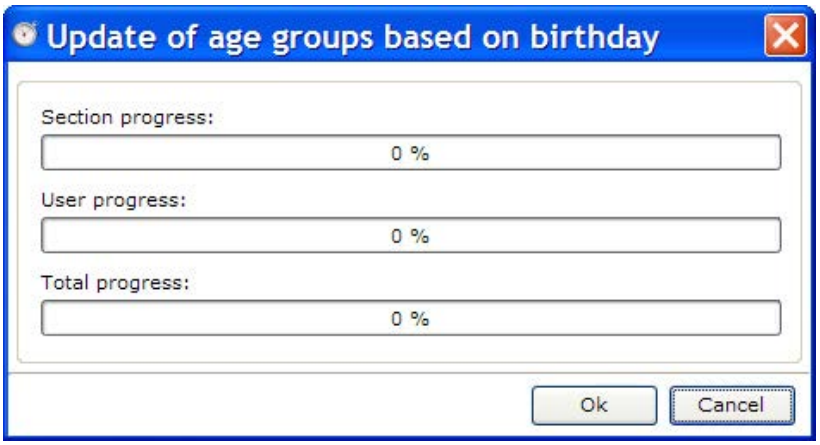


13.7 Update/Age groups

By selecting this function all age definitions of the drivers will be new calculated. The values for the ages can be defined in the sections.

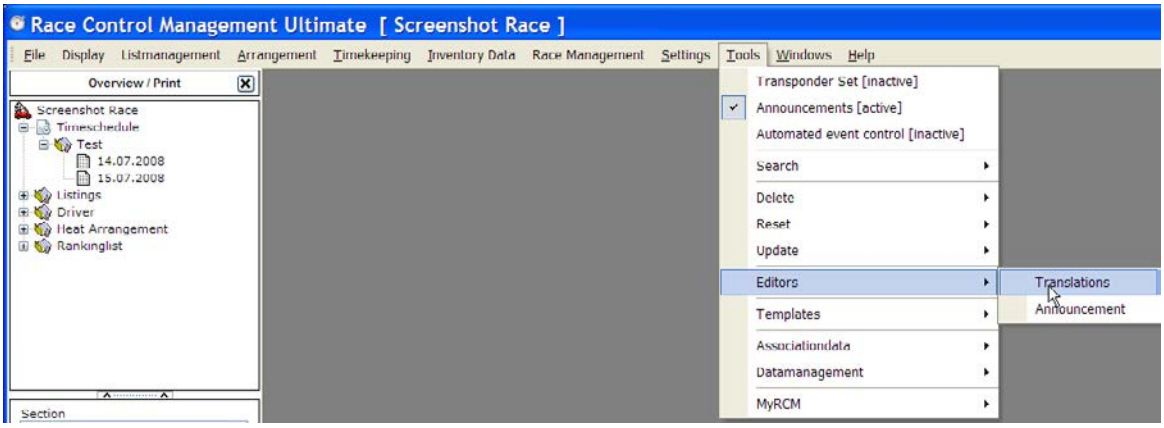


In the following window click o.k. and the update will be done.



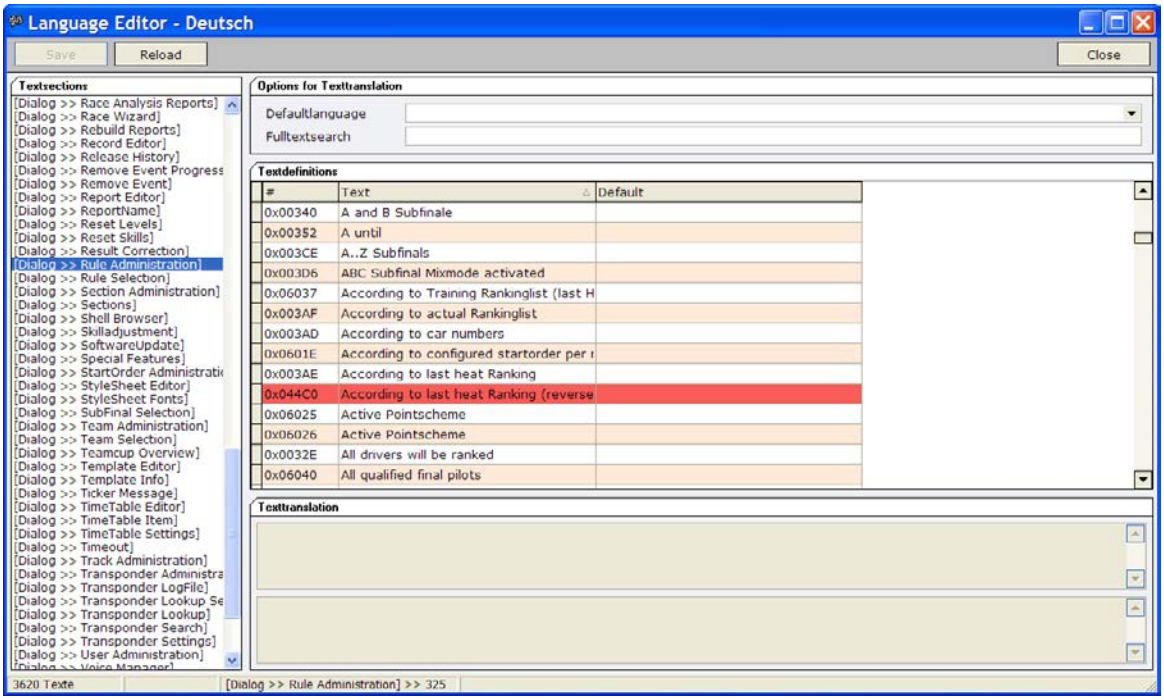
13.8 Editors

Here you can change the text RCM Ultimate is using as well as the voice announcements.



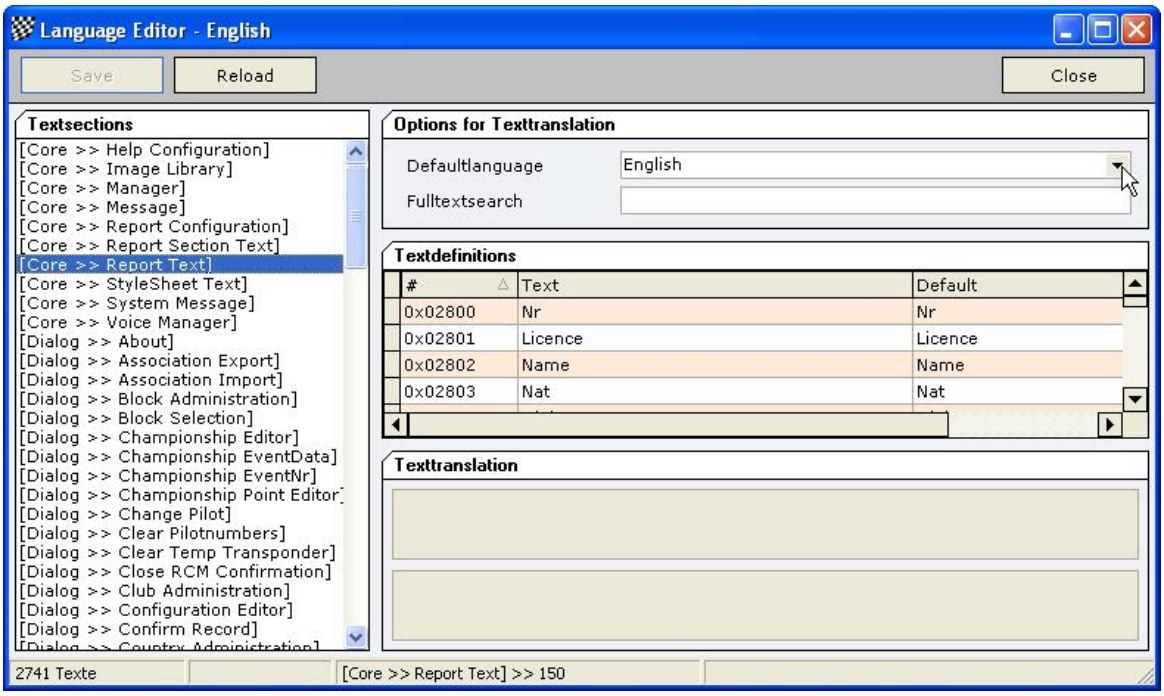
13.8.1 Translations

The Language editor allows to you to change all the text used by RCM Ultimate. Furthermore it is possible to generate new language sets and to translate all the text into a desired language. If the language editor is started appr. 1900 text definitions have to be loaded. This takes a little bit of time.
New textdefinitions, which are used the first time in that version can be seen in the textselection “new or modified text keys. In addition they are market in light red. This marking of new texts is also used in the other textselections.



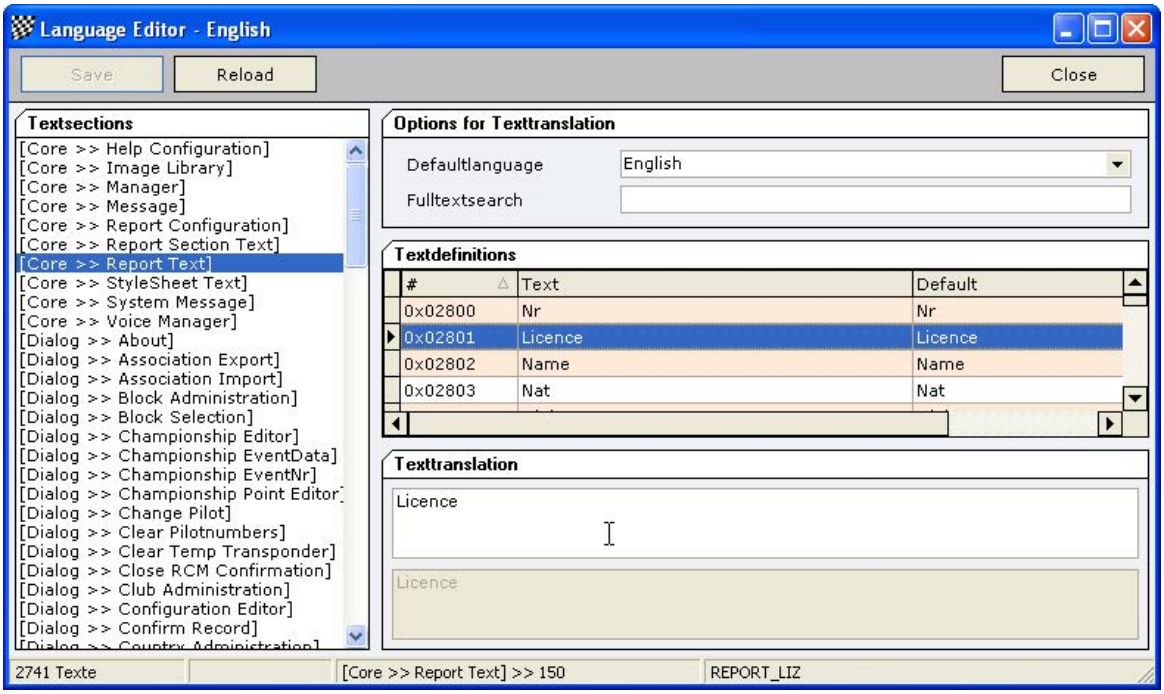
The windows of the language editor shows you in the left column a menu ordered to topics which are based on the use of windows and/or functions. If one of these topics is selected, you see in the right column a table of all the text definitions

related to this topic. On top of the right column you can define a default language. This will be active, when you select another topic on the left side.



13.8.2 Change a text

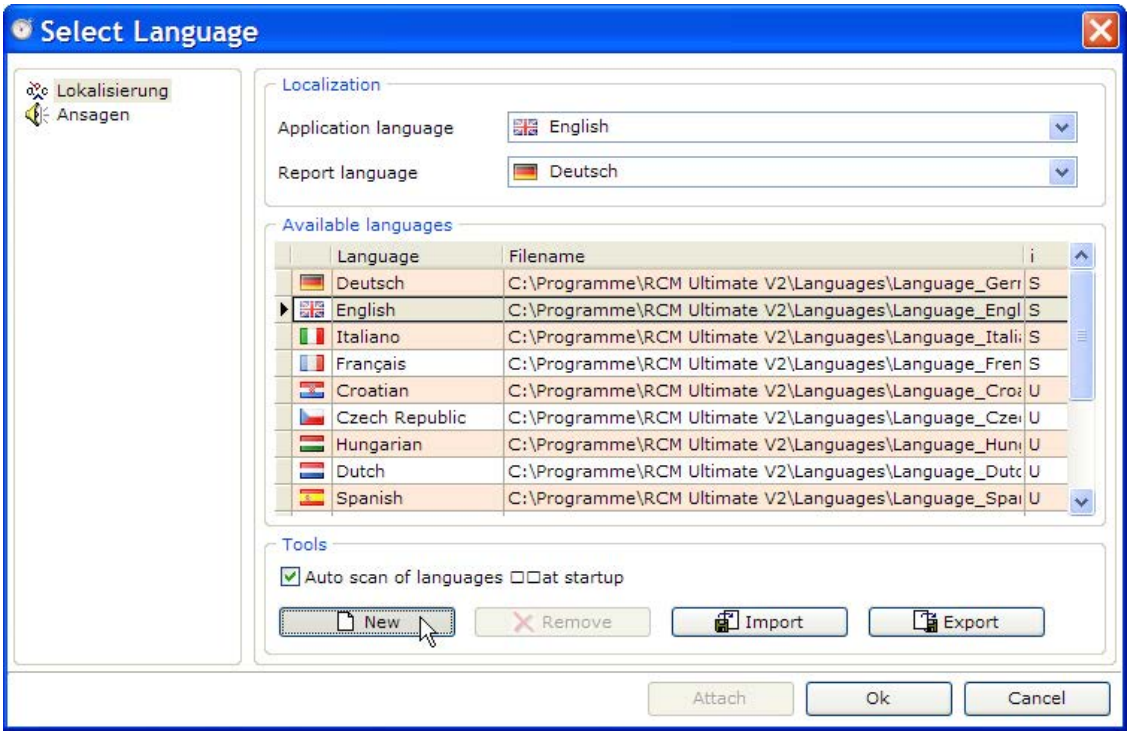
After having selected a topic in the left column you have to mark the text in the right column. You can change the text below in the field Texttranslation. Please note, that the changes will only be effective, when you finish by clicking the Save-button.



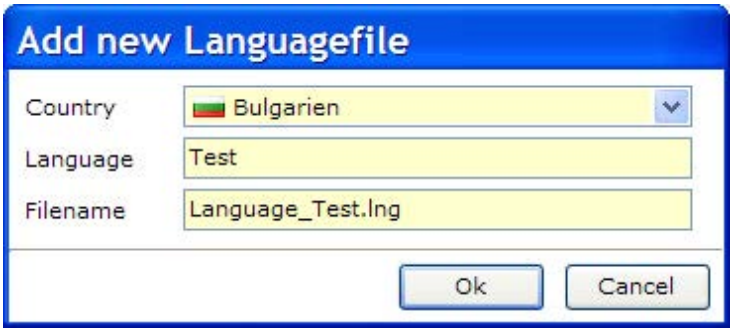
With Fulltextsearch you can search the whole language database for a specific text. This will help you to correct for example a word with a type mistake you have found. Please note again, that you have to save your work before you mark another topic in the left column or before you close this window.

13.8.3 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 do 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.



New language set: Opens a window in which you have to type in the new name of the Language you want to create. You have only to type in the name in the Language field. The filename will be automatically created and should not be changed. For the name of the language please use the English description. When you confirm your input with Ok, a new set based on the English set will be created. Now you can translate all text with the language editor.

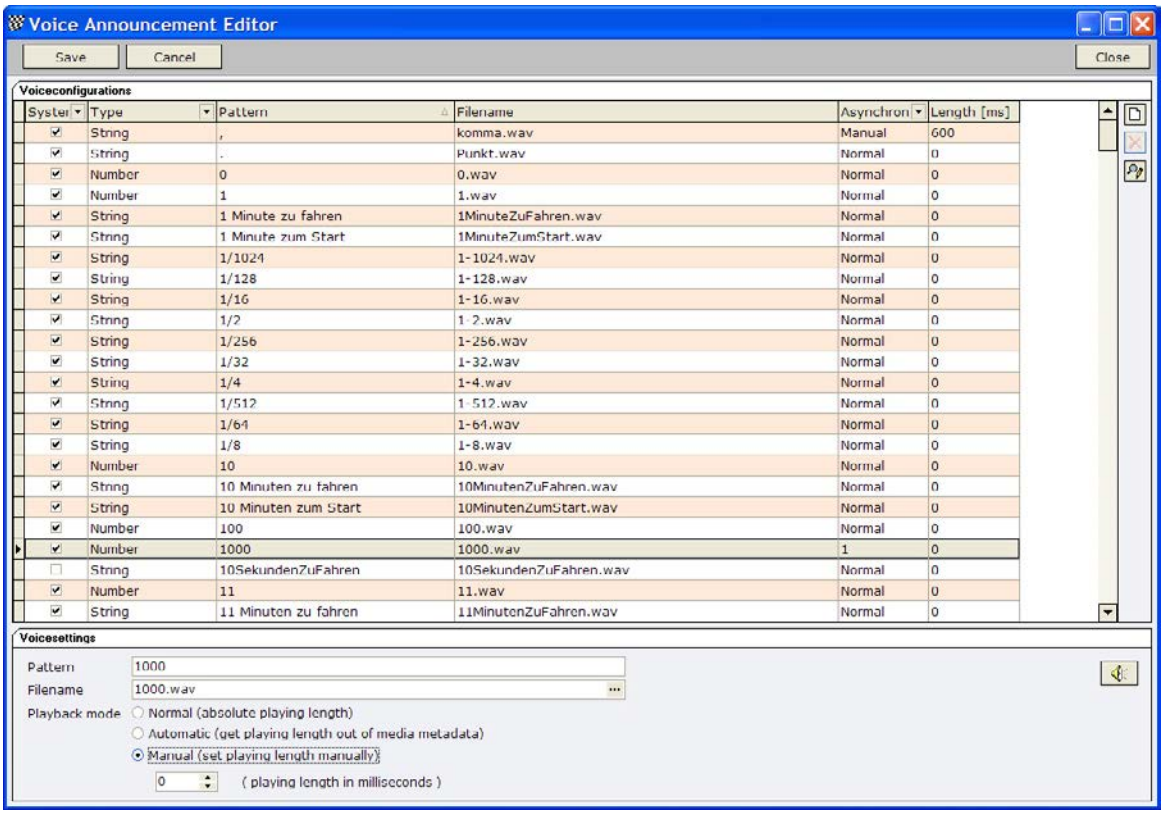


Import language file: You can import language files for RCM Ultimate from other creators. If this new language is not yet available in the application, you have first to create a new language. Otherwise this option synchronise the new data with the

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 Ultimate 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.

