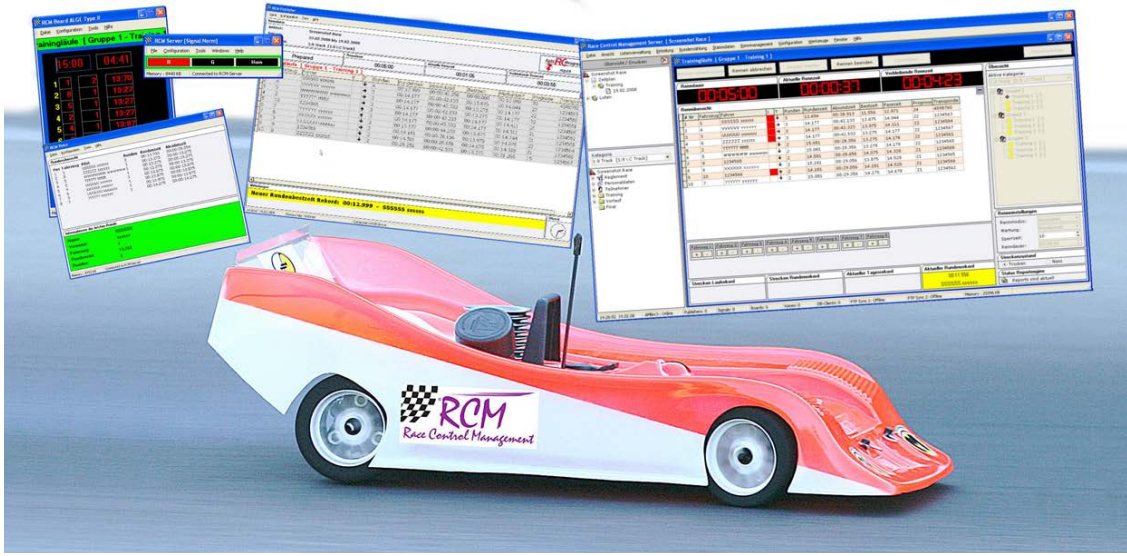
RCM

Race Control Management

User Manual

RCM Beginners



RC-Timing

RCM Beginners User Manual
(Version 2.2.0.156)

13 Concluding remarks

We hope you enjoy RCM Beginners. 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

RCM Beginners User Manual
(Version 2.2.0.156)

User Manual
RCM Beginners Version 2.2.0.156

Content

1 Introduction 5
2 Installation of RCM Beginners 6
2.1 Registration/set language 9
3 First steps 10
3.1 Setup decoder 10
3.2 Inventory data 10
3.3 Open the timekeeping 11
4 Basics to the handling of the program 12
4.1 Display of fields in tables 12
4.2 Input fields 13
4.3 Drag&Drop 13
4.4 Search function/navigation in tables 14
5 File 15
5.1 Close 15
6 Display 15
6.1 Protocols/Transponder Logfile 15
6.2 Protocols/Systemmessages 17
7 Timekeeping/start a race 18
7.1 Prepare a heat 18
7.2 Warm-up time and transponder check 19
7.3 Countdown 19
7.4 Start the heat 20
7.5 Control instruments during the active heat 20
7.5.1 Race time 20
7.5.2 Lap times 20
7.6 Abort a race 21
7.7 Finalize race 21
8 Inventory data 22
8.1 Eventdata 22
8.1.1 Details of Report Logo 24
8.1.2 Details of Footer 24

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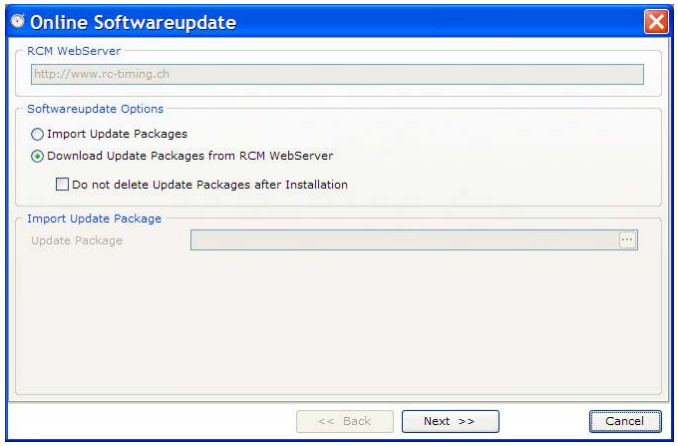
8.1.3 Details of the reports 25
8.1.4 Save 25
8.2 Clubs 26
8.3 Persons 27
8.4 Organisator-Tracks 28
9 Configuration 29
9.1 Language 29
9.2 Interfaces 30
9.2.1 System/Printer 30
9.2.2 AMB 31
9.2.3 Interface 33
9.3 Configurations 34
9.3.1 RCM/General 34
9.3.2 RCM/Race Grid 35
9.3.3 System 36
9.3.4 Display 36
9.3.5 Datamangement 37
9.3.6 Unique keys 39
9.4 Timekeeping 40
9.4.1 Timekeeping/General 40
9.4.2 Timekeeping/Singlestart 40
9.4.3 Timekeeping/M-L-F 41
9.4.4 Timekeeping/Messages 41
9.4.5 Timekeeping/Correction Buttons 42
9.4.6 Reports/Heat reports 42
10 Tools 43
10.1 Language Editors 43
10.1.1 Translations 43
10.1.2 Change a text 45
10.1.3 Create a new language set 46
10.2 Templates 47
10.2.1 Report Editor 47
10.2.2 Style Sheet Editor 49
10.2.3 Template Editor 50
10.3 Datamanagement 51
10.3.1 Import 51
10.3.2 Export 55
11 Windows 59
12 Help 59
12.1 RCM Help 60
12.2 Release notes 60
12.3 Software Update 61
12.4 Info 61
13 Concluding remarks 62

12.3 Software Update

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



12.4 Info

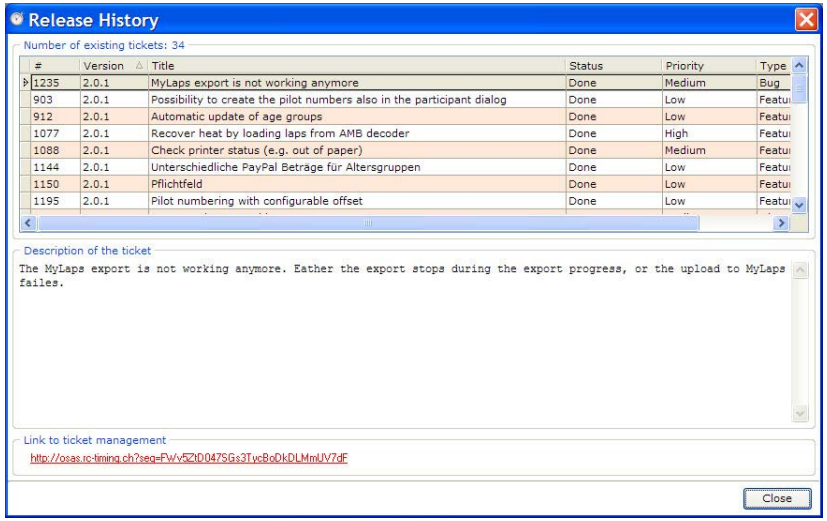
Here you find the release version of RCM Beginners.

12.1 RCM Help

The integrated help menu explains all functions of the RCM Beginners. 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.

12.2 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 Beginners.

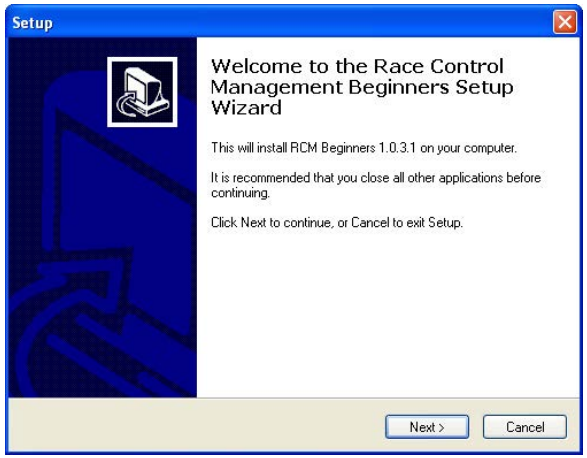


1 Introduction

Welcome to RCM Beginners. With RCM Beginners you start a race with some drivers without registering groups of the drivers before. The personal transponder will be indicated when the drivers are detected by the loop,. During the race the transponder number can be replaced with the driver’s name and the race results is displayed with the driver’s name in the future. After the end of a race the resulrt will be printed.
RCM Beginners supports the RCM Voice. This is the announcement tool to speak lap times.
Features Overview:
* Personal data with first Name, last Name and one transponder number
* Register transponder automatically
* Transponder can be assigned to a name during a race
* Set the race duration
* Group or single start
* Lap and time or best lap can be counted
* Result printout
* Store printouts on a individual name
* Supported decoders for counting: AMB20, AMBrc, AMBrc3 and Robitronic
* Language is adjustable or a new one can be created
* Last configuration setup is stored

2 Installation of RCM Beginners

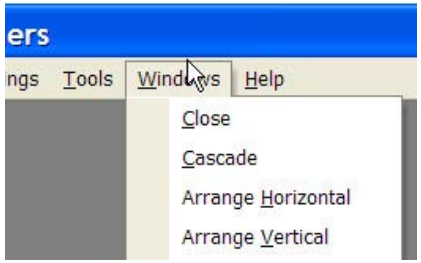
RCM Beginners is delivered as executable setup-file. Installing RCM Beginners the first time you have to use the full version. Otherwise you can use the update-version. To start the installation you have to run the setup file (double click in the Windows Explorer on the filename like “RCM.Beginners(v1.0.3.1-F)” 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 Beginners 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 Beginners 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 Beginners” or “C:\RC-Timing\RCM Beginners”. 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 Beginners”. 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”.

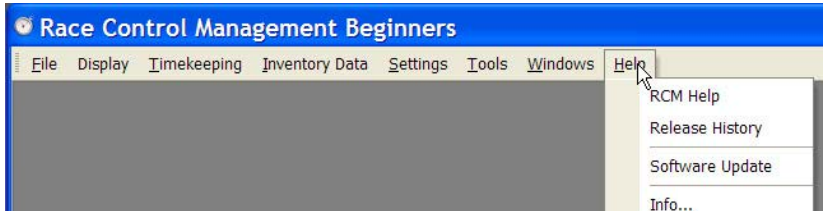
11 Windows

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

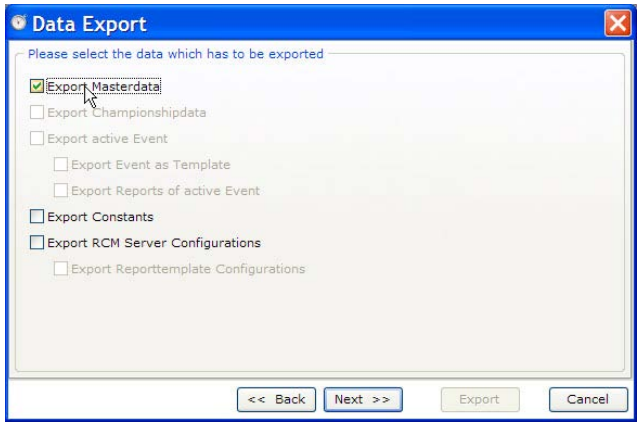


12 Help

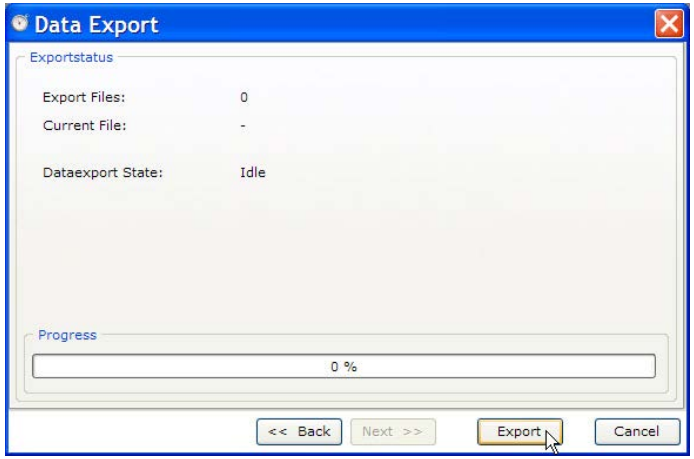
In the menu help you find the user manual.

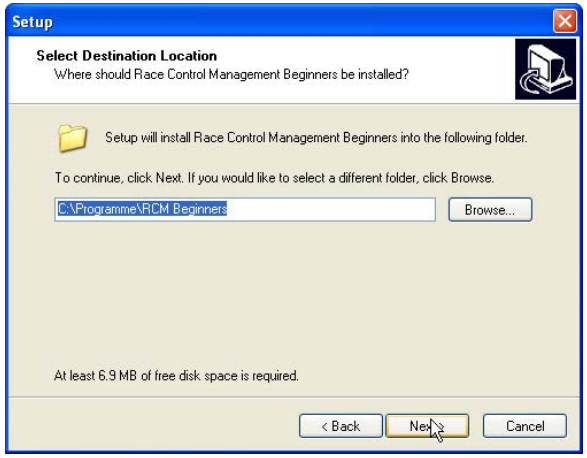


RCM Data Export:

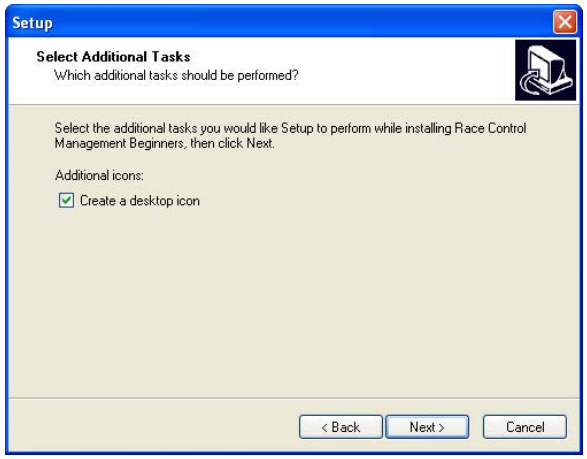


Constants and Configuration should only be selected if you really want to have the same data at home as on the racetrack. It is very important, that you use the same version of RCM Beginners at home you use at the racetrack.

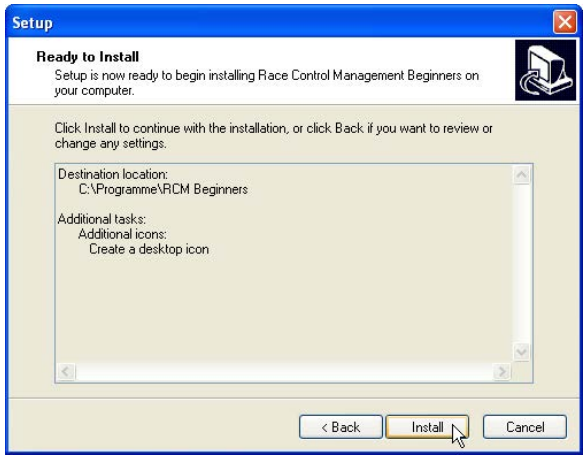




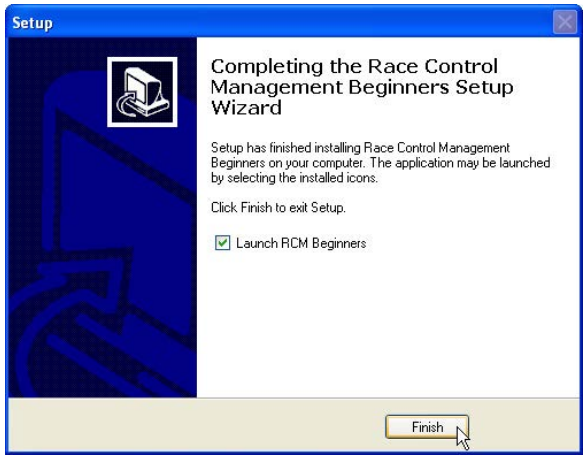
Again you click on next and in the following window you can determine whether setup creates an icon on the desktop for starting RCM Beginners.



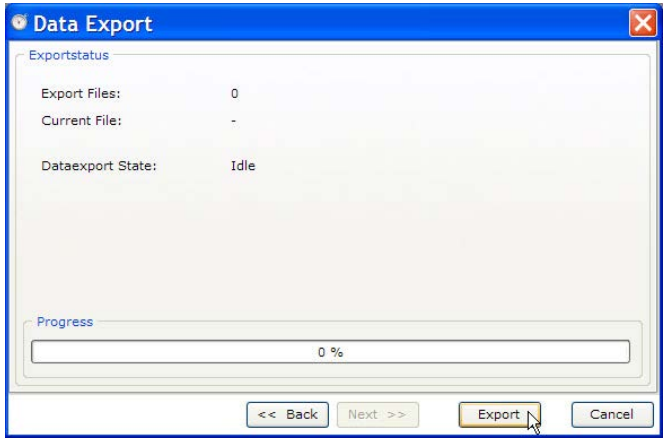
The next window shows you a summary of the actions setup will execute.

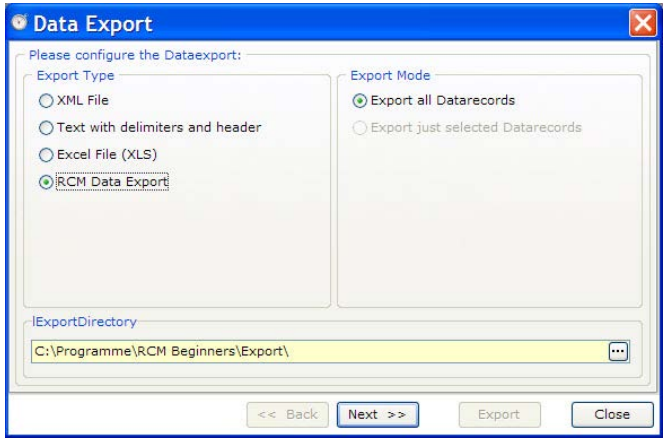


With clicking on Install you will start the setup process.

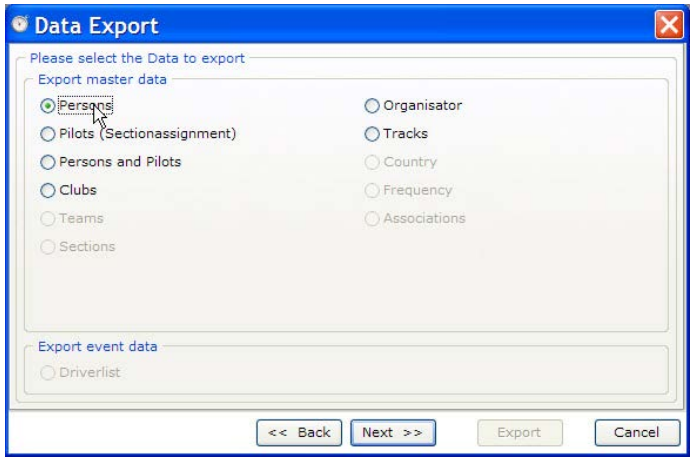


Next leads you to the final window. Clicking on the export button will start the export.

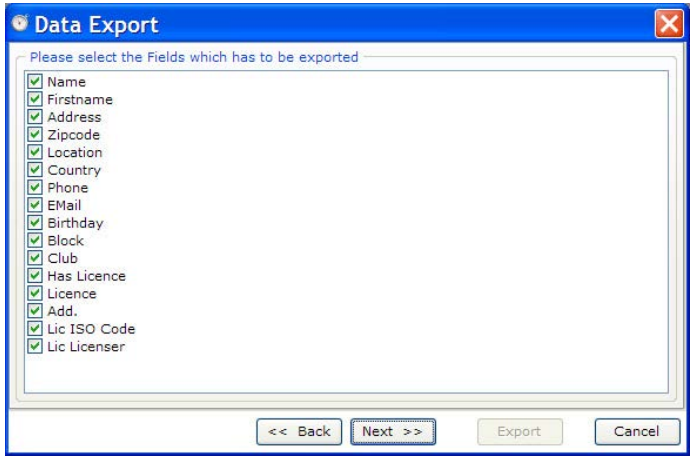




Text with delimiters and header: With this export type a csv file will be written.
Clicking on next opens another window. Here you can select the data to export.
XLS: Microsoft Excel-files can be exported directly.

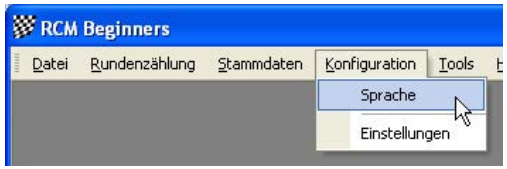


Clicking on next opens a new window where you can select the fields to export.

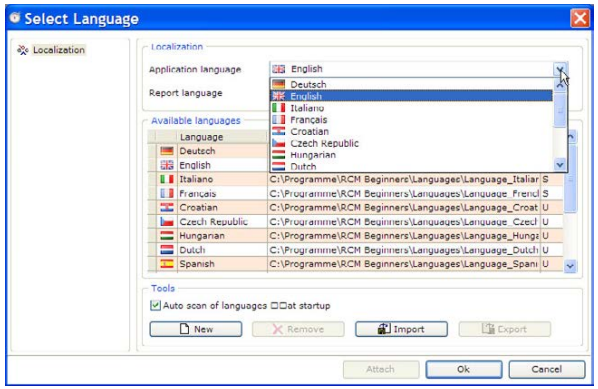


2.1 Registration/set language

RCM Beginners is distributed as freeware and you can use the program directly after installing. The application language is set to German by default. For changing this language please go to Konfiguration/Sprache.



A windows will open with a list of all available languages. Activate the language you want and click on Ok.

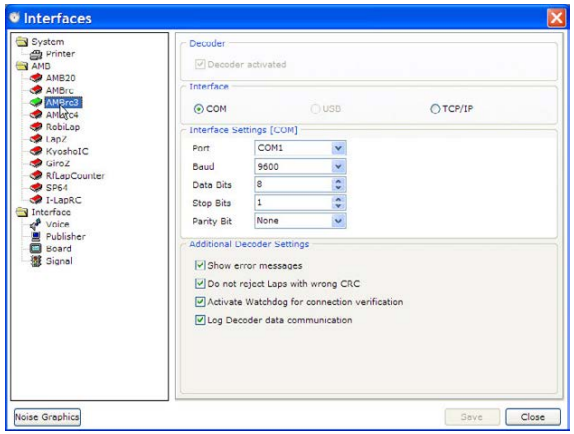


3 First steps

RCM Beginners 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.
RCM Beginners is delivered with basic Databases which allows you to operate RCM Beginners quite very easy from the beginning.

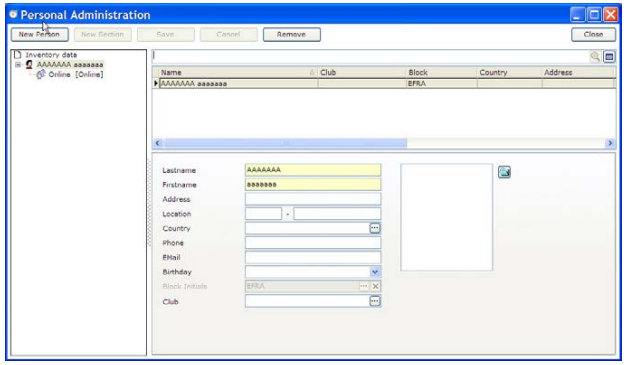
3.1 Setup decoder

Depending on the decoder you are using you have to configure the settings in Configuration/Options. Activate the correct decoder and set the interface according to your decoder and computer.