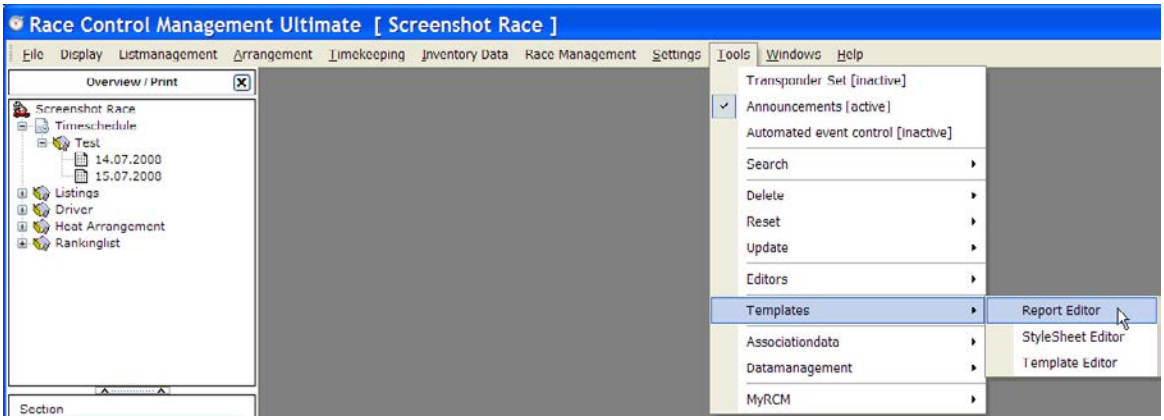
13.8.4 Announcement

With the voice editor you can define the different soundfiles used for the announcements. For you as a user there is only one function of interest: Very often sound files play longer as needed for the voice response. With the setting of the playback mode you can limit the play time. When using the manual mode, you can set the time in ms. Please note: if you limit the play time too much it is possible that you hear nothing.
The buttons on the right side of the windows are used to add soundfiles to the confiuration or to delete one.



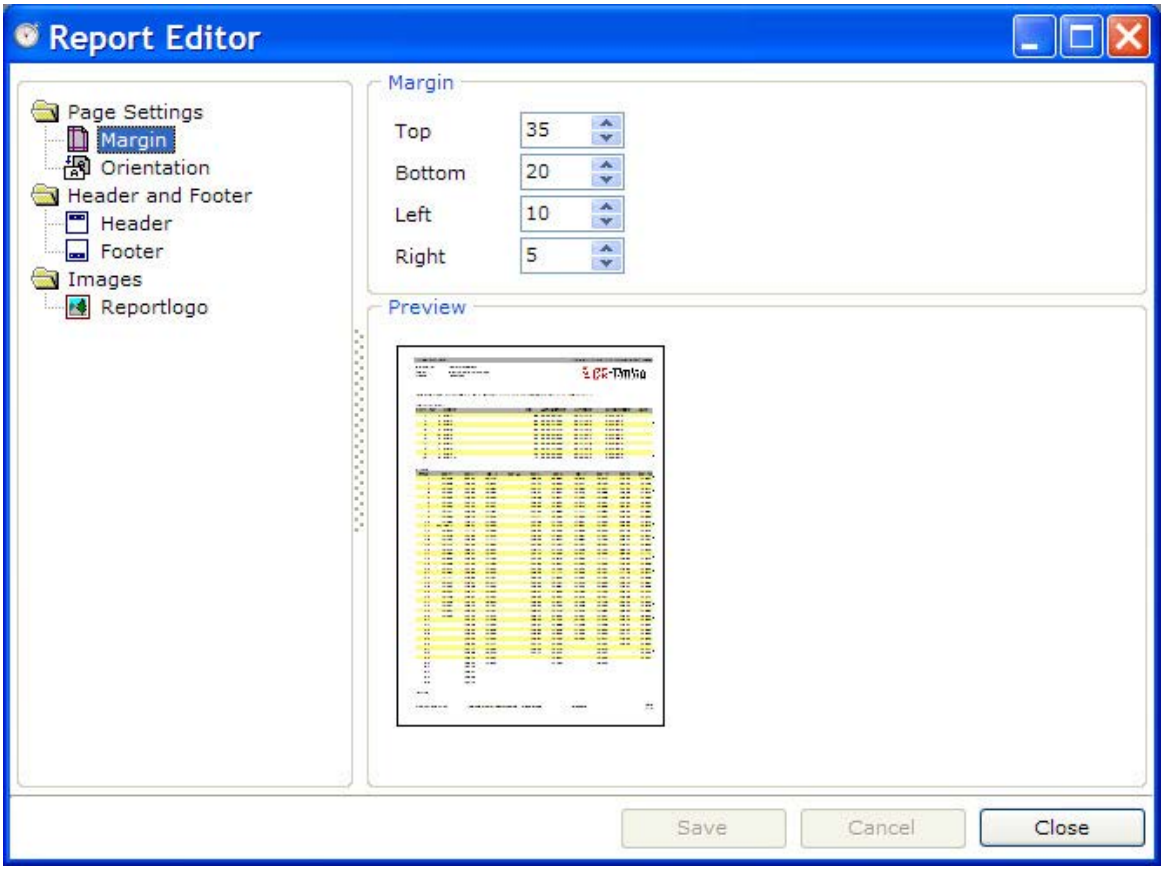
13.9 Templates

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.

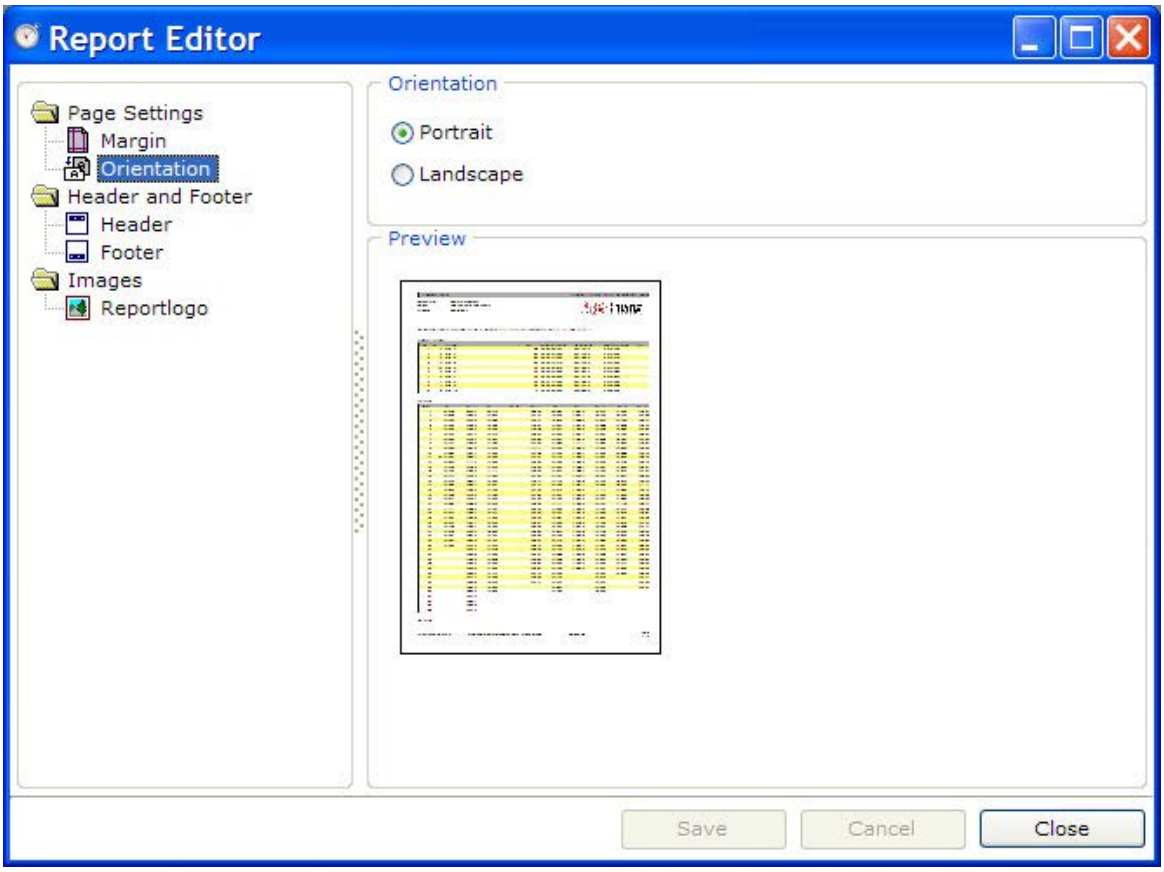


13.9.1 Report Editor

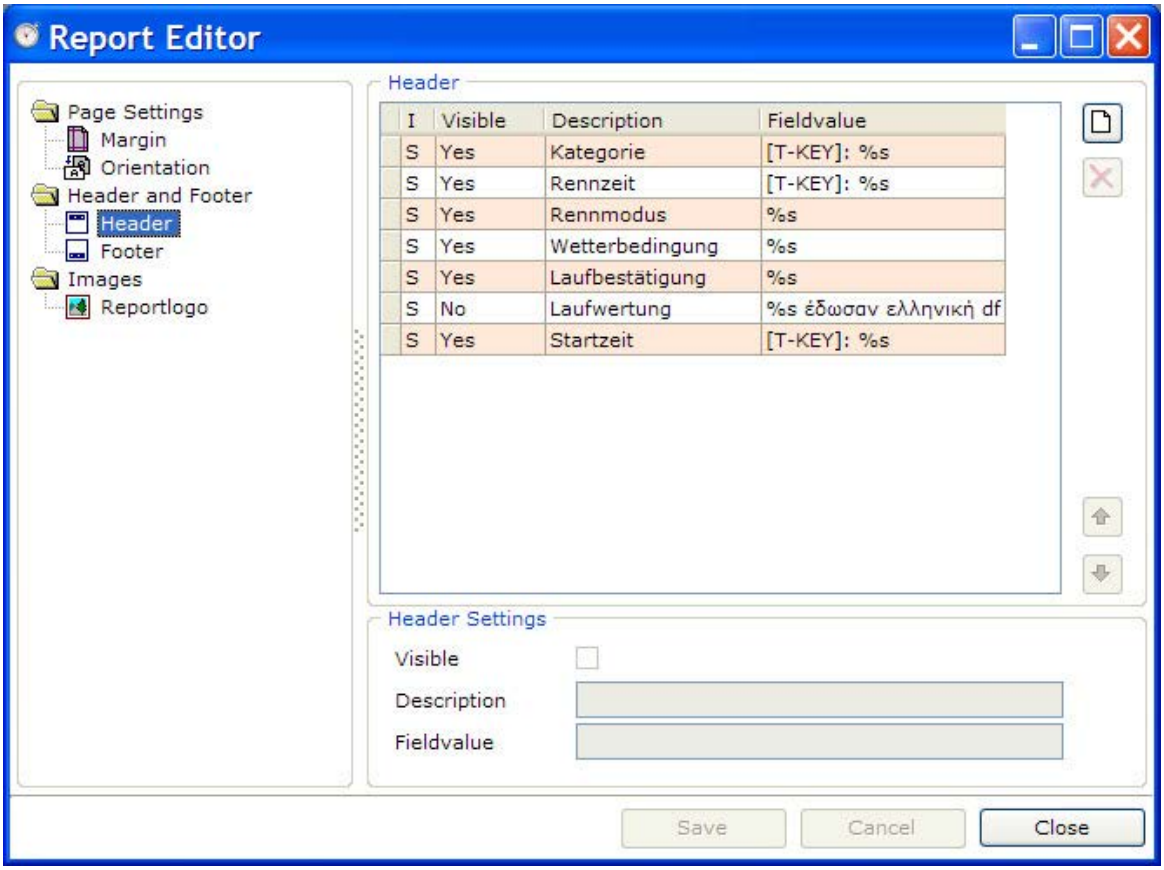
Here you can configure the page layout of the reports. With page Settings/Margins you define the margins, on top for the header line and on bottom for the footer as well as the left and right margin.



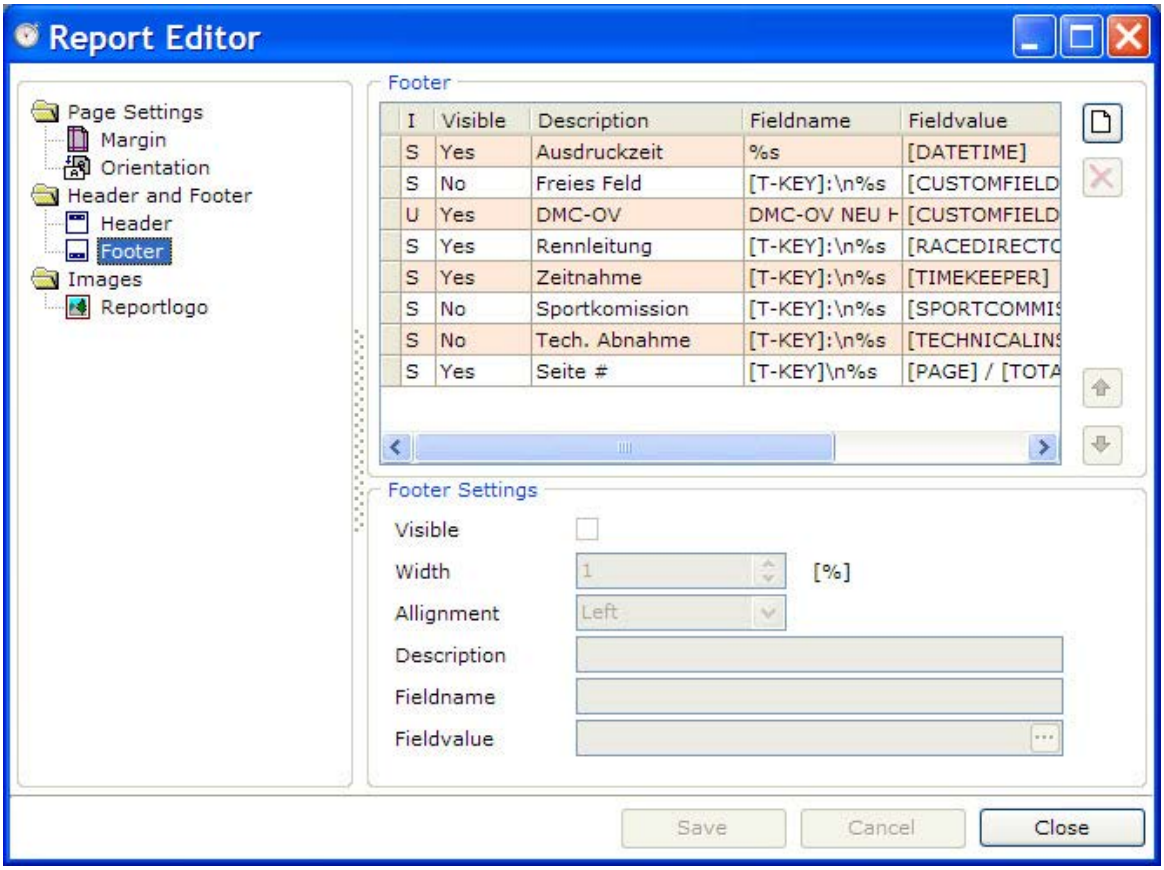
Orientation: Here you select whether to print in portrait or landscape orientation.
Header: This is not yet supported in RCM Ultimate.