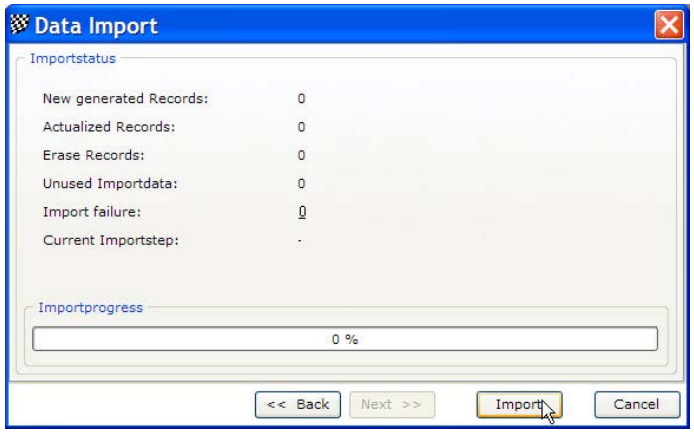


3.2 Inventory data

RCM Beginners stores personal data only. If you know the persons and the transponder numbers they are using you can enter the data in Ineventory data/ persons. But you can do this also when running a race.

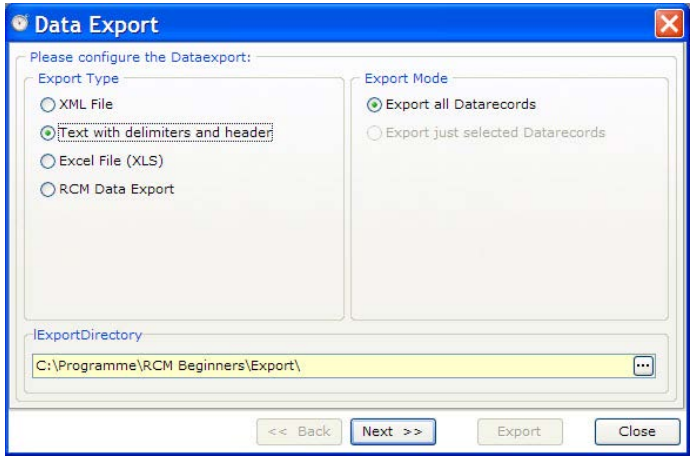


Usually you do not change here any selections. This is valid if you have exported the data by yourself and you are sure to import it into the same version of RCM Beginners they have been exported. If not or if the file comes from an another source, we recommend not to import the RCM Beginners Configurations.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

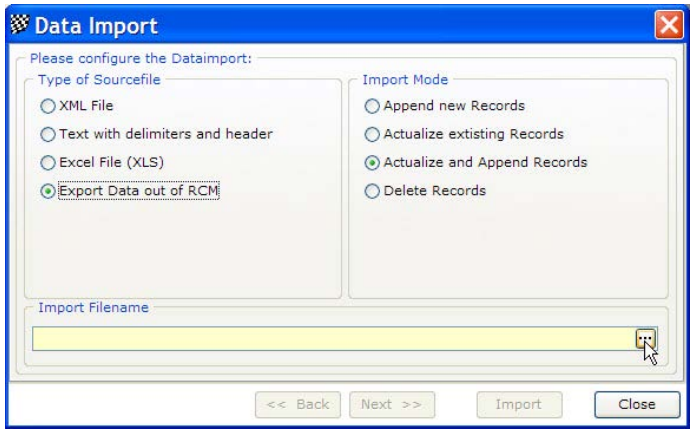


10.3.2 Export

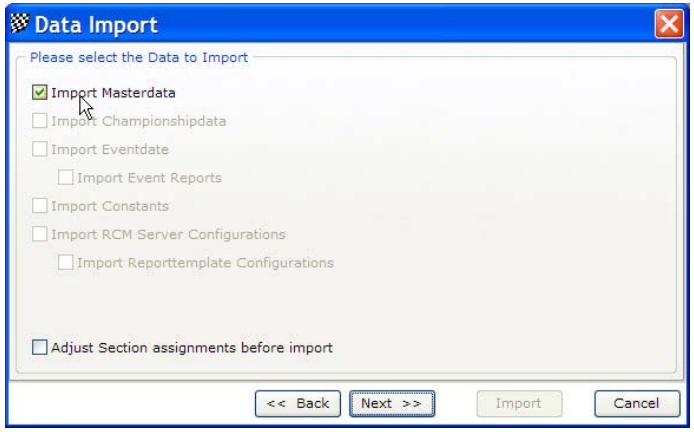
After an event is finished you can export the data to import these at home in another RCM Beginners system or to give it to another user. The export can also bee used as a backup system. Further on, you can export data in a text file with delimiters and header (csv file). These files for example can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

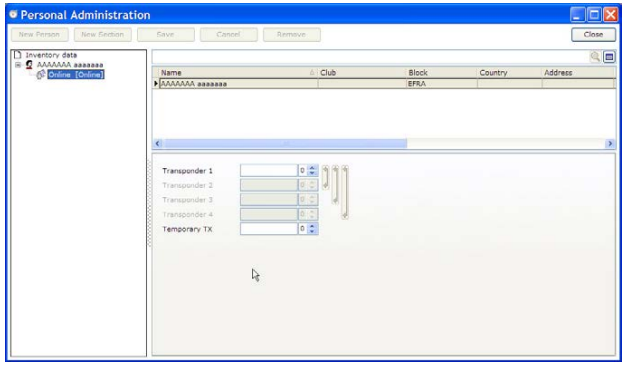


Export data out of RCM: At your race track you have exported the data. With this option these data can be imported to another RCM Beginners system. First you have to enter the filename in the import filename dialog.
In the right column of the window you can define how RCM Beginners handles the import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



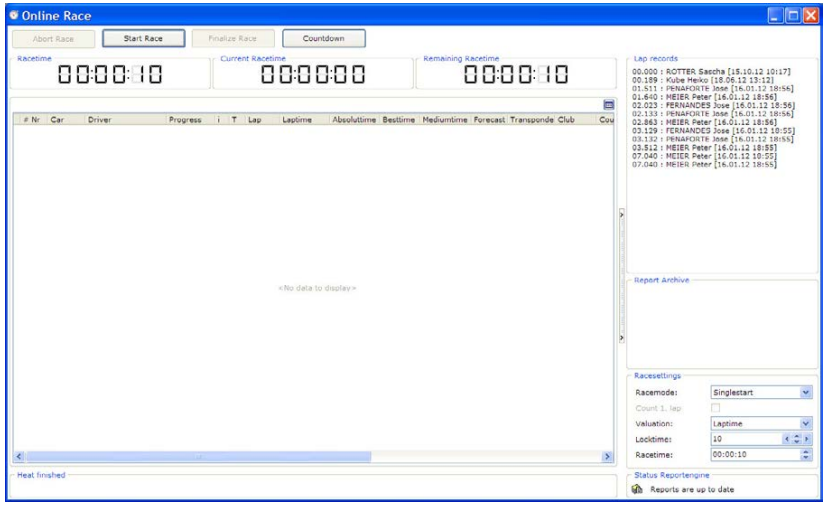
Append new record: Only new data records will be used and imported. Please note, that new drivers will be set to inactive first.
Actualize existing records: All data records (active and inactive) found by RCM Beginners are checked and updated with new information.
Actualize and Append Records: This is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





3.3 Open the timekeeping

You can start a race directly. Just open the timekeeping window through Timekeeping/Start Race.



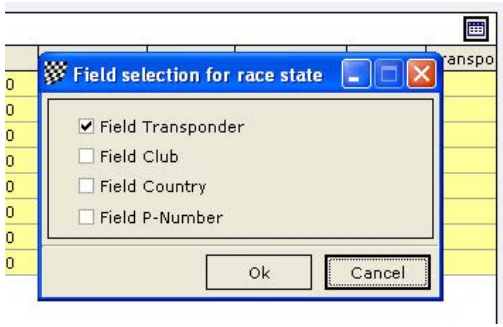
In the right column you enter the race data and you can start an automatic countdown.
Racetime: the duration of the race
Offtime: This is the time have to pass before a transponder is counted again. Set this time appr. 2 seconds shorter than the fastest lap on your track.
Valuation: Laptime means that laps an time will be counted. Bestime: only the best lap of a driver will be counted.
Racemode: You can select single start of group start. Selecting group start you can activate if the first lap will be counted or not.
You start the race by clicking on the “Start Race”-button on the top of the window. If all drivers have completed their race you finish the race by clicking on the “Finalize Race”-button.

Directky after the printing dialog appear. The result can be saved with a individual filename by clicking on the Save button. Please note, that you have selected a printer in Configuration/Options, otherwise you can not print the result.
After printing the result you are ready for the next race.

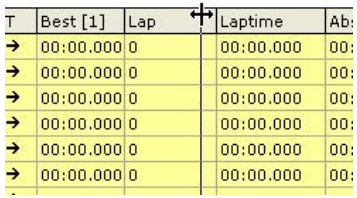
4 Basics to the handling of the program

4.1 Display of fields in tables

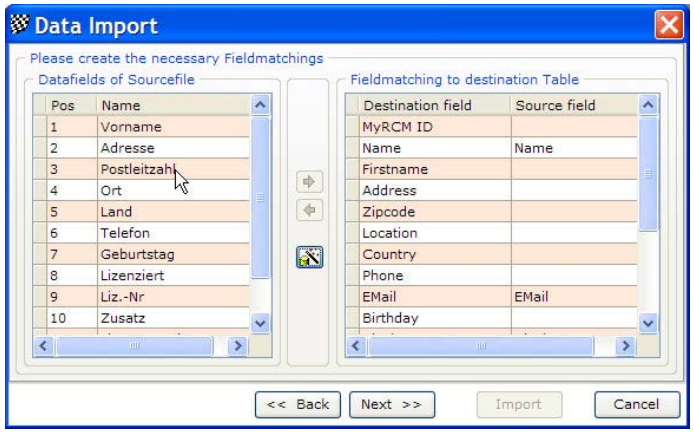
In a lot of table views you will find a button in the right upper corner. Clicking on that button allows you to select fields shown in the view of the table. Just activate the fields you want to display (and inactivate the fields you do not need) in the window which is opened when clicking on the button.



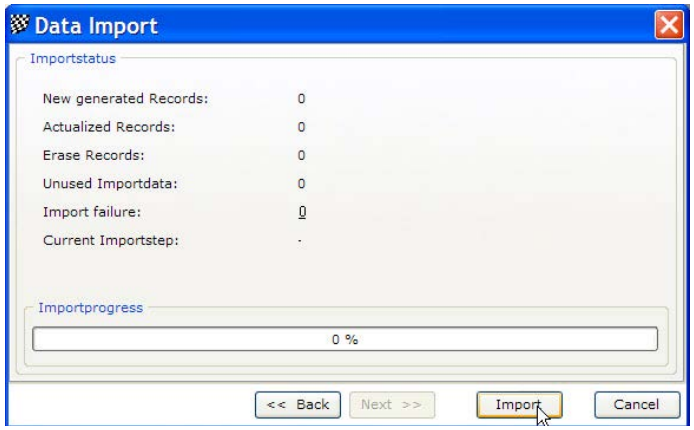
The width of columns in tables can easily adjusted by clicking on the parting line in the header of the table. Hold the mouse key pressed and move the line to the position you need.



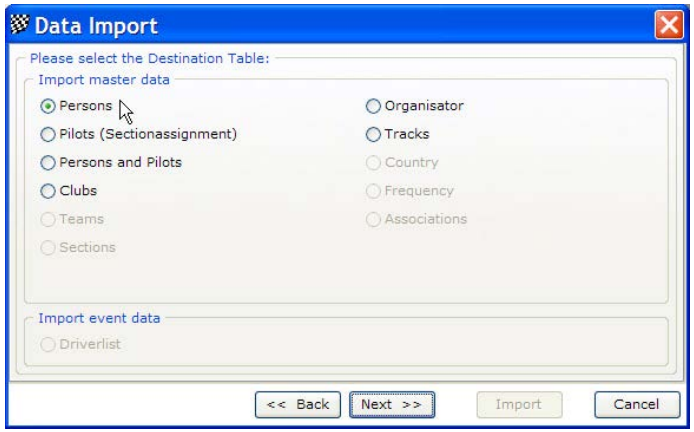
Using the magic stick will assign the fields automatic recognized by the program. Other fields can be assigned by marking these in the left and right column and clicking on right arrow button or by drag&drop with the mouse. Using the left arrow button will delete an assignment. An assignment will be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



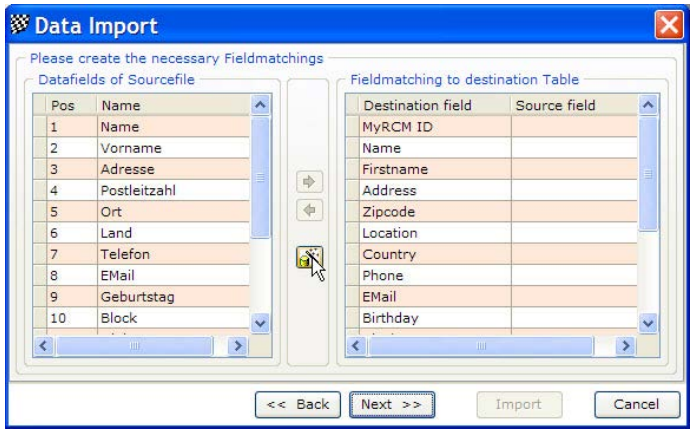
When all assignments are done, you click on next and start the import in the next window by clicking on Import.



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

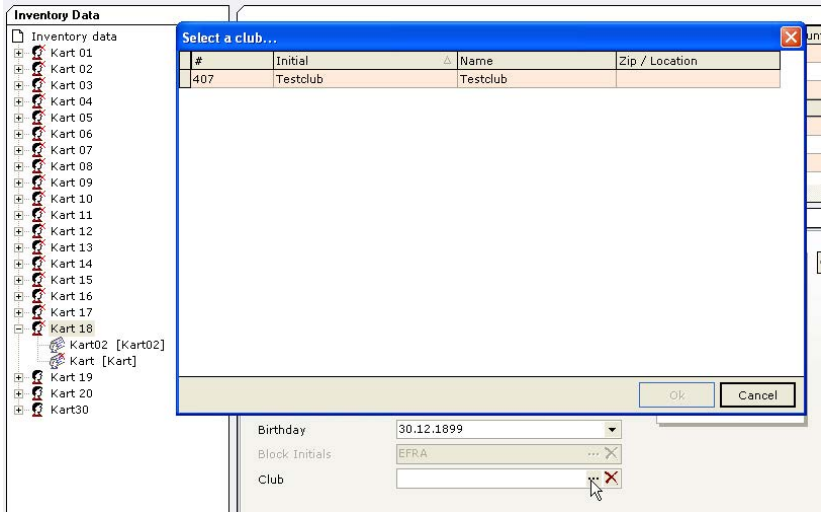


Clicking on Next opens another window. In the left column you see the names of the fields configured in the import file. The right column shows you the fields of the selected table of the inventory data.

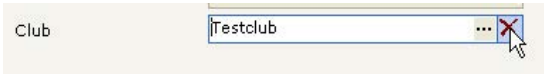


4.2 Input fields

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.



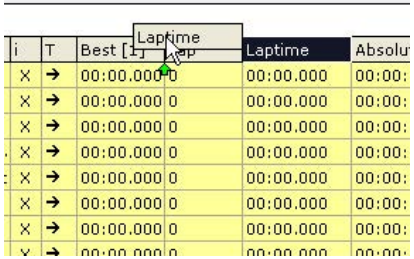
If you find a button with a cross, all data in the input field will be deleted if you click on that button.



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

4.3 Drag&Drop

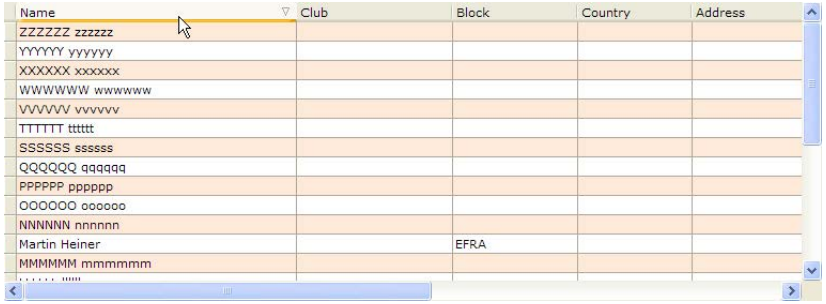
The drag&drop-function of windows is enabled in several windows, when useful. The means you can elements simply move just by left clicking in it, holding the mouse-key pressed, moving the element where you want it and release the mouse key.



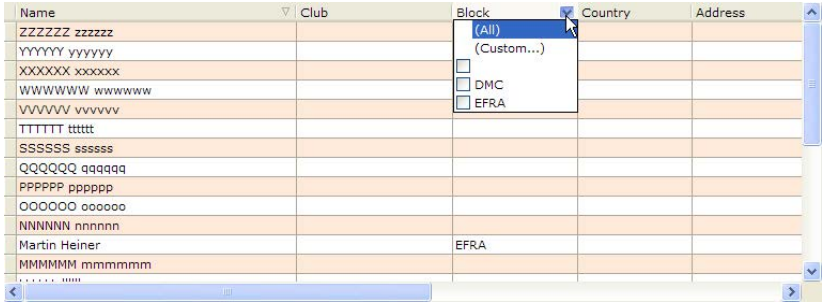
4.4 Search function/navigation in tables

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.

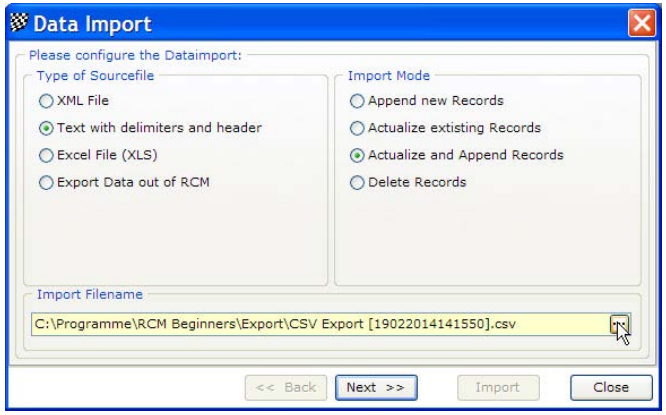


10.3 Datamanagement

With this menu item you can import and export data. We recommend to make a backup of the complete database of RCM Beginners 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.

10.3.1 Import.

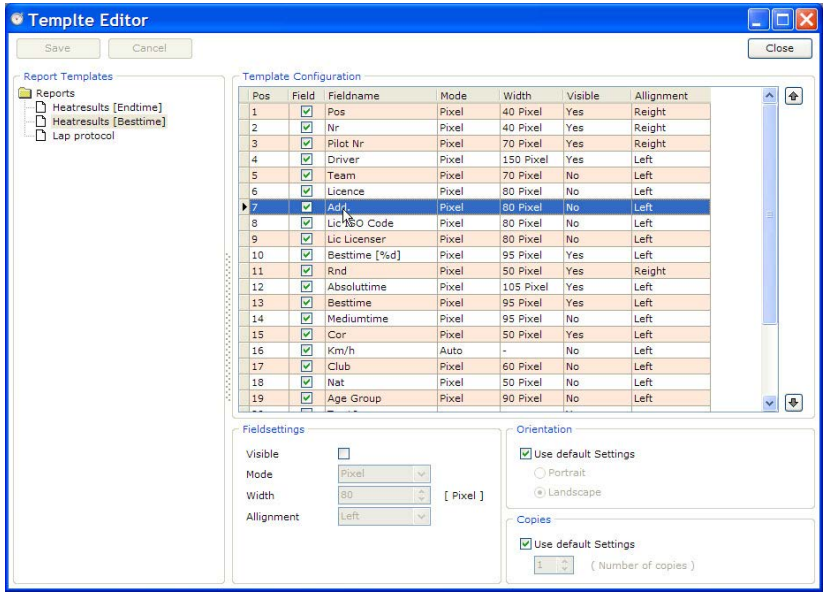
The import is only available if no event is loaded. The import is possible for different file types.
XML File: This importscheme is not yet implemented. This function will be available, when the datatransfer via Internet is realised. The database used in RCM Beginners is a flat oriented relational database 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 Beginners 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 Beginners 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 Beginners 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.

10.2.3 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 Beginners. 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.
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.

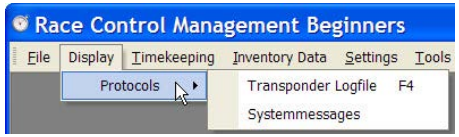
5 File

5.1 Close

RCM Beginners will be closed.

6 Display

In the menu display the submenus transponder logfile and system messages can be executed.



6.1 Protocols/Transponder Logfile

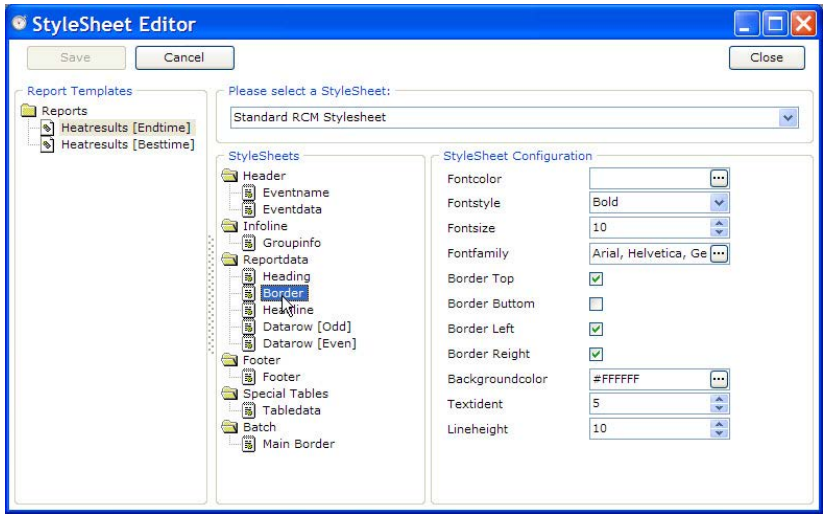
A windows is opened in which all data send by the decoder is displayed. You can open this window anytime in RCM Beginners by pressing the F4 function key.

With the information in this window you can check the connection between computer and decoder. Every time a transponder passes the loop, the data is displayed in the window.
Remark: Before you start a race you should check the decoder as well as the transponder carefully. You can check the transponders just by passing it on the top edge of the front panel of the decoder. Anyway you should also check the loop and the connection from the loop to the decoder.
Information in the log table: In the columns Transponder, Accu, Hits and Rec-Nr information is displayed, which have been received from the AMBRC or AMBrc3. The columns TX-type, Car and Driver are internal references from the inventory data based on the transponder ID. This information is only available if an event has been loaded and when a heat is prepared for start.
A significant parameter is the hits. Being a good timekeeper, you should observe this during the race.
Note: If all hits of all transponder passings are yellow or red something is wrong with the time keeping system. This is maybe due to one of the following reasons. You have to check, that the time keeping system is working properly otherwise you risk, that RCM Beginners is not able to calculate proper results.

The connection between loop and cable is not good.
The loop is damaged.
The loop is too deep in the ground.
The loop is too high over the track.
The distance between the two wires of the loop is too small.
The cars are too fast at this part of the track.
The loop is interfered by another system.
If you realise, that the hits are very low only from one transponder you can be sure that the driver has the transponder not built in his car in a proper way. The transponder must be mounted horizontally and not vertically.
The information in the column accu is always 2. If a transponder doe not work anymore, it will 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 counting, the RS232 serial configuration in RCM Beginners 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 Beginners.
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.