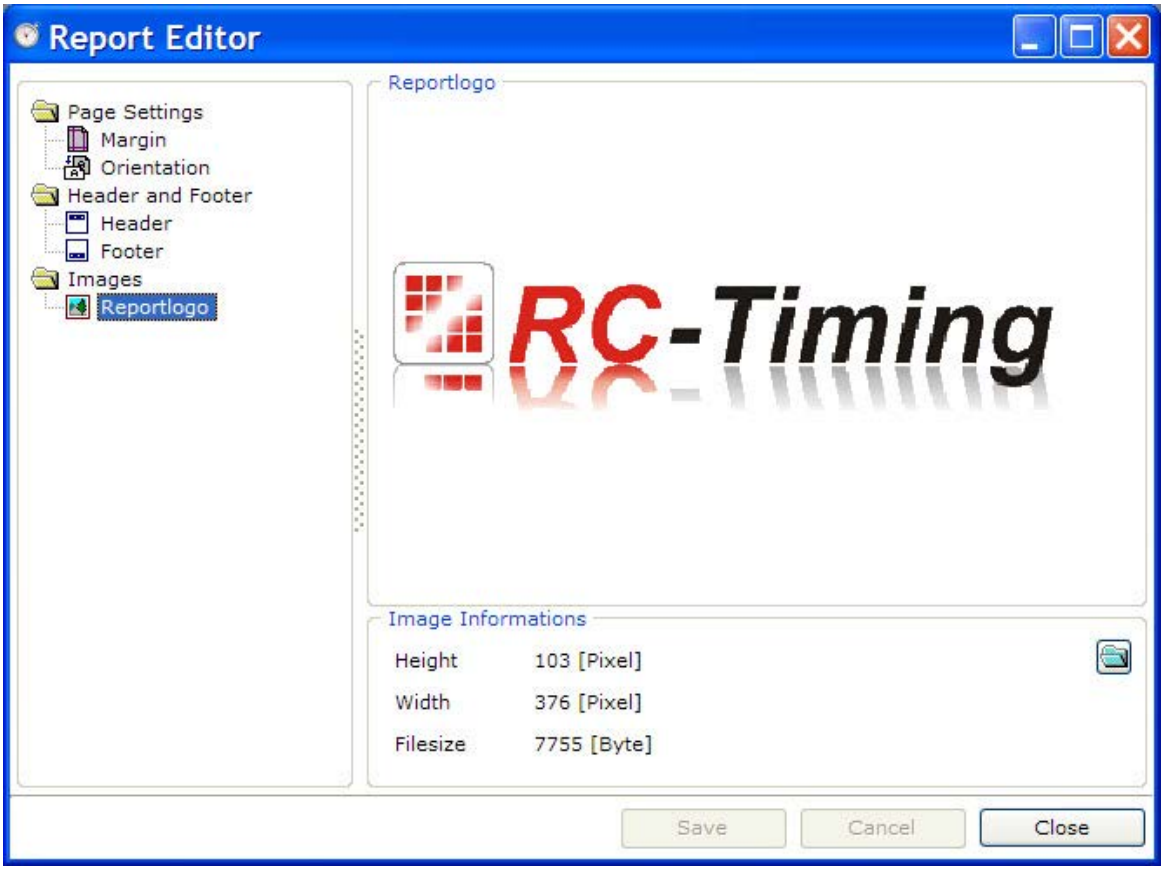


Header: here you can define the information printed in the headline of the reports for the races.



Footer: The footer includes information about the race director, the time keeper as well as the date and time of the print. The names have to be entered at the event configuration. Here you should only make the definition whether this information is printed or not.
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.

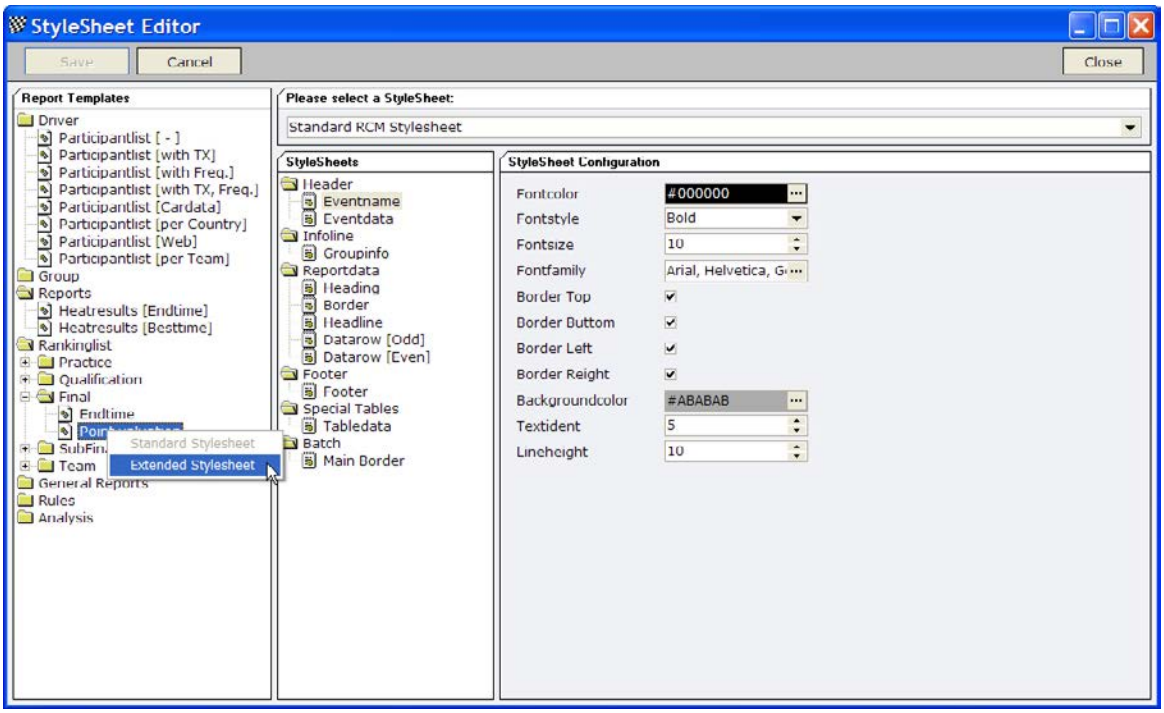




Images/Reportlogo: In the header you can print a picture. Normally you are using the logo of your club. The picture should not be bigger than 4 Kbyte otherwise it will not be send to RCM Publisher. If you want to use a picture of a better resolution, it must be saved in the RCM Publisher separately.

13.9.2 Style Sheet Editor

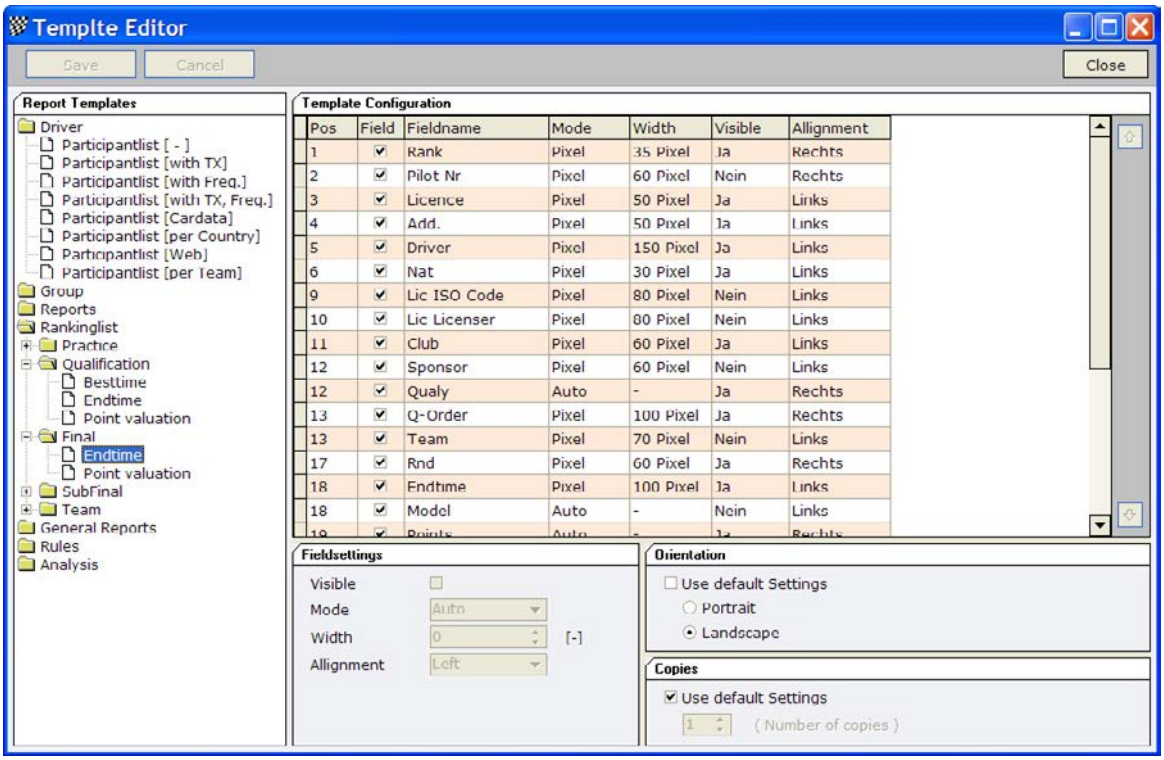
Here the typefaces, the color, the background of the header and the footer as well as the frames and the design of the tables can be defined for all reports.



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 Ultimate 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.

13.9.3 Template Editor

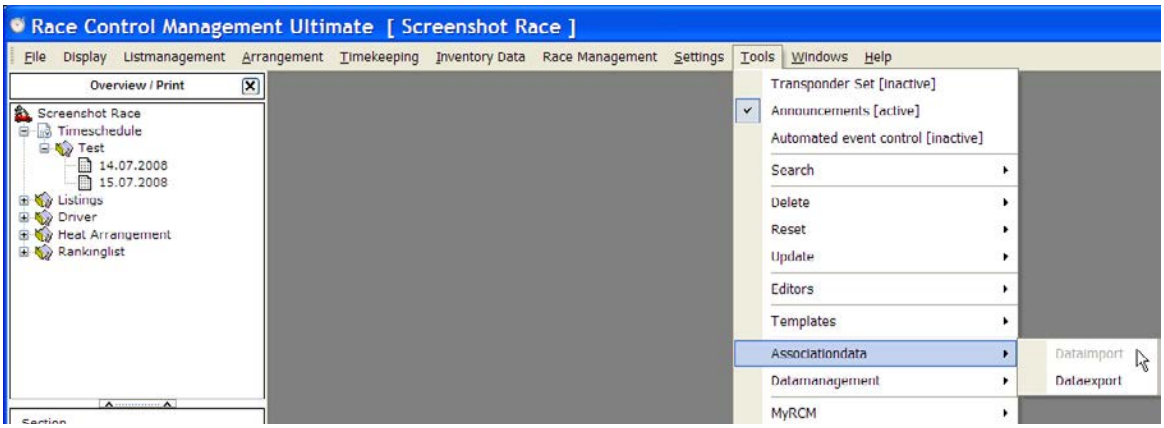
To define the content of all reports you use the Template Editor. At the left side you see all available reports in RCM Ultimate. All reports corresponds to the menu item display overview/print.
At the right side you see all available fields of the selected report. All fields can be set individually (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.
Print Orientation: Some reports have quite many columns then you should switch to the Landscape setting. Inactivate “Use default settings” and switch on landscape.
Below in the right column you can set the number of copies which are printed of this report. The value set here is used in all printing menus.
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.
Using the Sub- and Mainfinal-Mode the template “subfinale-endtime” will be used. If you activate the field “history” in this template, the results of the lower finals of each driver will be printed too.

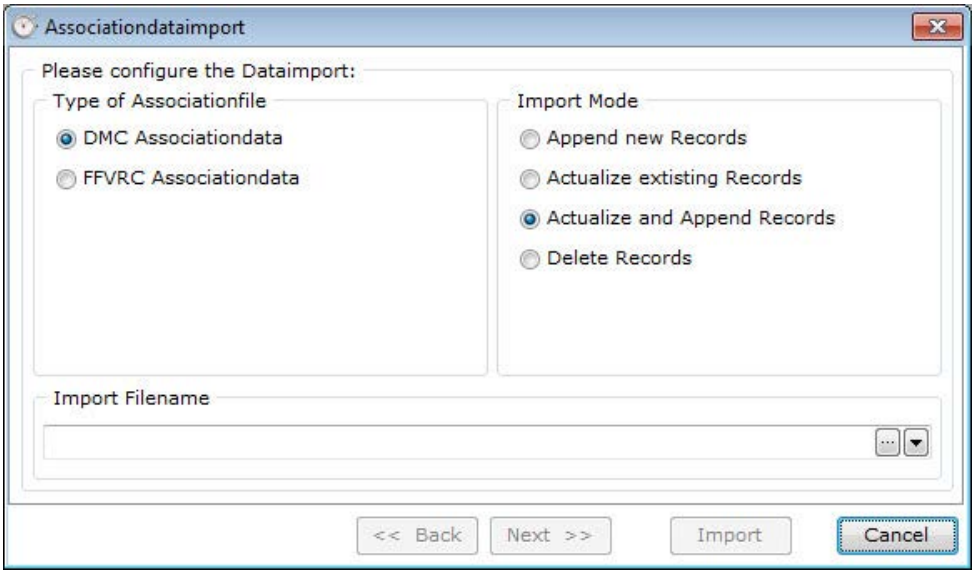
13.10 Associationdata

Some national federations provides the race organizers with the data of the licensed drivers in a special format. Also some federations request to get the final results of a championship event as data file from a race organizers to process the data in their own administration system. At the moment, RCM Ultimates supports the data from the national federations DMC and SRCCA.



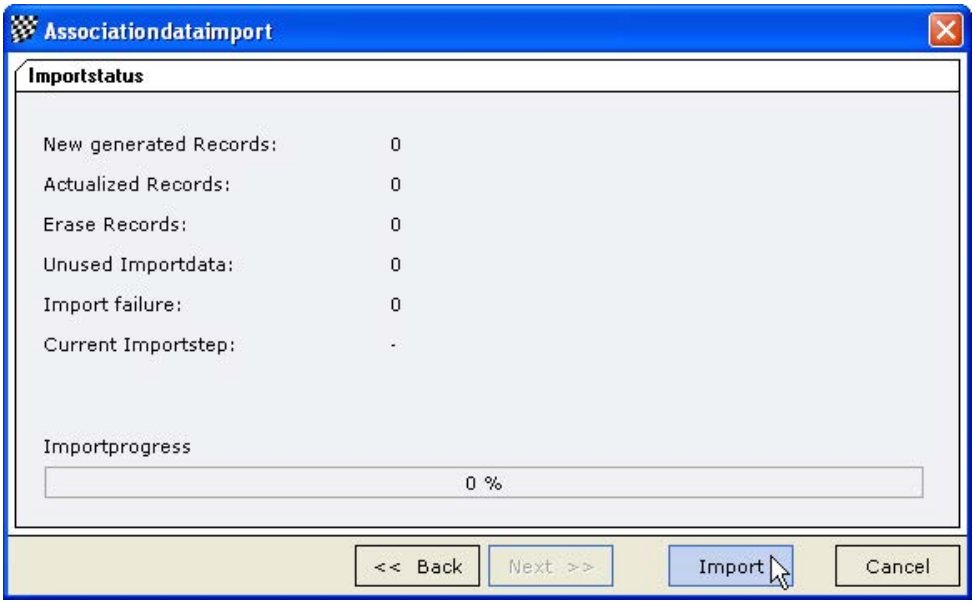
13.10.1 Import

The drivers data can be imported. The data files can mostly be downloaded from the websites of the federations (**www.dmc-online.com**, www.srcca.ch). The import is only possible if no event is loaded.



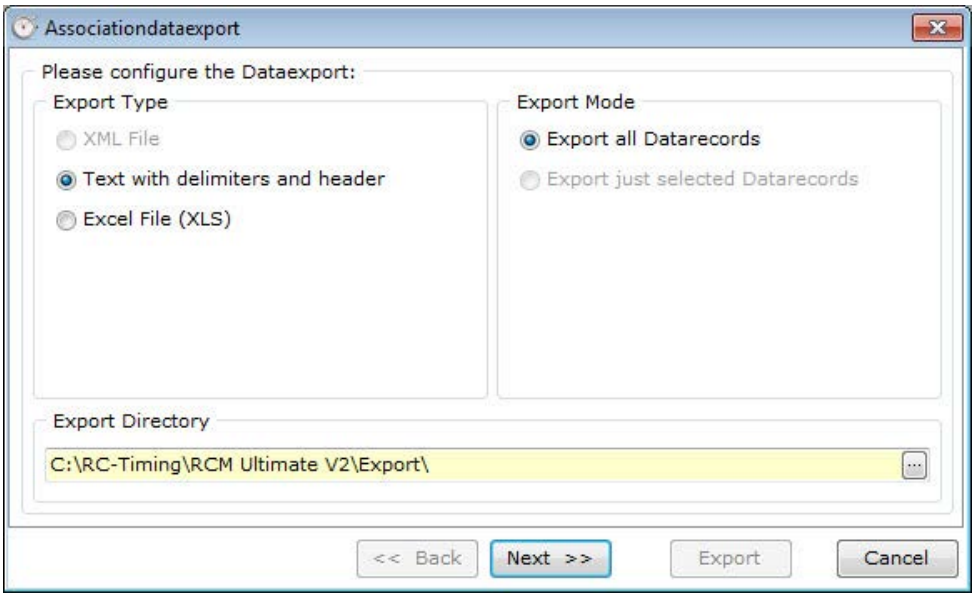
In the right column of the window you can define how RCM Ultimate handles the import data:
Append new record: Only new data records will be used and imported. Please note, that new drivers will be set to inactive first.
Actualize existing records: All data records (active and inactive) found by RCM Ultimate 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.

You have to enter the import file in the input field at the bottom of the window (if you click on the three point button, you can search the import file. Clicking on next opens a new window where you start the import by clicking on Import). The age group is set automatically according to the year of birth of the driver.