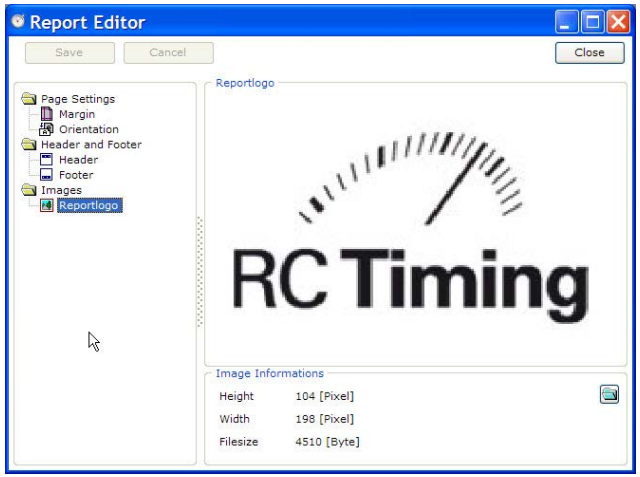
10.2.2 Style Sheet Editor

Here the typefaces, the colour, 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. Please note, that the definitions you make here are effecting all reports.

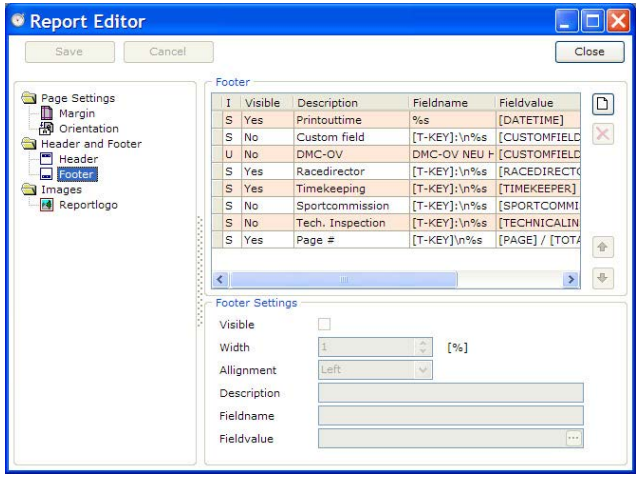


In the left column you select the section and in the right column you can change the formatting. To visualize the different sections of the report better several areas can be configured differently:
Main Border
Report Header
Report Info
Table Border
Table Header
Table data
Table data line odd
Table data line even
Table data line Standard
Report Header
Report Footer
Save your work after each style change.

Logo: 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.

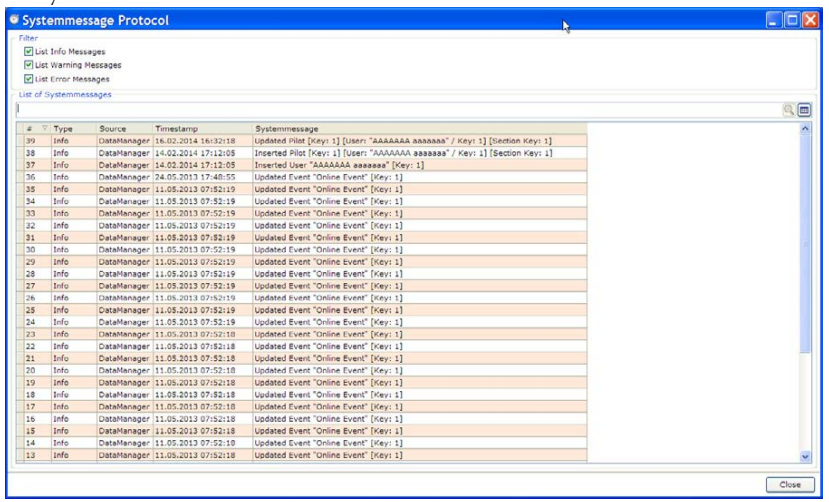


Footer: The footer includes information about the race director, the time keeper as well as the date and time of the print. You can add text using the memo pad bottom on the right side of the window. You delete entries with the X-button. Please note, that the bottom margin is high enough if you are using a footer.
If you have updated RCM Beginners from an older version and/or have imported the data of an event from an older version, it is possible, that you will find only two fields in the footer. Please make sure, that there are fields with the name „Ausdruckzeit: [DATETIME]“, „Time Keeping: %s“ and „Race Director: %s“ existent. Enter the name of the time keeper and the race director in the field value.



6.2 Protocols/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.

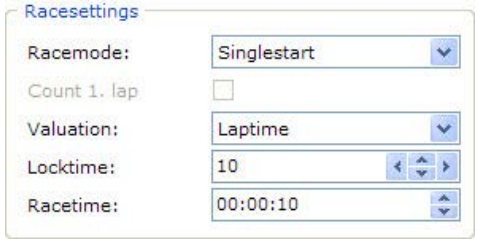


7 Timekeeping/start a race

With this menu you start a race and the timekeeping.

7.1 Prepare a heat

In the right column you enter the race data and you can start an automatic countdown.



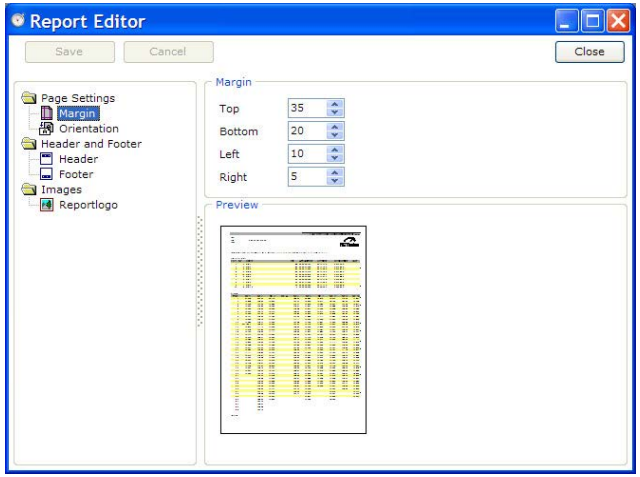
Racetime: the duration of the race
Offtime: This is the time have to pass before a transponder is counted again. Set this time appr. 2 seconds shorter than the fastest lap on your track.
Valuation: Laptime means that laps an time will be counted. Bestime: only the best lap of a driver will be counted.
Racemode: You can select single start of group start. Selecting group start you can activate if the first lap will be counted or not.
Clicking on the button in the upper right corner of the race overview you can activate additional columns for the race overview. The width of the columns can be adjusted with the mouse.

10.2 Templates

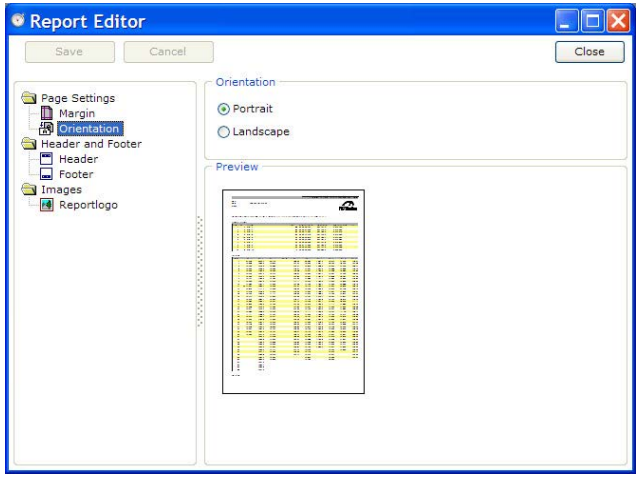
In this menu there are three tools for the design of the reports available:
Report Editor: Configuration of the page layout
Style Sheet Editor: Configuration of frames, Typefaces and colours.
Template Editor: Configuration and placement of the content of a report.

10.2.1 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.

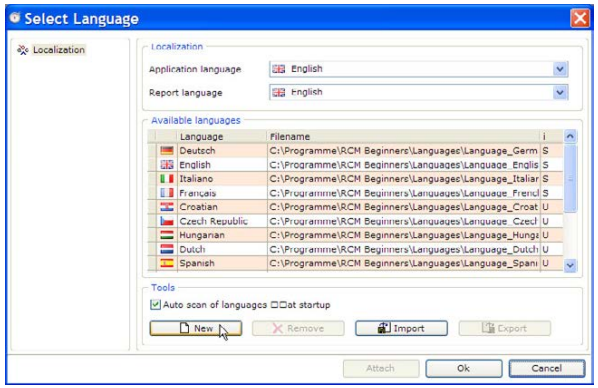


Orientation: Here you select whether to print in portrait or landscape orientation.



10.1.3 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.

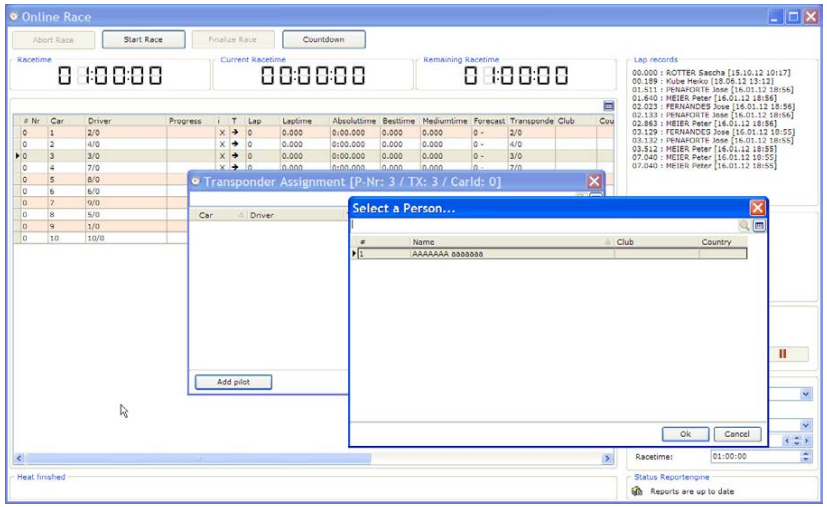


The button on top left corner of the windows allows you to create a new language. A window opens in which you have to type in the new name of the Language you want to create. You have only to type in the name in the Language field. The filename will be automatically created and should not be changed. 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.

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 Beginners 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.

7.2 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 transponder or the driver is listed in the race overview.



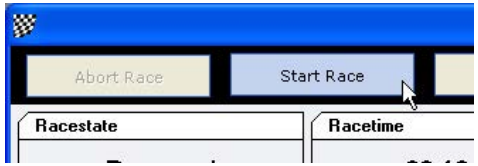
If the transponder number is assigned to a drivers name, you see the name. If not you can double click on the transponder number and a window with the input mask for the drivers name opens. Here you enter the name of the driver. But this can be done also after the race is started.

7.3 Countdown

With the optional program RCM Voice you can automate the starting procedure. The time has to be set in the format MM:SS. Clicking on the “Start Countdown”-button the countwon start automatically. Via RCM Voice the remaining preparation time will be announced in certain time intervals. Further on the race will be started after the preparation time. The announcements made can be set in RCM Voice.

7.4 Start the heat

You start the race by clicking on the start race button (if you do not use the automatic countdown).



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 inout-mask for the drivers name.

7.5 Control instruments during the active heat

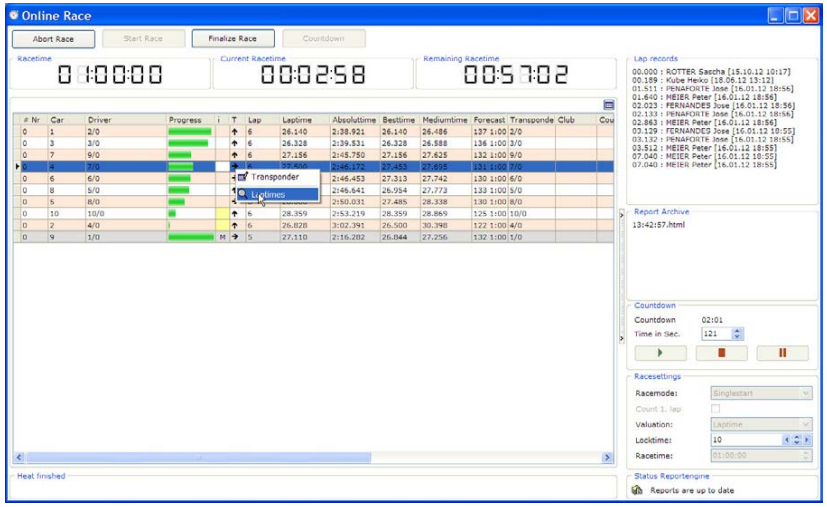
7.5.1 Race time

On top of the race overview the race time, the current racetime and the remaining racetime is displayed.