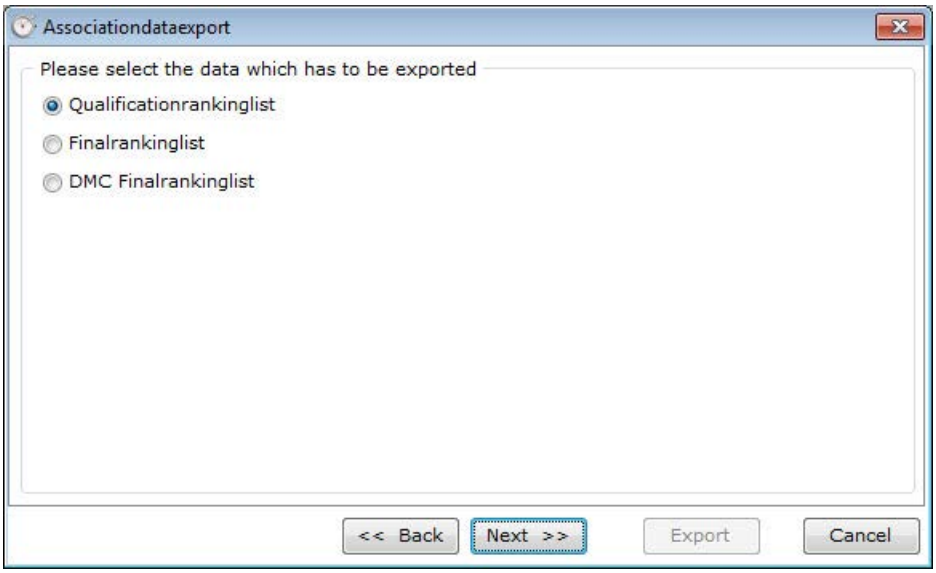


13.10.2 Export

For now, only the export of the final ranking list for the member administration of the German Federation DMC is realized in RCM Ultimate. You can select the Qualification Rankinglist, Final Rankinglist and the DMC-Finalrankinglist.

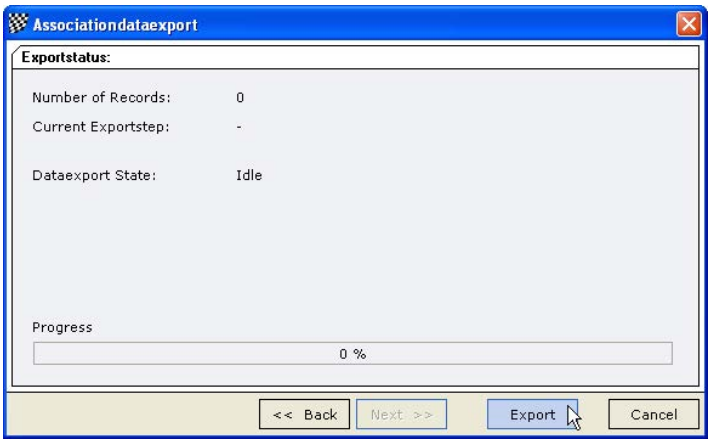


The file (text with delimiters and header) will be saved in the folder RCM Ultimate\Export. But, clicking on the three point button and the end of the input field for the export directory, you can choose the folder.
Next leads you to the next window. You can choose between Finalrankinglist and DMC-Finalrankinglist. With Finalrankinglist you can select all available datatfields. DMC-Finalrankinglist is a special format used for the German federation.



Clicking on Next opens another window where you can define the fields to export. Here you should change nothing.

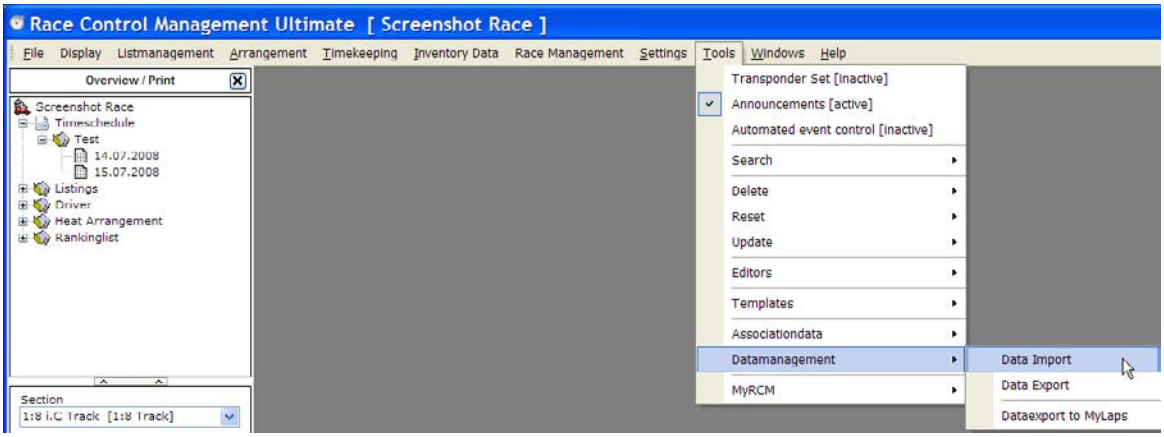
Just click on Next and start the export in the next window by clicking on Export.



After a successful export you see the message “Data Export complete” and you can close the window.

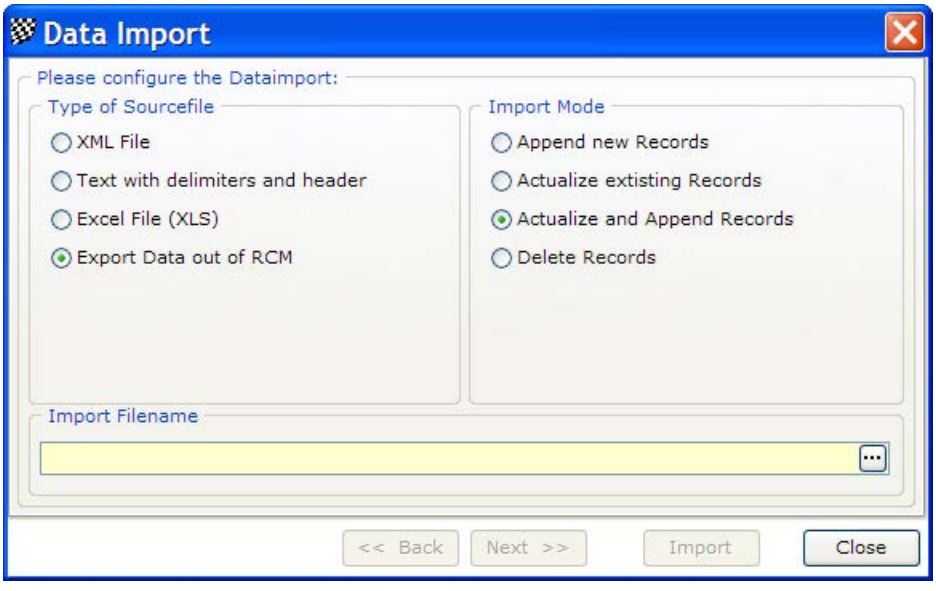
13.11 Datamanagement

With this menu item you can import and export data. We recommend to make a backup of the complete database of RCM Ultimate before you start an import. If the import was wrong configured and maybe some data have been entered in wrong fields, you can go back to the old database.



13.11.1 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 Ultimate 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 Ultimate 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.



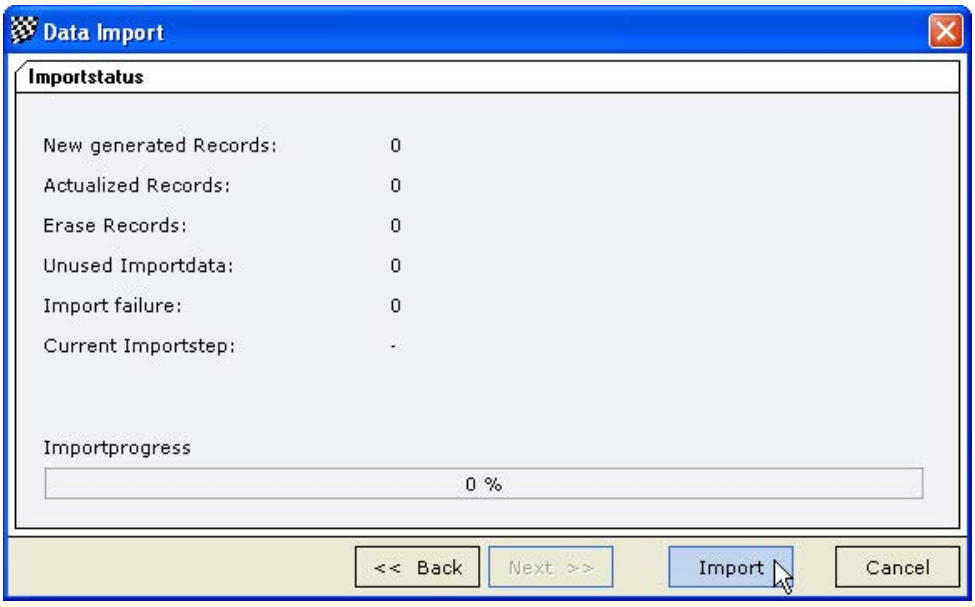
Select the import file in the open file dialog.

In the right column of the window you can define how RCM Ultimate 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 Ultimate 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.

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.

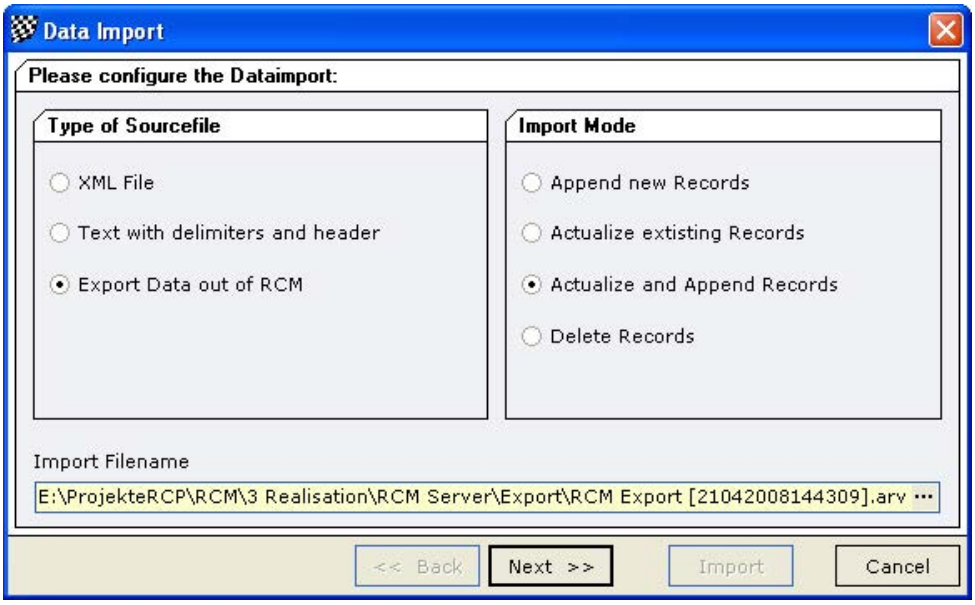
Using the magic stick will assign the fields automatic recognized by the program. Other fields can be assigned by marking these in the left and right column and clicking on right arrow button or by drag&drop with the mouse. Using the left arrow button will delete an assignment. An assignment will be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

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

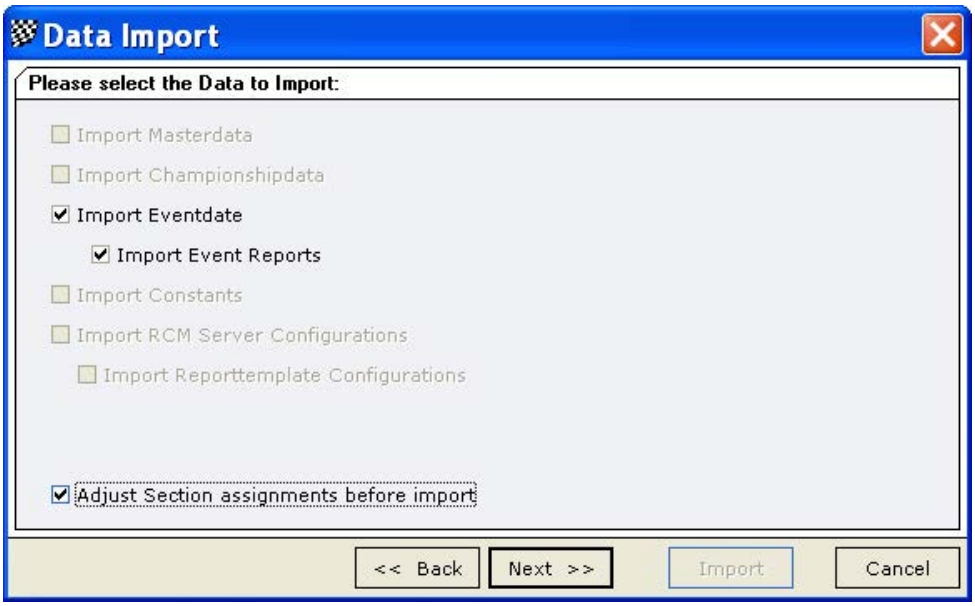


Export data out of RCM: At your race track you have exported the data of your event from RCM Ultimate. With this option these data can be imported to another RCM

Ultimate 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 Ultimate handles the import data.

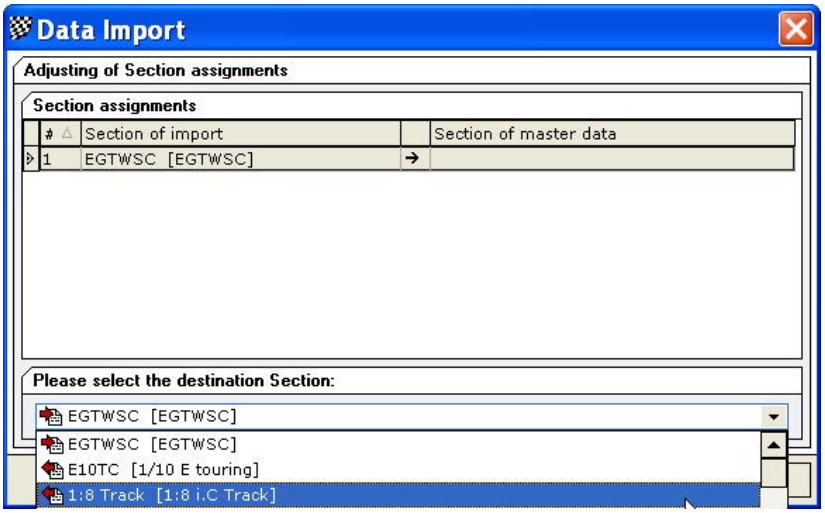


Append new record: Only new data records will be used and imported. Please note, that new drivers will be set to inactive first.
Actualize existing records: All data records (active and inactive) found by RCM Ultimate are checked and updated with new information.
Actualize and Append Records: This is 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.

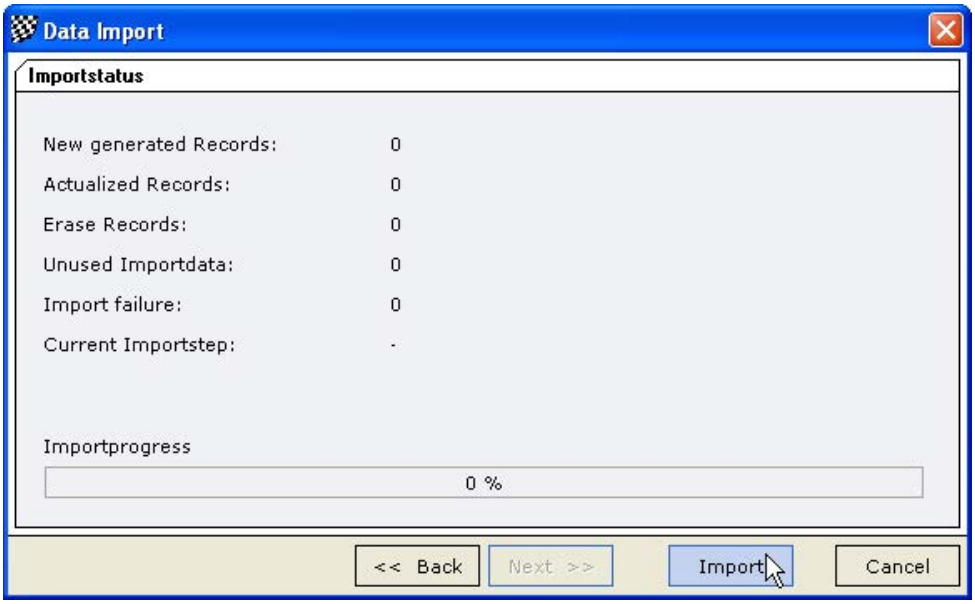


Usually you do not change here any selections. This is valid if you have exported the data by yourself and you are sure to import it into the same version of RCM Ultimate they have been exported. If not or if the file comes from an another

source, we recommend not to import the RCM Ultimate Configurations. Otherwise your special settings of RCM Ultimate 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:

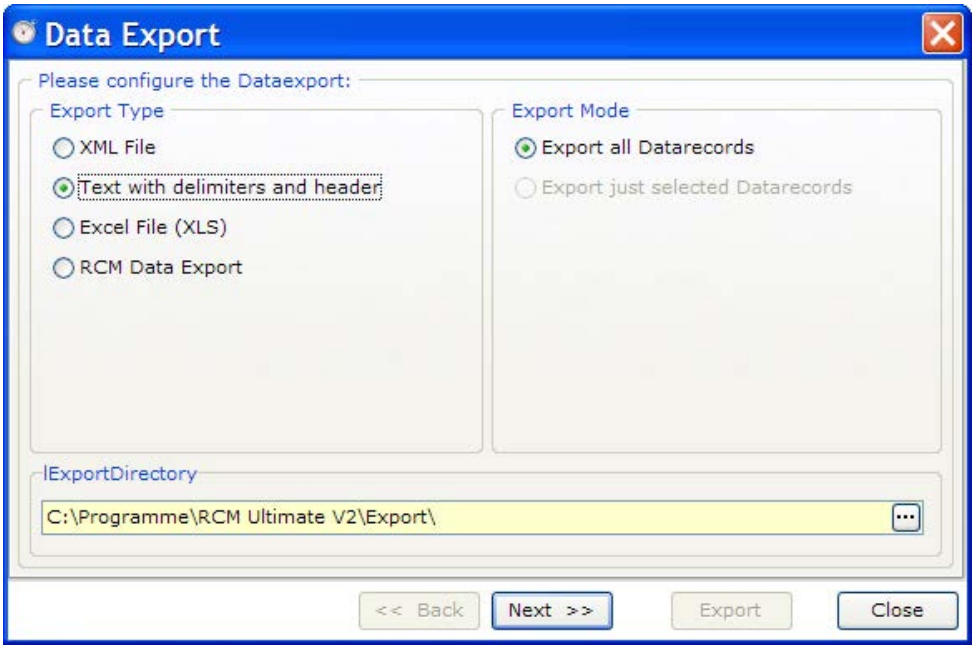


Here the section can be changed. Just mark one line in the upper windows and select below the correspondent section.
If a export as template is reimported, you will beasked, if you want to impoort tthe race really as a template. Choosing no, the race is imported normally.
The import is shown by a progress bar. If import errors occur these will be written in the logfile. This logfile can be found in the folder RCM Ultimate\Logfile.