Racestate	Racetime	Current Racetime	Remaining Racetime
Running	00:10:00	00:00:10	00:09:50

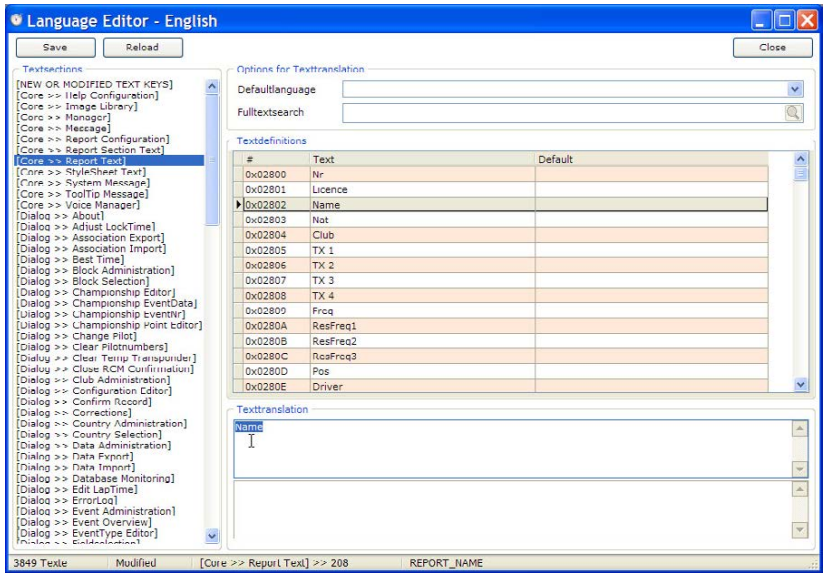
7.5.2 Lap times

Click right on a driver name and select from the submenu laptimes.



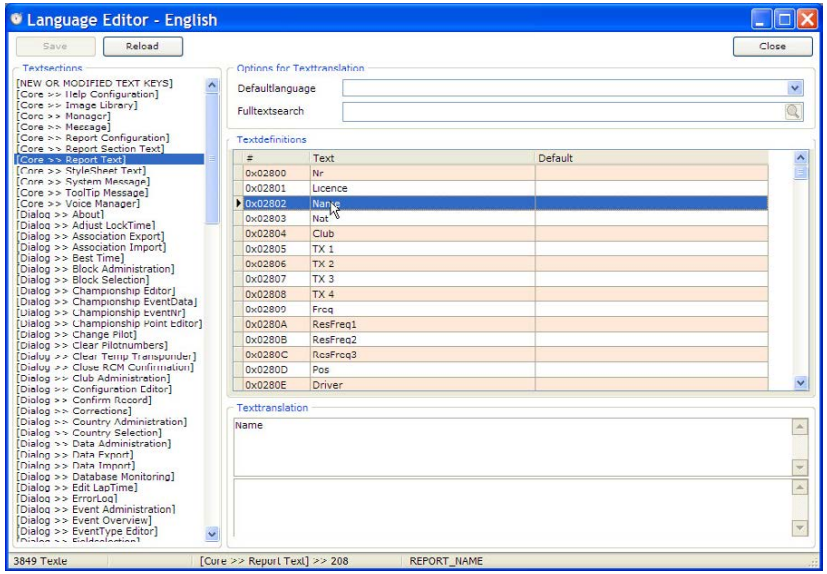
10.1.2 Change a text

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.



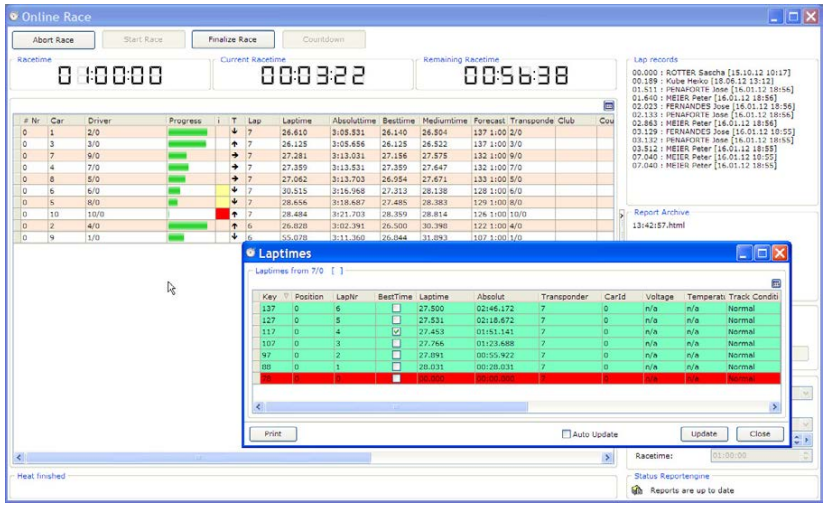
With Fulltextsearch (input field on the top right corner of the window) you can search the whole language database for a specific text. This will help you to correct for example a word with a type mistake you have found. Please note again, that you have to save your work before you mark another topic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

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.



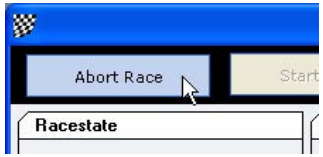
On top of the right column you can define a default language. This will be active, when you select another topic on the left side.

All lap times of this drivers will be displayed in a new window and can easily be checked.



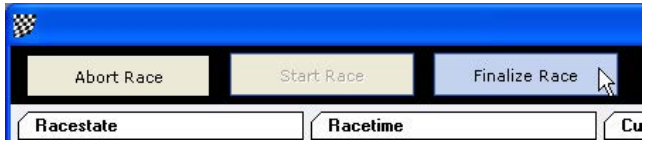
7.6 Abort a race

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.



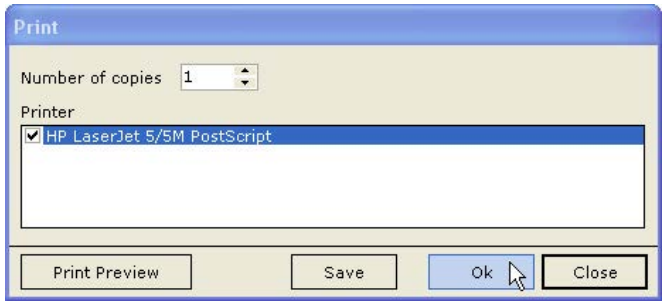
7.7 Finalize race

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



The results are saved and the report (result) is generated. This process can take some

seconds and the progress is displayed in a small window.



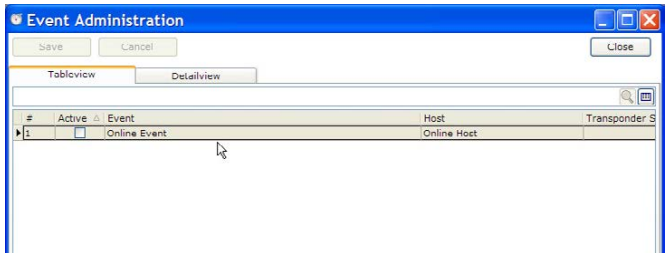
The print menu will be displayed and after printing you are ready for the next race.

8 Inventory data

In the menu inventory data you can enter the data for the event and the names of the drivers.

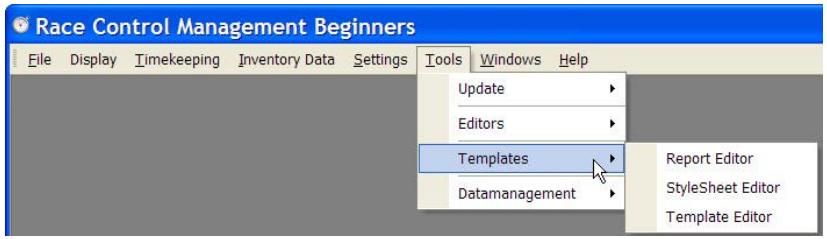
8.1 Eventdata

Here you can enter the name of the event, the name of the organizer/host and the name of the track. This data entered here is printed on the result sheets. RCM Beginners only allows one event.



10 Tools

The menu tools is offering the following functions.
Language editor for changing or translating the text of the program.
Template editor to make definitions for the layout of the reports.

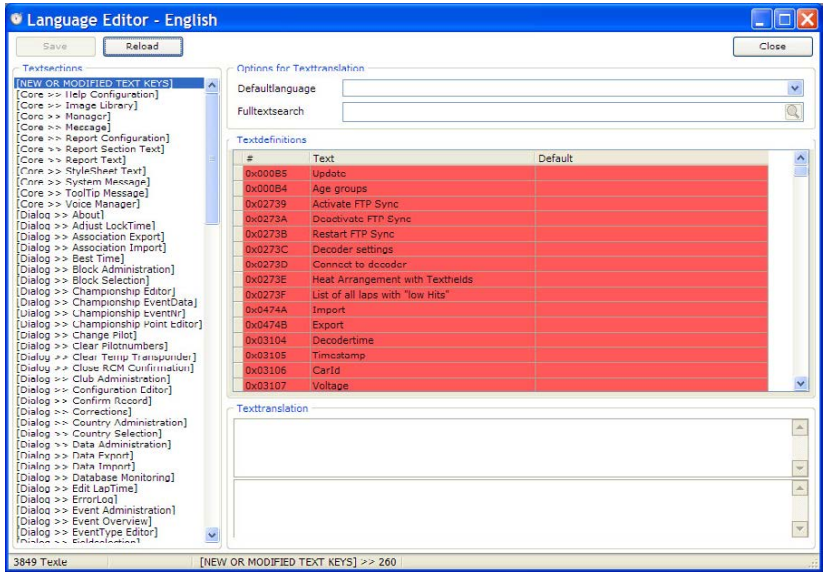


10.1 Language Editors

Here you can change the text RCM Beginners is using.

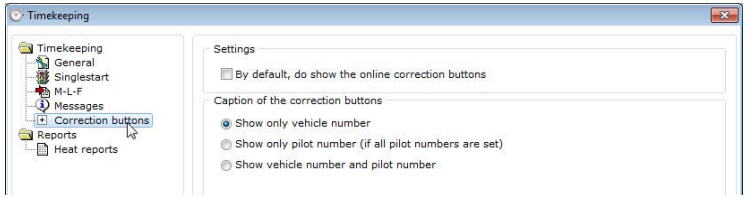
10.1.1 Translations

The Language editor allows to you to change all the text used by RCM Beginners. 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.



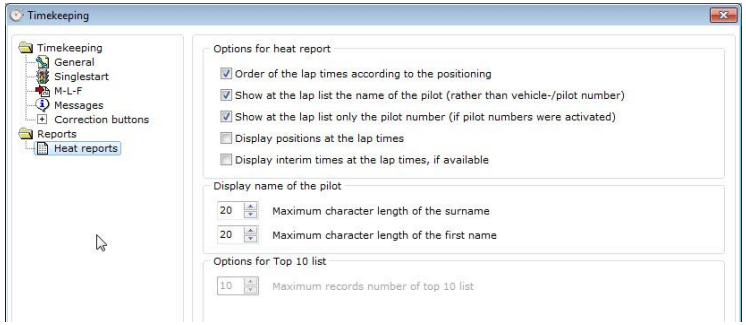
9.4.5 Timekeeping/Correction Buttons

By default, do show the online correction buttons: the online correction buttons are automatically visible in the timekeeping window.
Further on it can be defined, which numbers (Car-, Startingnumber or both) are shown on the correction buttons.