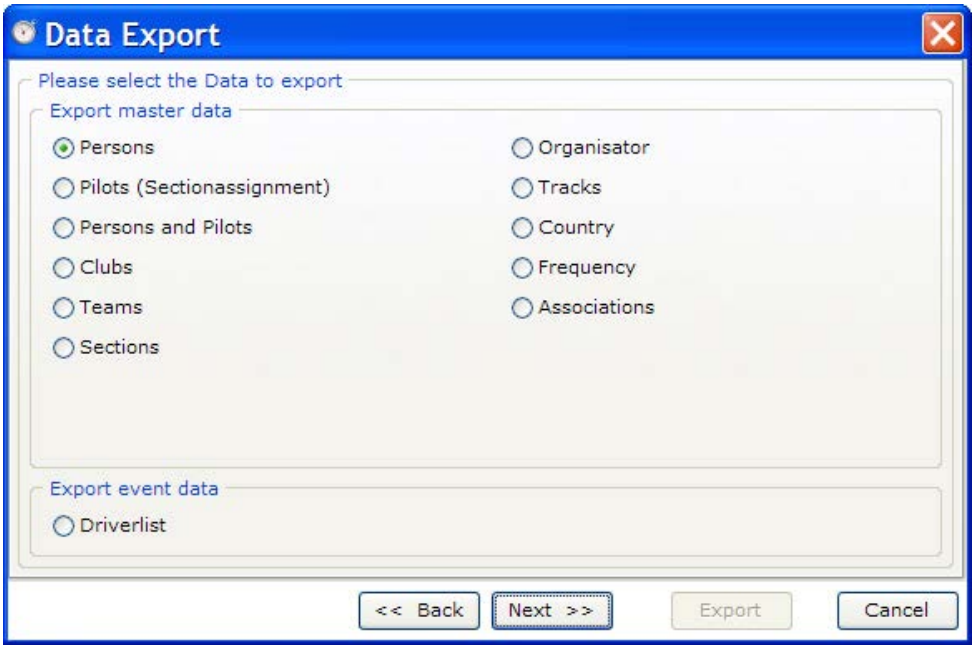


13.11.2 Export

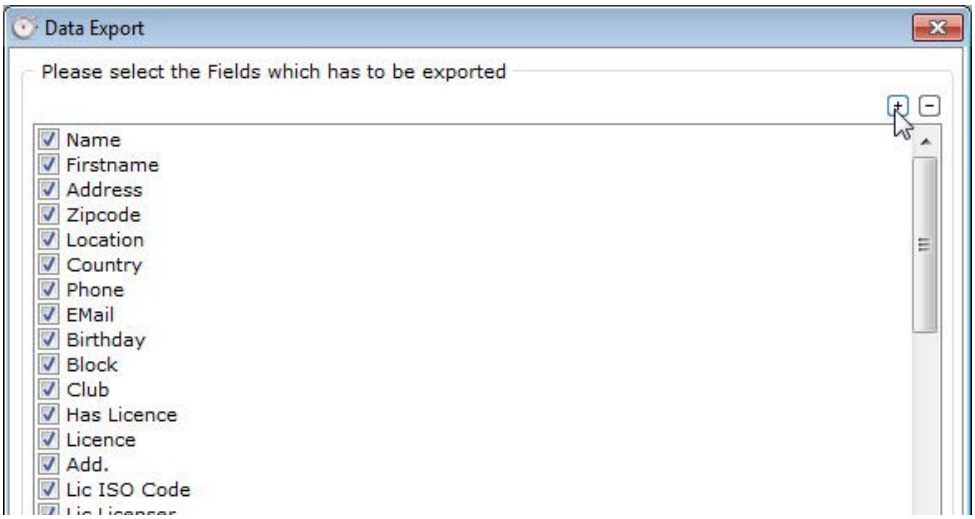
After an event is finished you can export the data to import these at home in another RCM Ultimate system or to give it to another user. The export can also bee used as a backup system. Further on, you can export data in a text file with delimiters and header (csv file). These files for example can be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



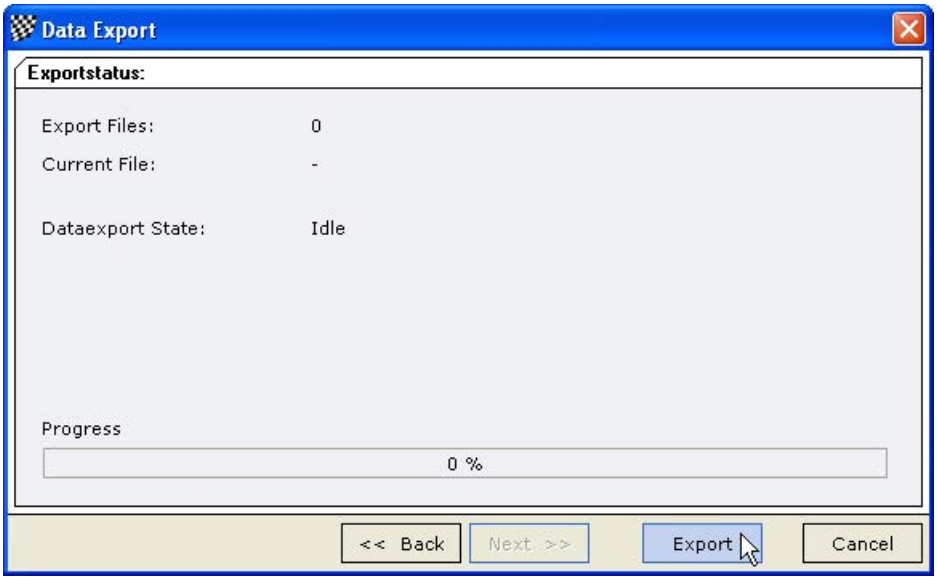
Text with delimiters and header: With this export type a csv file will be written. Clicking on next opens another window. Here you can select the data to export.
XLS: Microsoft Excel-files can be exported directly.

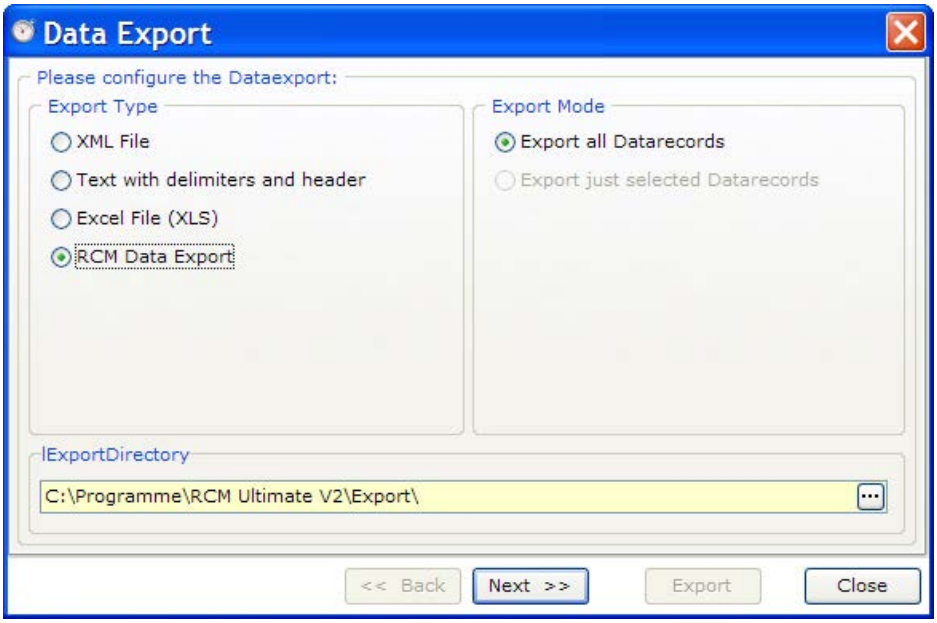


Clicking on next opens a new window where you can select the fields to export. By clicking on the „+“ or „-“ button all fields will be selected or deselected.

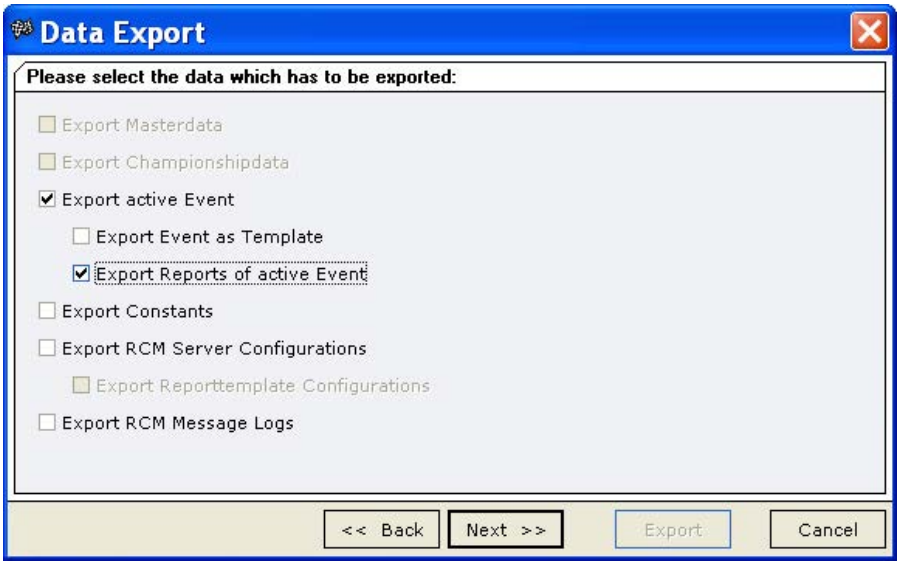


Next leads you to the final window. Clicking on the export button will start the export.

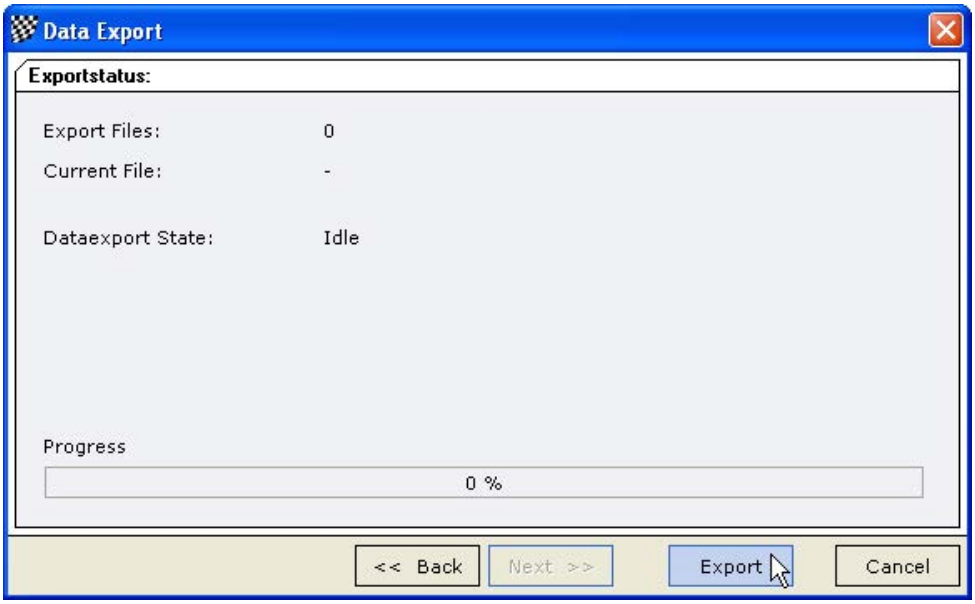




RCM Data Export: To export data you should at least select Export active event with the option Export Reports of active event.



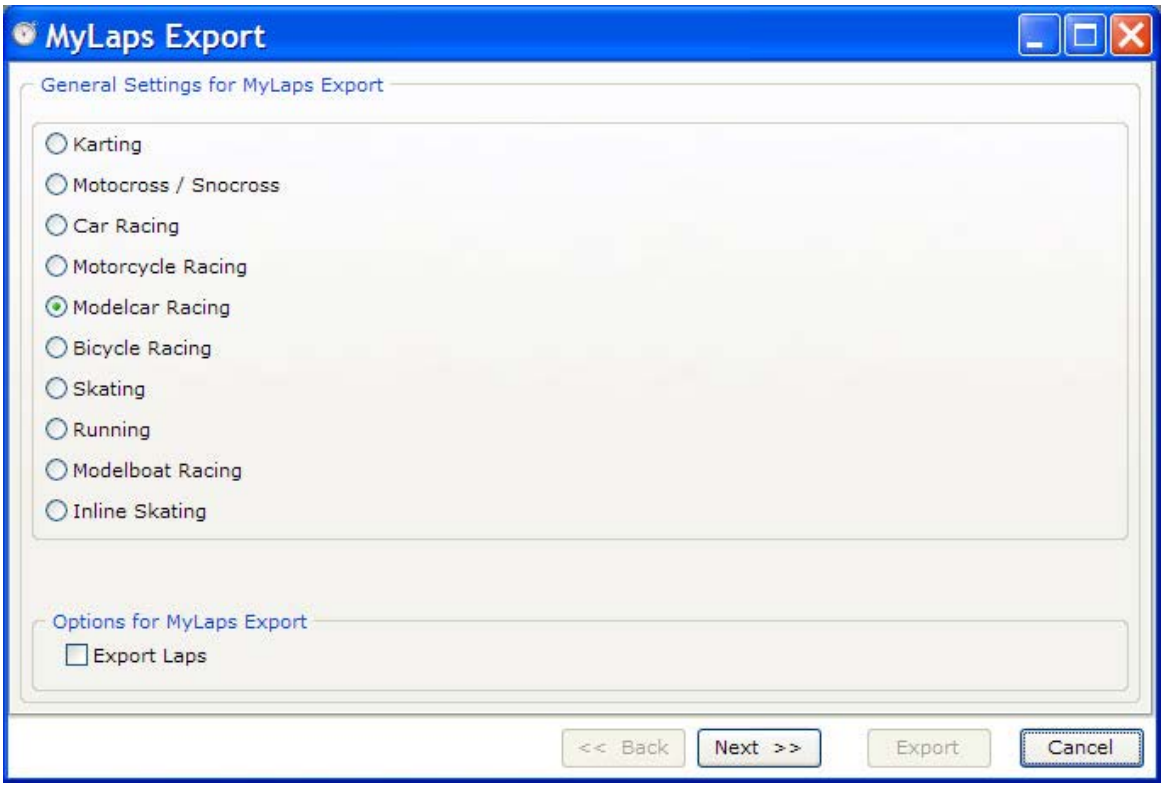
Constants and Configuration should only be selected if you really want to have the same data at home as on the racetrack. It is very important, that you use the same version of RCM Ultimate or RCM Light at home you use at the racetrack.
Masterdata and Championshipdata can only be exported individual. 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.



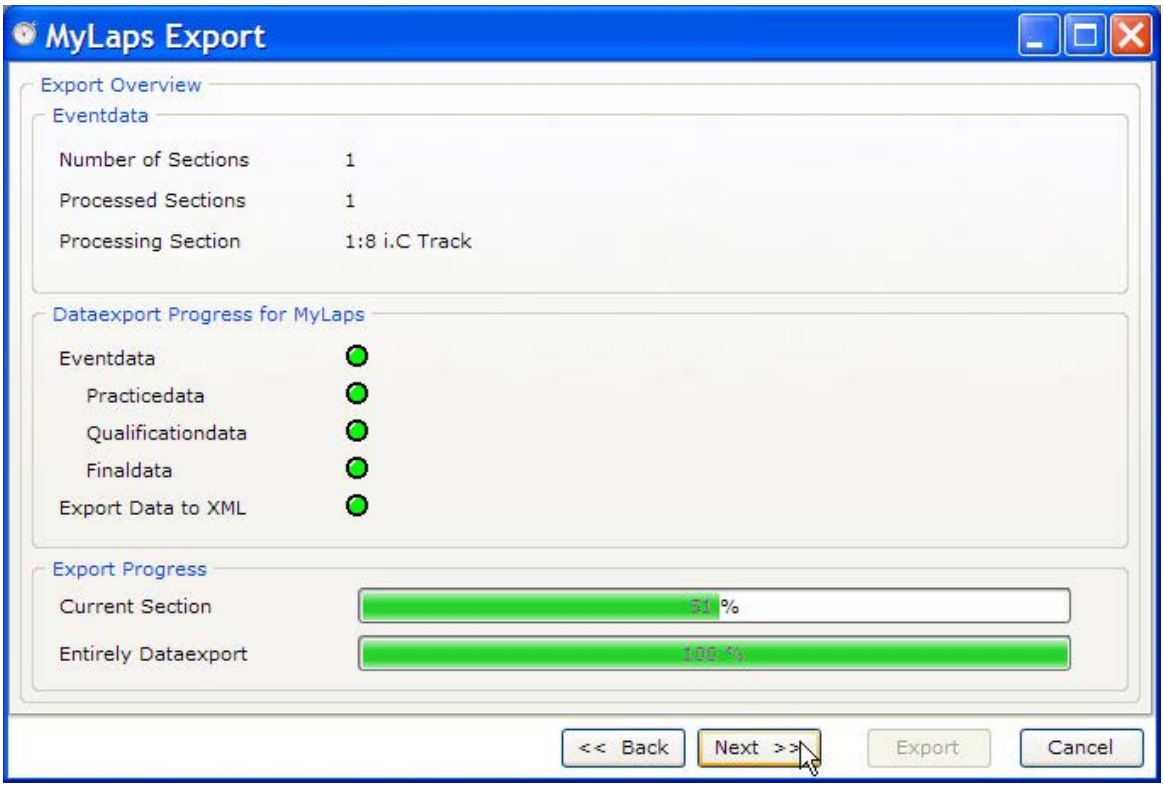
With Next you go to the final window. Here you start the export by clicking on the Export button.
All export files will be saved in the folder RCM Ultimate\export.

13.11.3 Dataexport to MyLaps

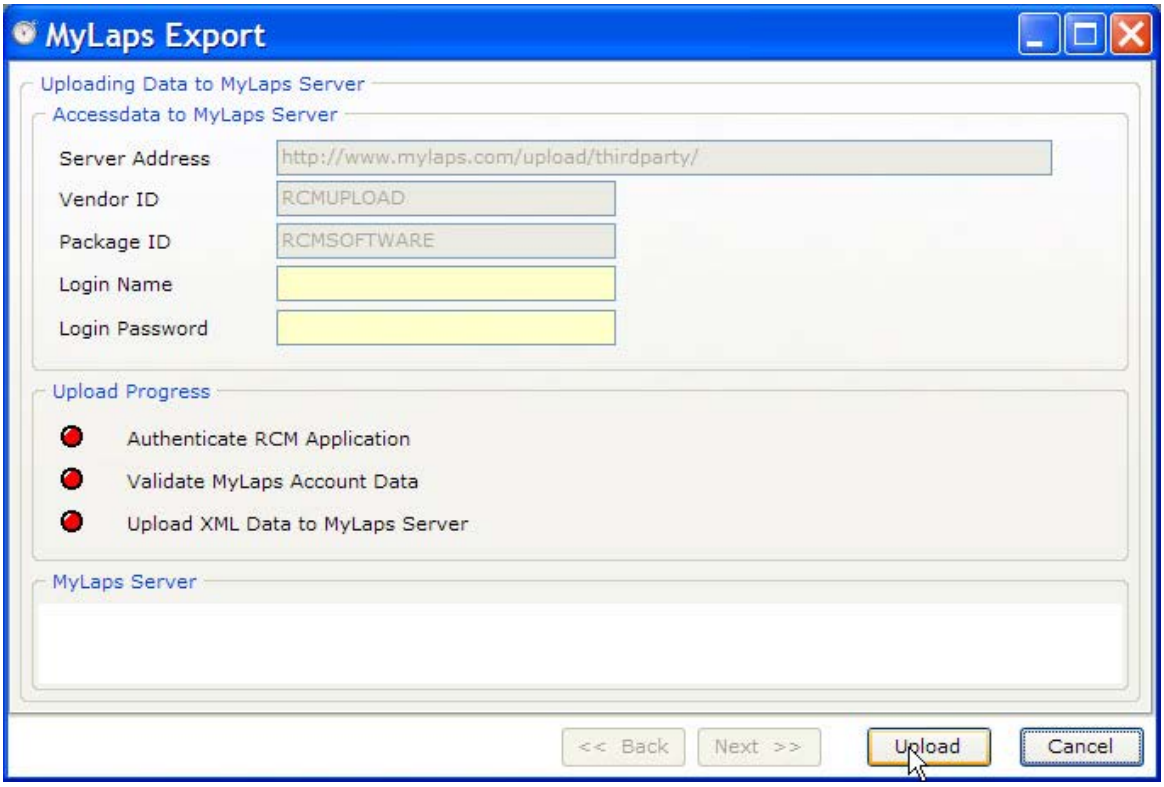
Here you can start the data transfer to MyLaps. This is only active, if an event is loaded. In the first window you have to set general details for the export.



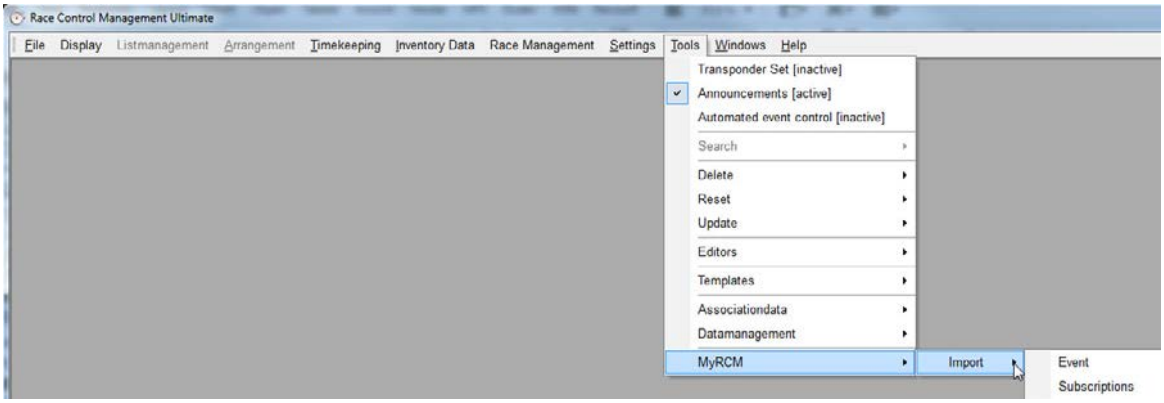
Next leads you to the next windows with an overview of the data to export. Clicking on Export prepares the data for the export. Now click on Next.



In this window you have to set the details for the upload. Login name and password is required. You get this information from MyLaps when you register for a club account. Clicking on Upload starts the data transfer.

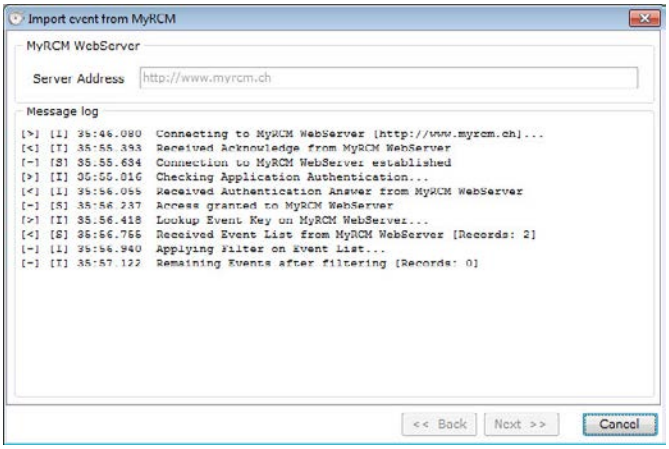


13.12 MyRCM



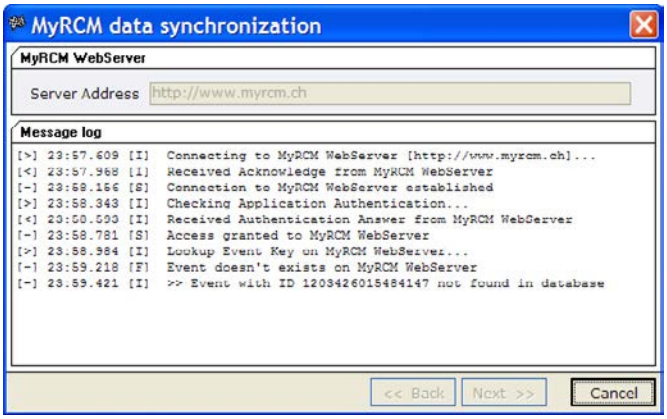
13.12.1 Import/Event

An event, which is published on MyRCM can be downloaded to RCM Ultimate, if it is not yet existing in the database. In this version, the import is limited to the details of the event. In future versions, the import will work for all details of an event including the drivers etc.



13.12.2 Import/Subscription

With this function the registration list from MyRCM can be imported. The program searches the list on MyRCM and finally you can decide whether to import it or not. Besides of this function you can download the registrations as a CSV-file as already known.

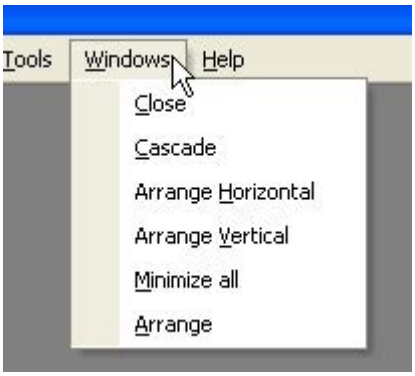


13.13 Transfer Database to slave (only visible on Master when a master/slave connection exists)

By clicking on that menu item, the database of the loaded event will be transferred to the slave (without the data of the timekeeping). This takes some time. Please note, that all other event-data in the database of the slave will be deleted.

14 Windows

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

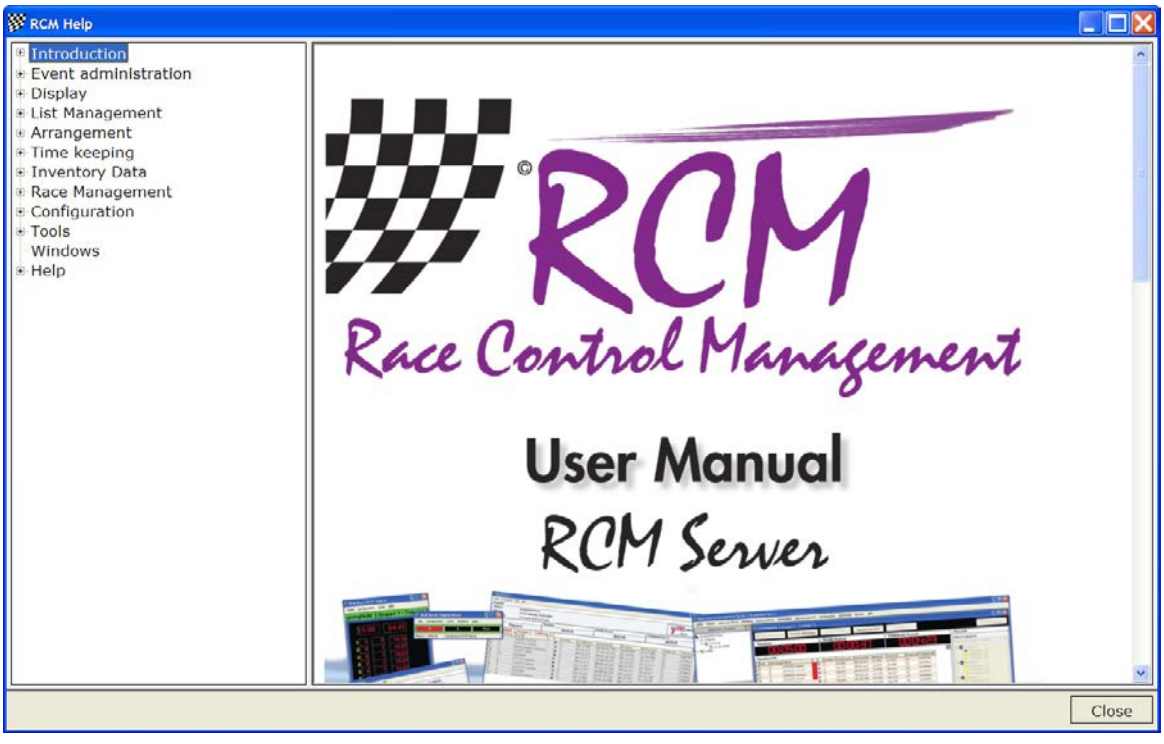


15 Help

In the menu help you find the user manual and information to the software release.

15.1 RCM Help

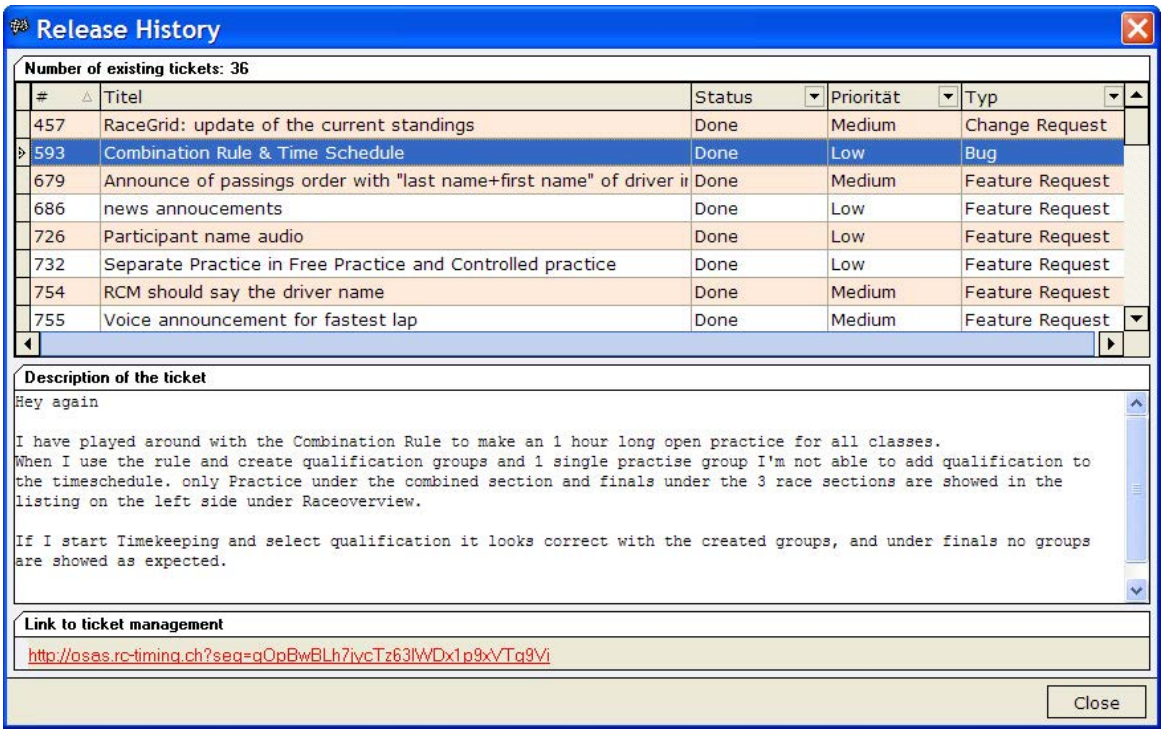
The integrated help menu explains all functions of the RCM Ultimate. The content is identically to this user manual.



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.
The integrated help is available in English and German, If you have selected another language than German, the help is always in English.