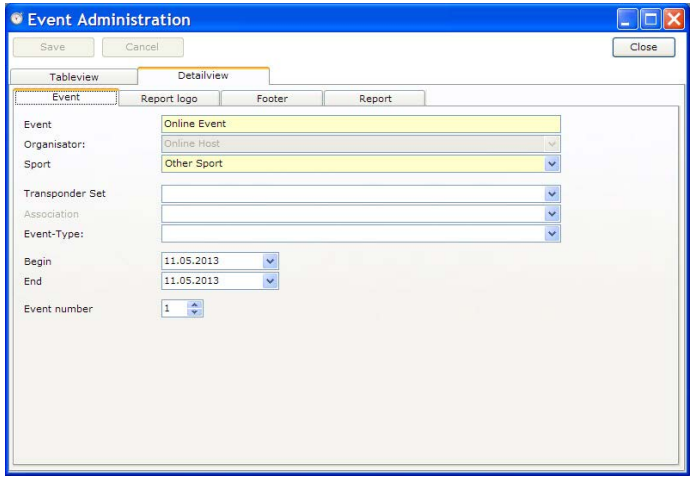


9.4.6 Reports/Heat reports

Order of the laptimes according to the positioning: The order from left to right of the drivers laptimes in the printed result is according to the final ranking.
Show at the laplist the name of the pilot. Instead of startnumber or pilot number the name of the pilot is printed in the headline of the laplist.
Show at the laplist only the pilot number: The pilot number is printed in the heat reports.
Display positions at the laptimes: In the printing result, the position is printed in brackets before the laptime.



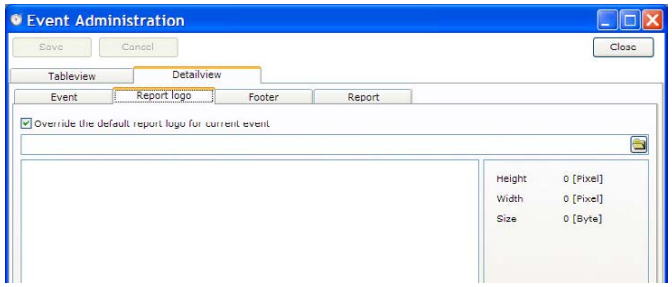
Double clicking on the event or using the detailview tab shows the detailed data of the event.
Event: This is the title of the event. Do not use the date or the different sections you run. This is the general name of the event.



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.
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.

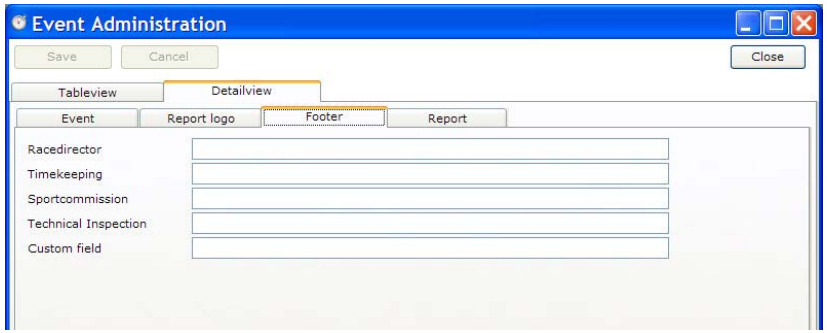
8.1.1 Details of Report Logo

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.



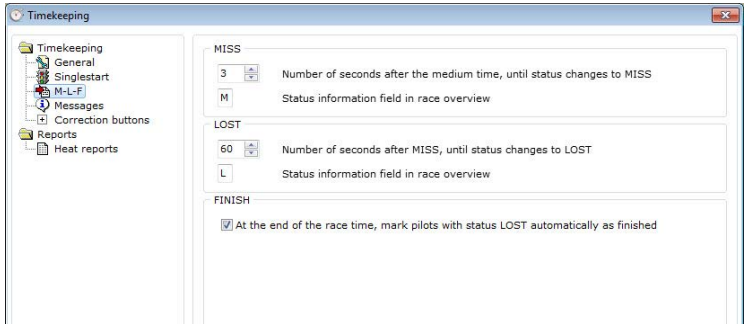
8.1.2 Details of Footer

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.



9.4.3 Timekeeping/M-L-F

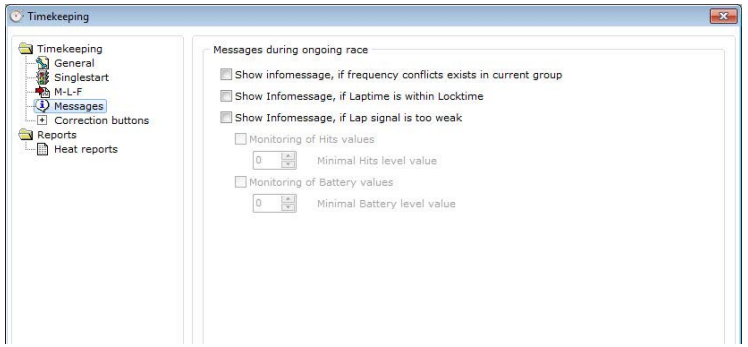
M-L-F is the abbreviation for Miss-Lost-Finish. Messages in the timekeeping windows can be configured.



M - Miss: If a pilots doesn’t pass the loop after his mediumtime (plus offset), the records turn light gray and it’s info status to “M”. The offset time before the status of the driver is changed can be configured.
L - Loss: You can configure an offset (time) after the record has changed to “M” (light gray). If this time has passed, the record will change again the color to dark gray and the status to “L”. Depending on this configured offset, you know that this pilot is probably not driving anymore.
F - Finish: RCM automatically finalize a heat when all pilot has finished. If this function is activated, drivers with the status of “L” will be handled like they have already finished. This means, that the heat will be automatically finalized if all drivers have finished the heat and the drivers no more driving have the status of “L”.

9.4.4 Timekeeping/Messages

Show messages if laptime is in within the loctime: You will see a message if a driver has a laptime shorter the the locktime.
Show infomessage if lap signal is too weak: Messages are displayed, if the transponder signal it very low. You can select if the “hits” ans/or the “battery value” is used. For both you can set a limit.

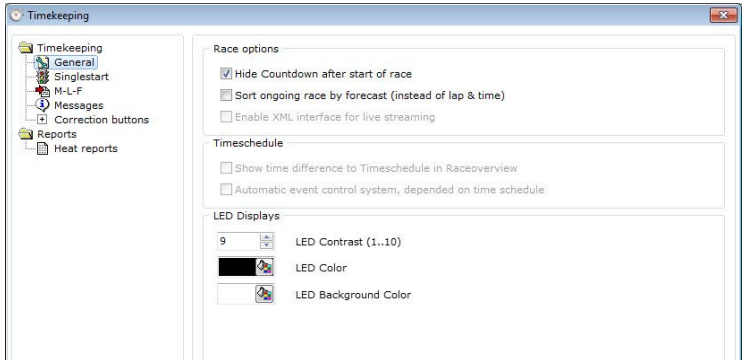


9.4 Timekeeping

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.

9.4.1 Timekeeping/General

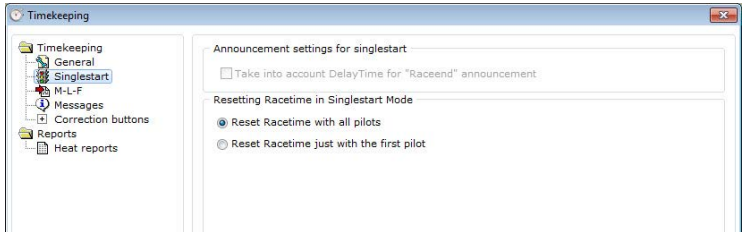
Here you can define if the countdown-window in the timekeeping window is closed after starting a heat or not.



„Sort ongoing race by forecast“: The timekeeping windows is sorted by the forecast for each driver instead of lap and time.
By default, do show the online correction buttons: the online correction buttons are automatically visible in the timekeeping window.
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.

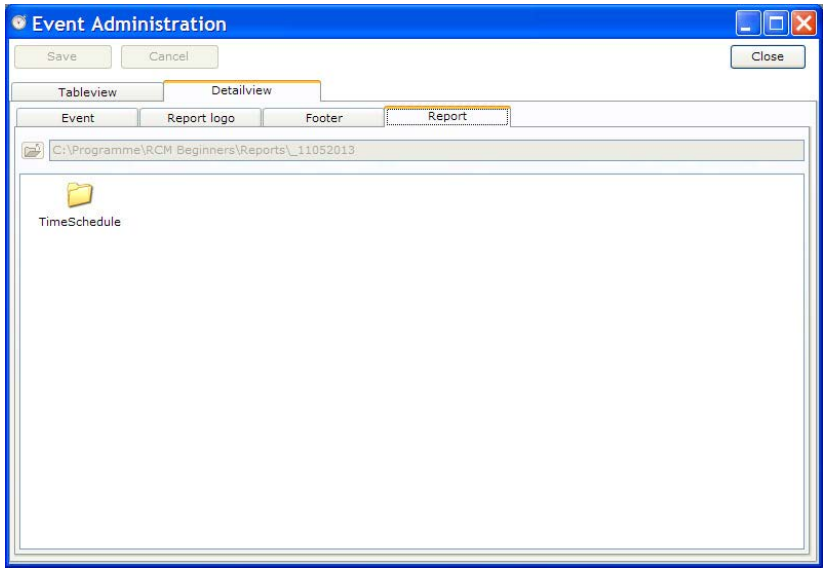
9.4.2 Timekeeping/Singlestart

Take into account the delay time for Raceend announcement: The end of the race will be announced after the delay time or after all cars have finished the race.
Reset race time with all pilots: The display as well as the announcement of the remaining racetime is based on that driver which will pass the finish line the last one.
Reset race time just with the first pilot: The display and the announcement of the remaining racetime is based on the first driver in a race.



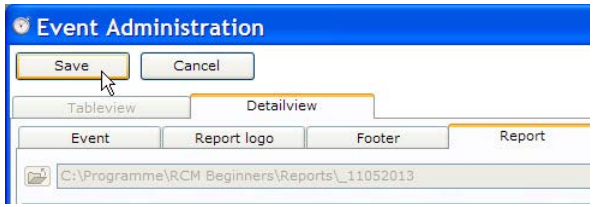
8.1.3 Details of the reports

The report tab shows you the folders where the reports are saved.



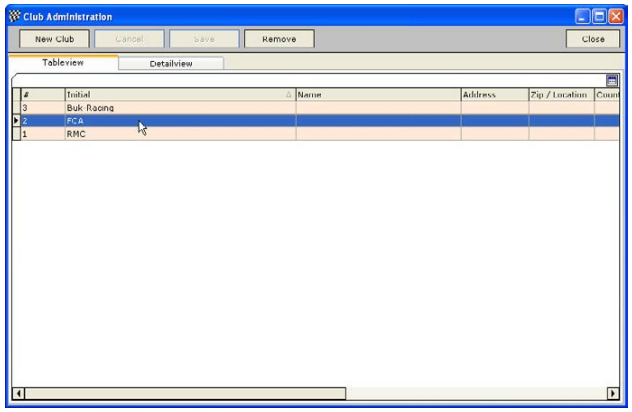
8.1.4 Save

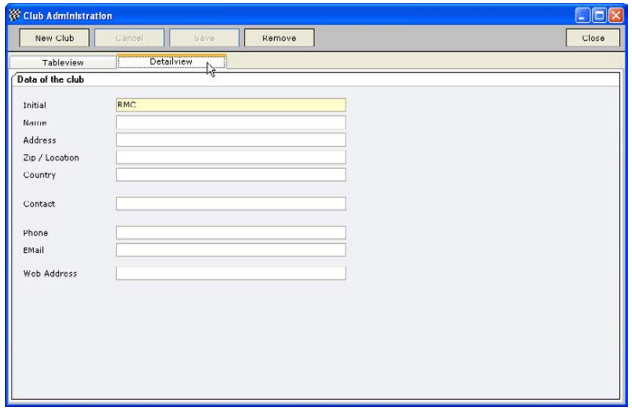
If you have made an changes, please click on the save button on top of the window before you close the window.