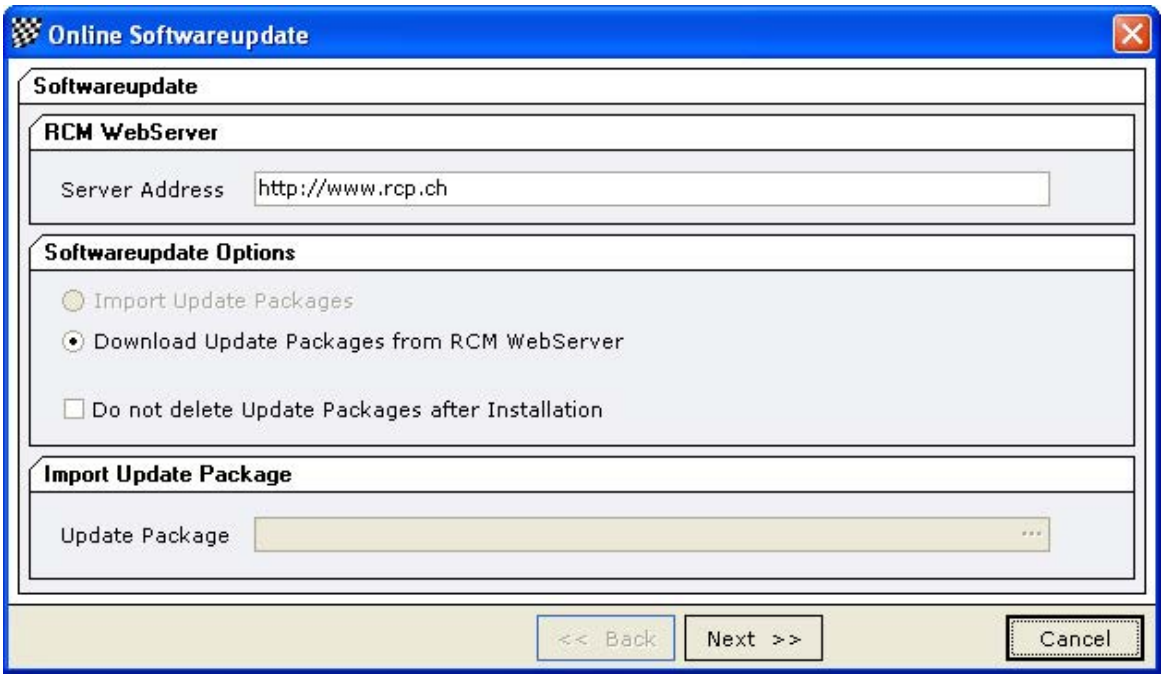
15.2. Release notes

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.

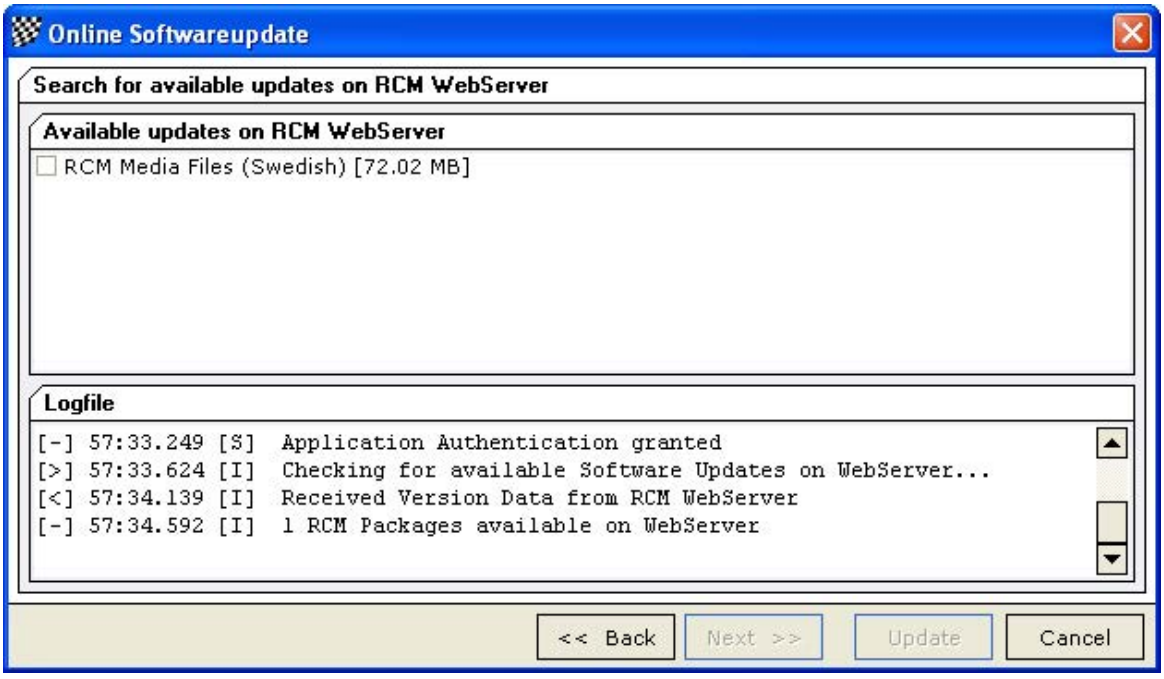


15.3 Software Update

If your computer is connected with the internet, you can easy search for new releases of RCM Ultimate.



You can enter the server-address and you can select whether the update file should be deleted after the installation or not. If you have activated "Do not delete Update Package after Installation" the Update Package will be saved in the folder RCM Ultimate\Update\Packages\Date. Transfer this folder to another computer RDCM Server is installed on. Now you can install this Update Package by activating "Import Update Packages" and you have to choose the package below on Import Update Package.
Clicking on next the updates will be searched. You will be informed on possible updates and you can select which to install.



15.4 Info

Here you find the release version of RCM Ultimate.

16 Concluding remarks

We hope you enjoy RCM Ultimate. If you have any questions or any problems please contact us. Simply write an email to 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

Appendix 1:
Multiloop Support

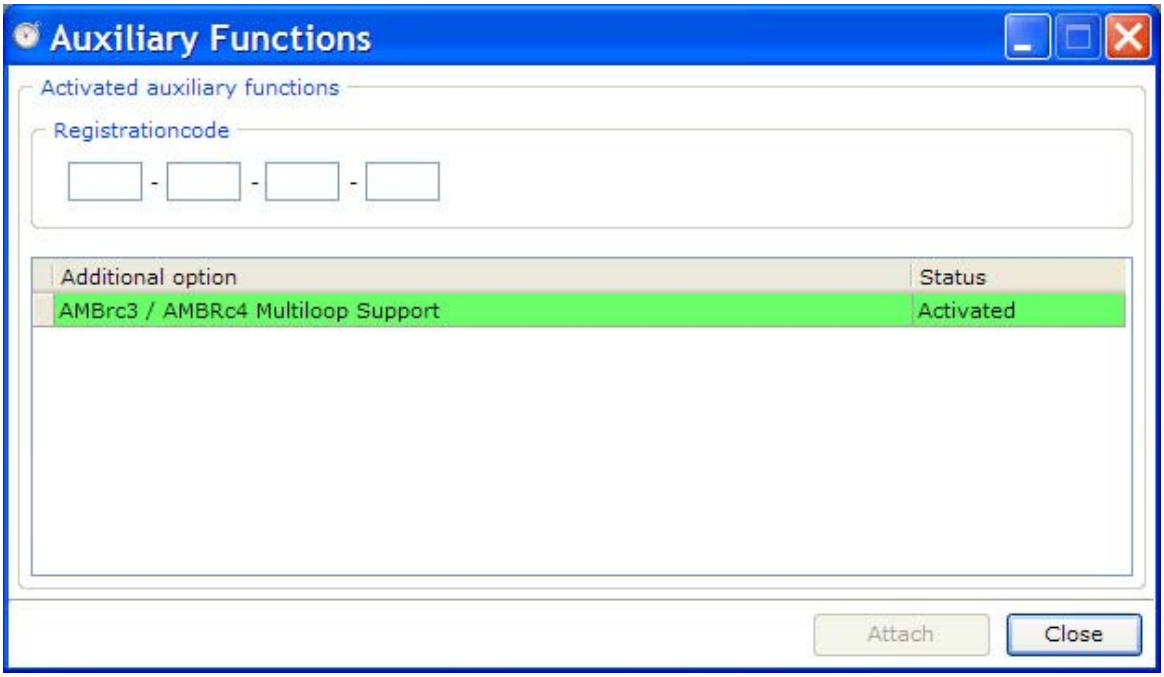
RCM Ultimatte supports several timing loops on a track. Together with AMBrc3- and AMBrc4-Decoders sectors can be timed.

Necessary Hardware

For every timing loop a AMBrc3- und AMBrc4-decoder is necessary. These decoders are connected to loop as usual. To connect the decoder to the timekeeping comuter a network should be used. Please note, that the decoders have to set to different TCP/IP-addresses.
Further on it is very impotant, that the decoders are working with the same timing. To realize that, MyLaps offers a GPS receiver (order-no.: 18R029RC). Each decoder needs his own GPS receiver. The GPS receiver is connected to the decoder with the 20 pole socket on the back. The decoder recognize automatically, that the GPS receiver is connected and takes over the time.

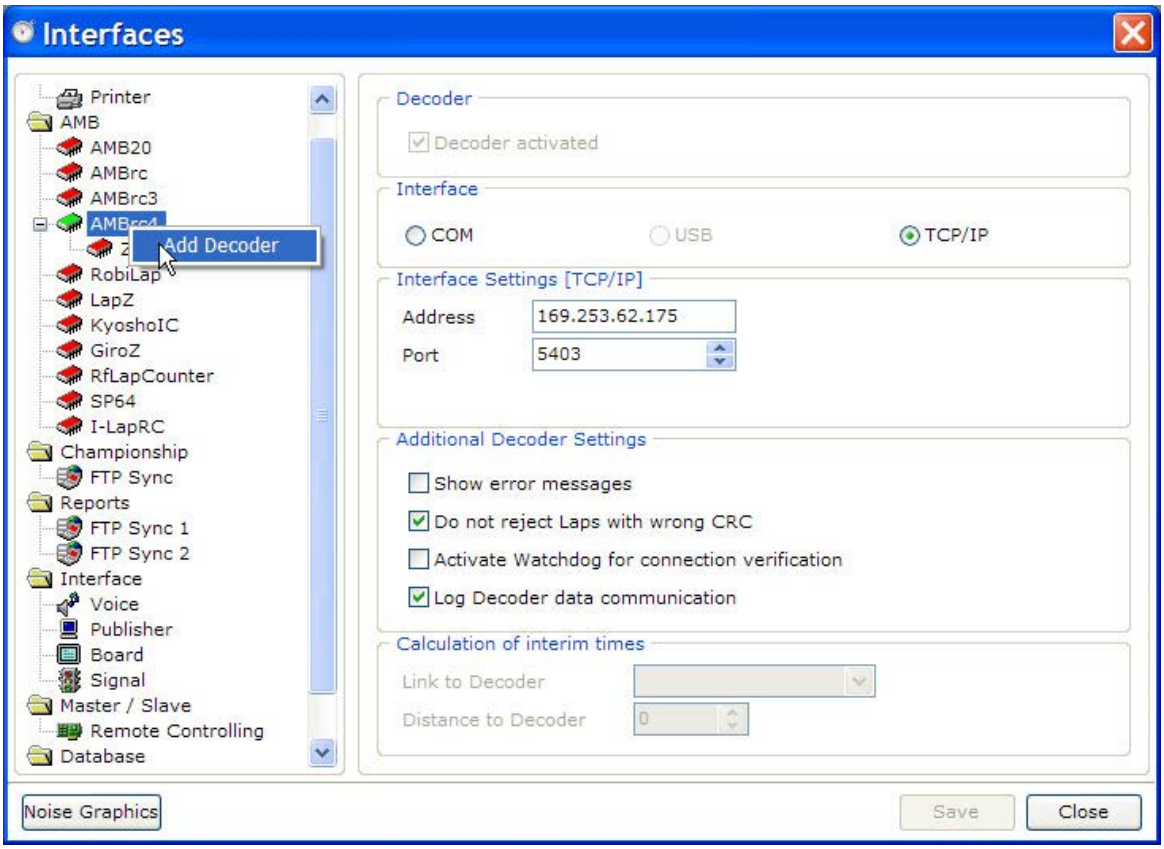
Settings in RCM Ultimate

First of all, the auxiliary function AMBrc3/AMBrc4-Multiloop Support has to be registered. This is done in Settings/Auxiliary functions. Using the mouse select the line and enter the registration code. This registartion code must be bought at RC-Timing. Now click on Attach and the Multiloop Support is activated.

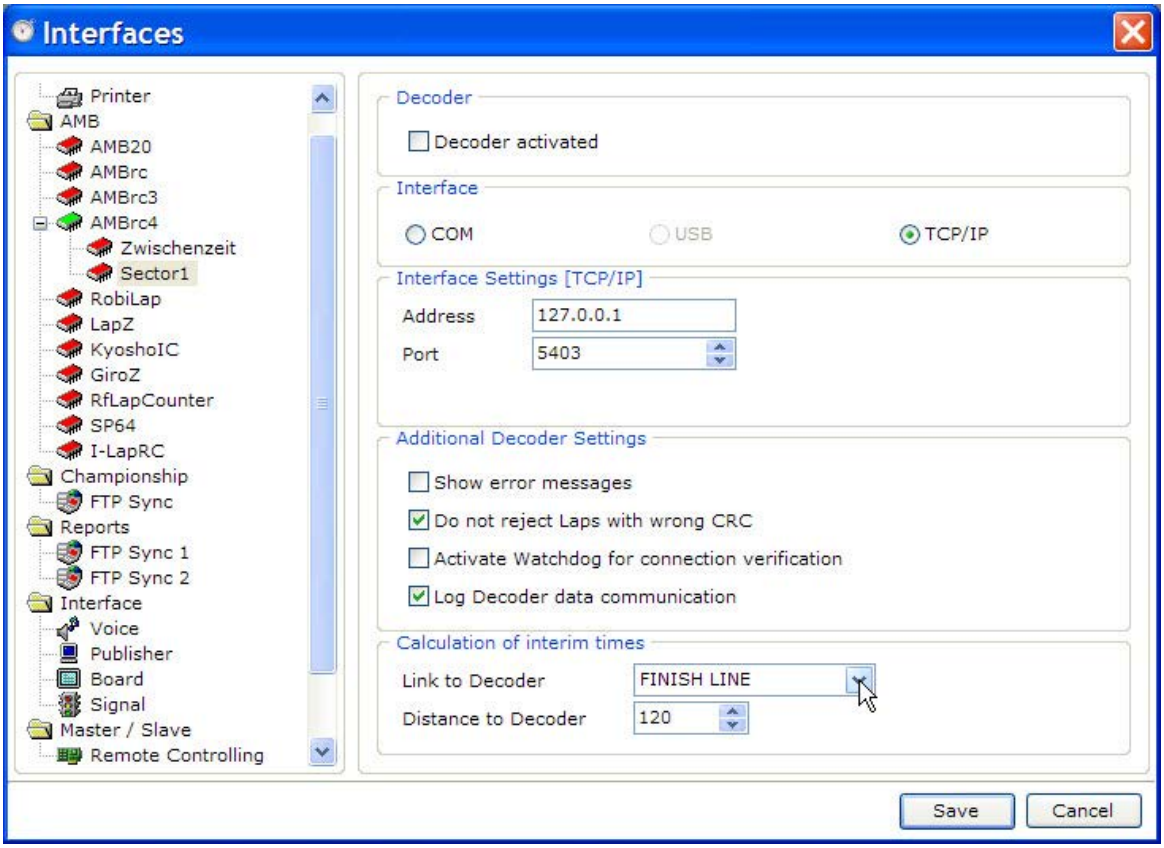


Now you have to set up the decoder. Go to Settings/Interfaces. In the left row you

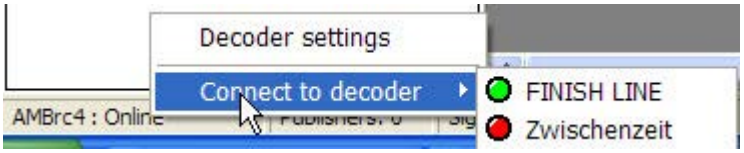
click right with the mouse on the decoder (AMBrc3 or AMBrc4) you want to add. And then add the decoder. Now you have to give a name to the decoder. Please choose a clear name like “Sector Time 1” or similar.



Now you select the added decoder in the left row and under link to decoder you have to enter the reference point for this decoder (Finish Line is the main decoder for the timekeeping) and the distance to that decoder. All other settings have to be done analogue to all other decoders.



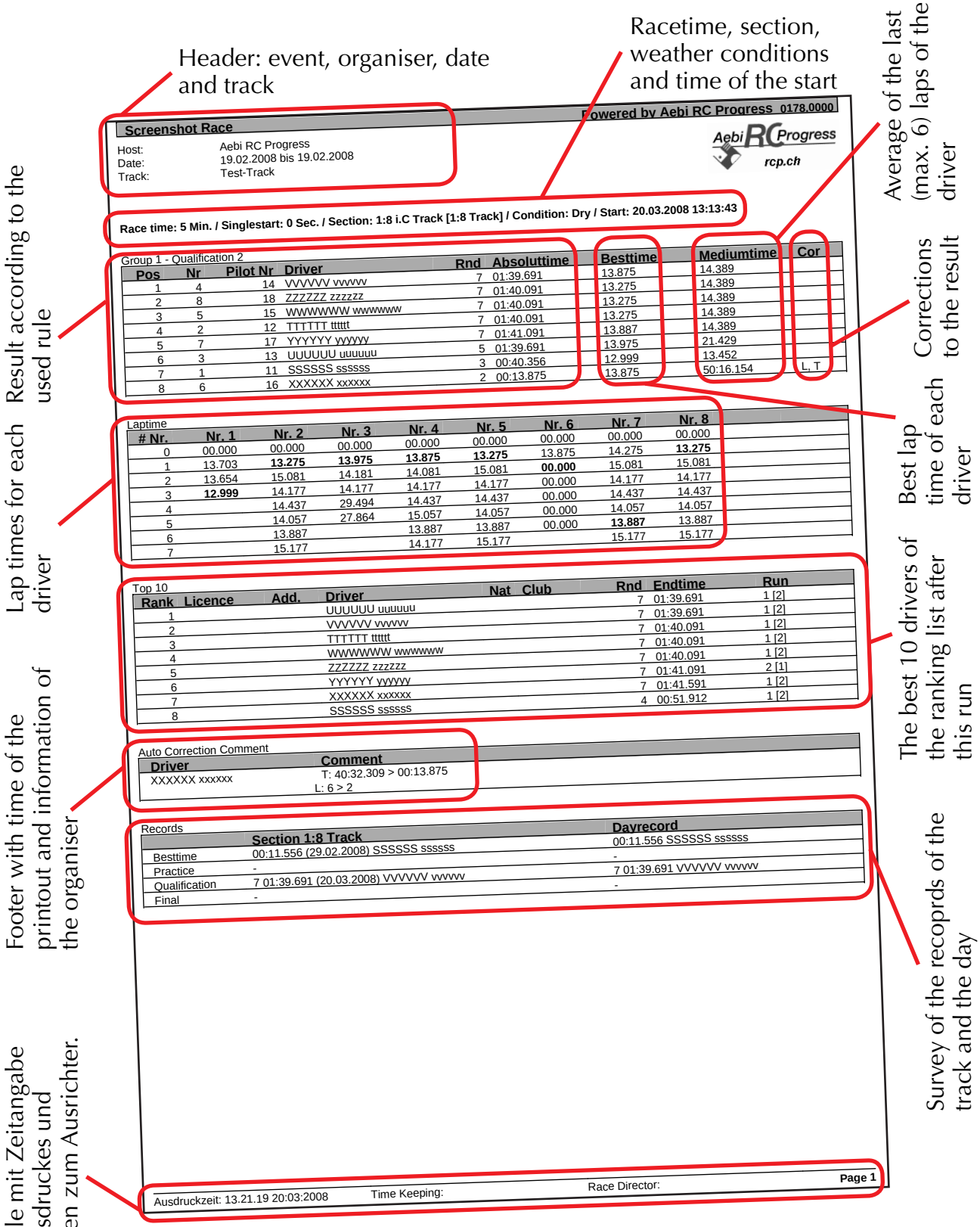
Added decoders can be removed by a right click on the decoder, but this is only possible, if this decoder is not activated.
In the footer of the main windows of RCM Ultimate you find left the status of the decoder. Please note, that this is now only the status of the main decoder. If you want to have the information of the added decoders, click right on this entry and choose Connect to decoder. Here all activated decoders are displayed and marked red and green according to their status.



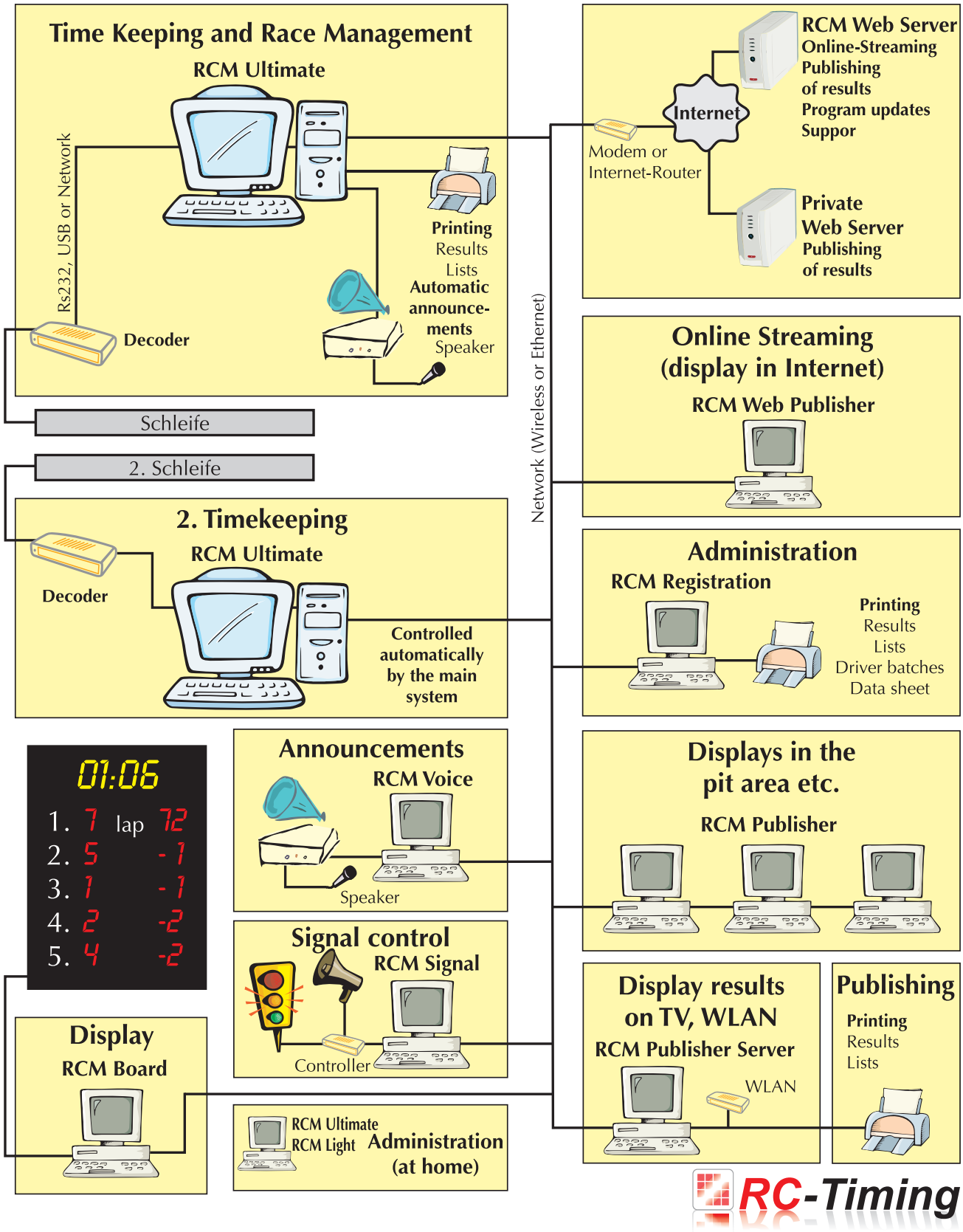
The sector times will be printed in the lap time listing automatically. In the time keeping window you can add this information in the usual way.

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 supprot the record management.



B Appendix, Concept of RCM Ultimate



C Appendix, functional overview of RCM Ultimate

Timekeeping	
Start of a heat	
Manual	☑
Automatic with Countdown	☑
Automatic aacording to time schedule	☑
Voice announcements	
Automatc announcements definable	☑
Countdown to start	☑
Start signal	☑
Racetime	☑
Ranking order in certain time intervalls	☑
Race end	☑
Race end per driver	☑
Loop passed	☑
End of a heat	
Manual	☑
Automatic	☑
Automatic with follow up time	☑
Functions in between a heat	
Interrupt race	☑
Abort race	☑
Assignment of transponders	☑
Warning if Tx not assigned	☑
Laptime protocoll an statistic	☑
Wet and dry conditions selectable	☑
Transponder logfile	☑
Not counting more laps for a driver	☑
Remove laps counted	☑
Manual correction of laps	☑
Corrections/penalties	
Correction of lap and time	☑
Result set to zero	☑
Loss of best qualification result	☑
Deduction of laps	☑
Additional laps	☑
Comments for penalties	☑
Remove best lap(s)	☑
Time penalty	☑
Stop & Go	☑
Disqualification	☑
Cancel corrections/penalties	☑
Printing of result	
Ranking according the rules	☑
Laptimes	☑
Top 10 ranking list	☑
Penatlies and warnings	☑
Corrections and penalties	☑

Additional features timekeeping	
Preview of time schedule	☑
Warning if lap shorter than locktime	☑
Difference to the time schedule	☑
Automatic features can be interrupted	☑
Rain scoring	☑
Team scoring	☑
Autmatic control of 2nd timekeeping	☑
Supported hardware	
AMB20 Decoder (fixed transponder)	☑
AMBRC Decoder (personal transponder)	☑
AMBrc3 Decoder (personal transponder)	☑
Robitronic Decoder	☑
Rules	**frei**
Stabdard rule	☑
Top-Plus rule (separation of drivers)	☑
Practice	
With of without practice	☑
Race ends after laps	☑
Race ends after time	☑
Race ends after laps/time	☑
Single start	☑
Single start with delay	☑
Delaytime adjustable	☑
Single start with interval	☑
Intervaltim adjustable	☑
Group start	☑
Result lap/times	☑
Result best laps	☑
Ranking lap/times	☑
Rankins with points	☑
Starting order with numbers	☑
Starting order with ranking list	☑
Starting order with last heat	☑
Starting order with configuration	☑
Max. number of drivers per heat	☑
Racetime	☑
Number of practice rounds	☑
Number of counted rounds	☑
Number of best laps	☑
Best laps added or average	☑
Best laps in sequence or single	☑
Follow up time adjustable	☑
Points ascending or descending	☑
Points automatically	☑
Points manual definable	☑
Points according the number of drivers	☑
Solution for ties	4

Qualification	
With of without qualification	☑
Race ends after laps	☑
Race ends after time	☑
Race ends after laps/time	☑
Single start	☑
Single start with delay	☑
Delaytime adjustable	☑
Single start with interval	☑
Intervaltim adjustable	☑
Group start	☑
Result lap/times	☑
Result best laps	☑
Ranking lap/times	☑
Rankins with points	☑
Starting order with numbers	☑
Starting order with ranking list	☑
Starting order with last heat	☑
Starting order with configuration	☑
Max. number of drivers per heat	☑
Racetime	☑
Number of practice rounds	☑
Number of counted rounds	☑
Number of best laps	☑
Best laps added or average	☑
Best laps in sequence or single	☑
Follow up time adjustable	☑
Points ascending or descending	☑
Points automatically	☑
Points manual definable	☑
Points according the number of drivers	☑
Solution for ties	4
Finals	
Sub- and Mainfinal	☑
Sub- and Mainfinal (ABC Mixmode)	☑
Finals	☑
Singel start	☑
Group start	☑
Separate ranking for licensed and non	☑
Starting order with numbers	☑
Startung order with ranking list	☑
Starting order with last final	☑
Max. numbers of drivers per final	☑
Practice for finals	☑
Practice time final adjustable	☑
Practice for subfinales	☑
Practice time subfinals adjustable	☑
Number of finals	☑
Racte time finals	☑
Number of subfinals	☑
Racetime subfinals	☑
Number of counted finals	☑

Number of direct qualified drivers	☑
Number of drivers moving up	☑
Number of Drivers moving up laps/time	☑
Optimize last subfinal	☑
Sequence order of finals	☑
Rain scoring linear	☑
Rain sorting sorted	☑
Seperate Adjustments for lower finals	☑
Point scoring	☑
Solution for ties	3
Championship editor	
Presence points qualification	☑
Points for qualification ranking	☑
Presence points finals	☑
Points for final ranking list	☑
Points depending on number of drivers	☑
Definition of pointscheme	☑
Heat Arrangement	
Practice/Qualification	
Seperate arrangement	☑
Practice arrangmenet for qualification	☑
Automatic arrangement	☑
Arrangement according to driver skill	☑
Arrangement according to frequencies	☑
Manual arrangement	☑
Automatic driver numbers	☑
Reseeding according to ranking list	☑
Best drivers in last heat	☑
Mechanic control	☑
Groups can be renamed	☑
Arangement can be changed every time	☑
Errormessages (frequencies)	☑
Suggestion for frequency change	☑
Heat arrangement removable	☑
Finals	
Automatic according to the rule	☑
Manual changable	☑
With not qualified drivers	☑
New driver numbers possible	☑
Errormessages (frequencies)	☑
Suggestion for frequency change	☑

Printouts/Reports	
Printouts	
Printer selectable (one or more)	☑
Copies per printer	☑
Driver data sheet	☑
Participant lists with and without frequencies	☑
Participant lists per country	☑
Practice heat arrangement	☑
Qualification heat arrangement	☑
Finals arrangement	☑
Practice ranking list	☑
Qualification ranking list	☑
Qualification ranking list in distinction	☑
Final ranking list	☑
Ranking list of the day	☑
Championship ranking list	☑
Result with laptimes	☑
Time schedules	☑
Statistical lists	☑
Rules	☑
Whenm corrections, all reports new	☑
Formatting of Printouts	
Individuall configurable	☑
No frequencies on internet	☑
Club-logo can be used	☑
Reports can begenerated every time	☑
Setting of typeface and size	☑
Inventora data	
Persons	frei
Prename and last name	☑
Address (street, town, telephone, email)	☑
License assigned to person	☑
Country	☑
Block affiliation	☑
Club-informationen	☑
Birthdate	☑
Picture of driver	1
Section data per driver	frei
Frequency	4
Multi Channel frequency	1
Personal transponder	4
Temporary transponder	1
Machanic	☑
Team-informationen	☑
Skill of driver	☑
Personal successes	2
Sponsor	☑
License assigned to section	☑
Technical data of car	☑
Picture of car	1

Events	frei
Name of the event	☑
Organizer	☑
Transponder set	☑
Association	☑
Type of event	☑
Daten auf MyRCM veröffentlichen	☑
Sequence number of championships	☑
Publish results on MyRCM	☑
Sections	frei
Clubs	frei
Name	☑
Address	☑
Contact person	☑
Telephone	☑
Email	☑
Web	☑
Teams	frei
Name	☑
Address	☑
Contact person	☑
Telephone	☑
Email	☑
Web	☑
Kategorien	frei
Name	☑
Sort index	☑
Rule	☑
Transponder set	frei
Arbitrary series of 10 transponders	☑
Transpunder number setting to car number	☑
Organizer	frei
Name	☑
Address	☑
Contac Person	☑
Telephone	☑
Email	☑
Web	☑
Tracks per organizer	frei
Length of track	☑
Min. Frequency spacing for each track	☑
Locktime for track	☑
Count first lap in Qualification	☑
Count first lap in Finals	☑
Pointscheme	frei
Calculate pointscheme automatically	☑
Manuel definition of point scheme	☑
Starting order	1
Free definition of starting order	☑
Countries	frei
Defined according ISO standard	☑
Arbitrary changeble	☑
New countries can be added	☑

Frequency	frei
Pre-defined	☑
Arbitrary changeble	☑
New frequencies can be added	☑
Image Frequency recognised	☑
Associations	**frei**
Name	☑
Address	☑
Contact person	☑
Telephone	☑
Email	☑
Web	☑
Additional features	
Time schedule editor	
Automatic calculation of time schedule	☑
Manual Changes possible	☑
Add breaks etc.	☑
Championship editor	
Take over data from events	☑
Results not counted	☑
Printout of ranking list	☑
Skill of driver adopted from championship	☑
Race evaluation	
List with the goals of drivers	☑
Statistic of raced laps	☑
Mutations	
Replace driver in an event	☑
Multilingualism	
Define language program	☑
Separate definition for reports	☑
Separate definition for announcements	☑
Text editor	☑
Announcement editor	☑
Data import/export	
Import association data DMC	☑
Import association data SRCCA	☑
Import csv-files	☑
Export result for DMC	☑
Export csv-files	☑
Export master data	☑
Export configuration	☑
Export event data	☑
Search functions	
Driver	☑
Frequency	☑
Transpoder	☑
Search function in tables	☑
Sort function in tables	☑
Selection in tables	☑

Record management	
Best laptime per section	☑
Best result per section	☑
Best laptime of event	☑
Best result of event	☑
Data archiving	
Selection of persons for archiving	☑
Reactivateing of persons in the archiv	☑
Frequency changes	
Log of frequenciy changes	☑
Settings	
Size of typeface and colours in tables	☑
Monitoring	
Tansponder logfilr	☑
Systemmessages	☑
Network	☑
Database	☑
Supported client porgrams	
RCM Publisher	
Display of race sequence	☑
Fields definable	☑
Ticker messages	☑
RCM Signal	
Control of lamps and horn	☑
RCM Voice	
Announcements controlled by RC; Server	☑
Announcements definable separately	☑
RCM Board	
Supports large displays	☑
RCM Registration	
Administartion of personal data	☑
Printout of driver badges	☑
Print all reports from RCM Ultimate	☑
Result publishing on internet	
Automatic (if internet connection available)	☑
On MyRCM	☑
Addional on other website	☑
Cport to Mylaps	☑

D Appendix, new features in RCM Ultimate version 2.2.1.124

1. Reseeding of heats

The reseeding of heats in a race has been expanded by many functions. General criterias like “according to final rankinglist” can be activated as well as special rules like “Summit Race”, Reedy race”. The reseeding must be done in arrangements. The necessary settings for the Reedy race will be done in a separate window. The settings for the reseeding are done in the rules.

2. Functions in the timekeeping

Transponder, frequencies and personal data can be set in the timekeeping window by clicking right on a driver to raise a menu. In addition the next heat according to the timeschedule is shown in the timekeeping window.

3. Finals

In the finals (A-, B-, C-final etc) you have now a mode with a driect move-up of drivers to the next higher final.

4. Sub- und Mainfinal

Here you can now define how the move-up and the ranking is calculated in wet conditions.

5. Time schedule

The sorting of the timeschedule can now defined. Further on, it can be activated, if the timeschedule is published on MyRCM or not and an announcement for each entry can be set. It is shown whether a time is set manually or not.

6. Announcements

In new versions of RCM Ultimate sometimes are new Announcements available. After an update of RCM Ultimate you should check for new announcements useful for you.

7. Association data import/export

The Import as well as the export of the association data has been amended. Now additional lists for further processing can be exported.