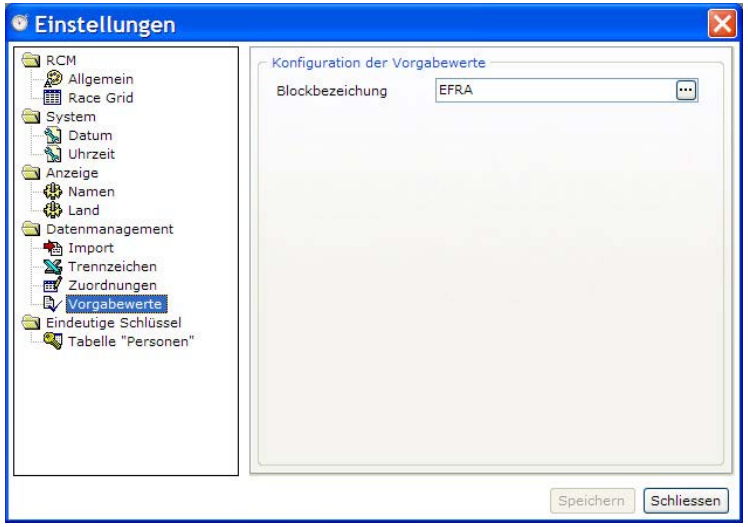
8.2 Clubs

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, telefon number, email-address and website.



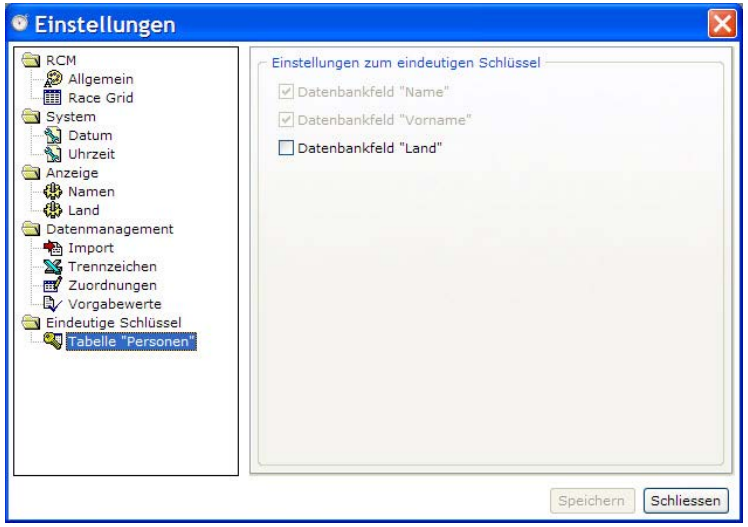


With Default values you can set basics, which will be used in database operations as default.
Block initials: The default for the block initials is set.

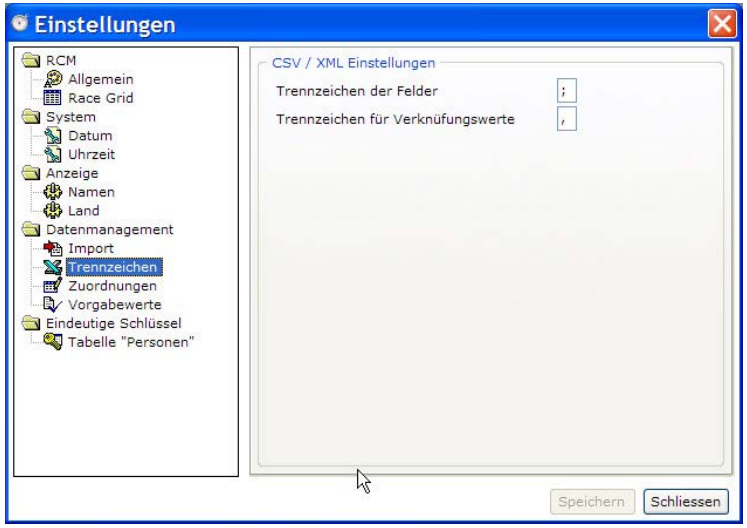


9.3.6 Unique keys

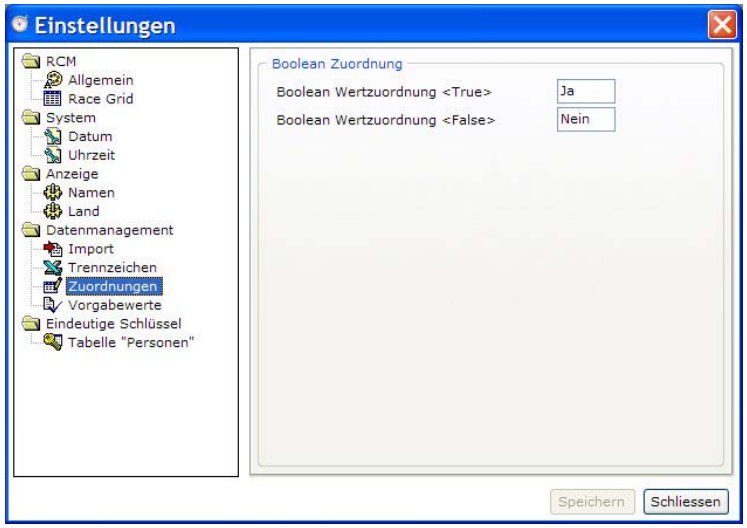
Additional to the keys name and prename you can generate keys for country and License number. This can help to search the right person especially with a big number of persons in the inventory data.



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

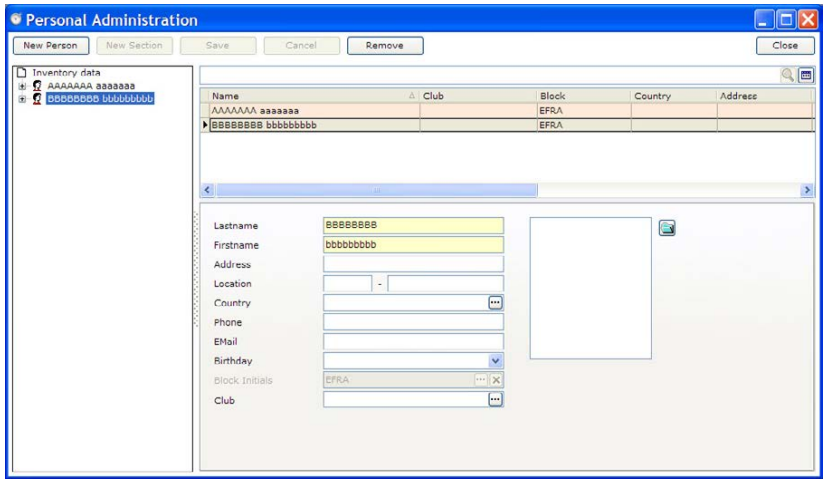


Mappings: The values should not be changed.

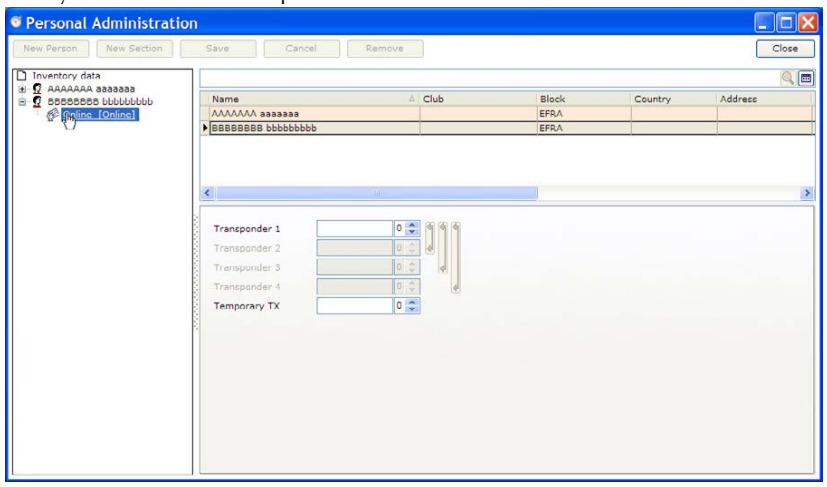


8.3 Persons

The name of the drivers can be saved here together with one transponder number assigned to the driver.

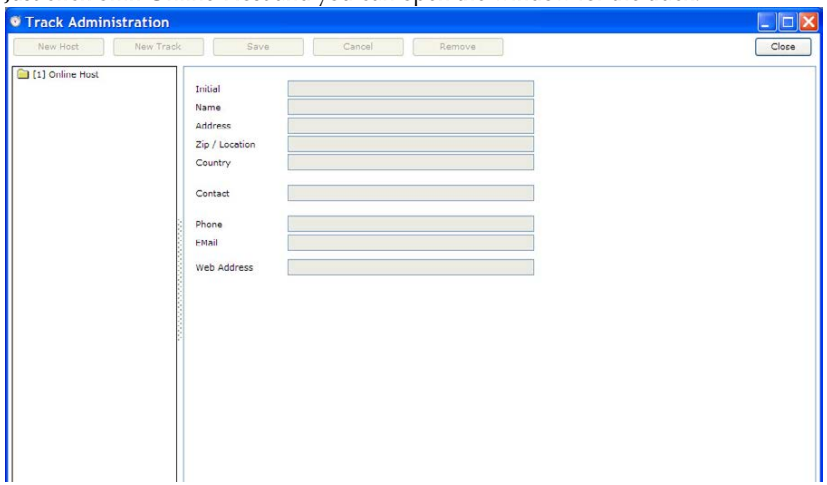


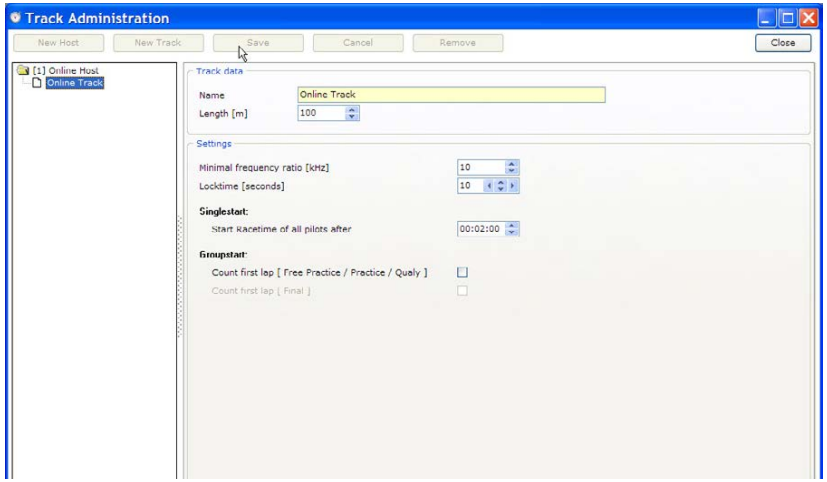
From the list in the right or the left column you can select the person. Left clicking on a person in a list will display the personal data in the lower part of the right column. There you can correct the data. Please note, that if you change or add some data, you have to save it before switching to 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.
Here you can enter name, address, telefon number, email-address and birth date as well as a membership of a club. Further on you can assign a picture to the driver. To do that, you have to click on the open button right in the pilot data window.
By clicking on the + sign left of the name, you can switch to the omline-Window. Here you can enter the transponder-number.



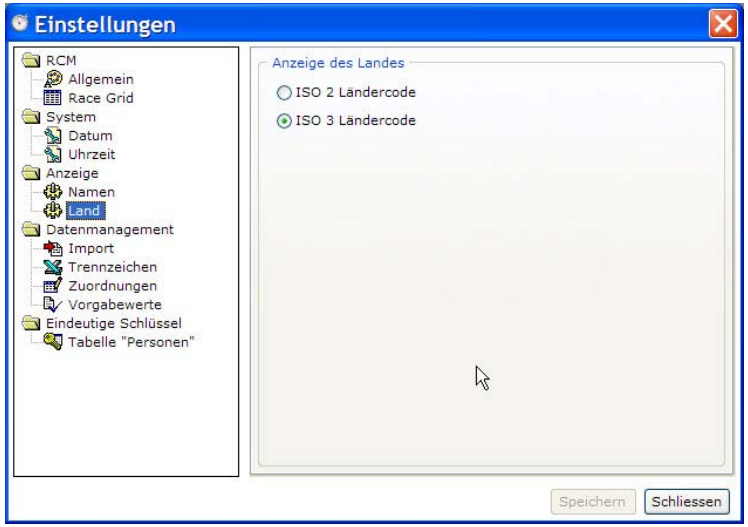
8.4 Organisator-Tracks

Here you can enter information for he organisator Online-Host and for the track.
Just click omn Online-Host and you can open the window for the track.



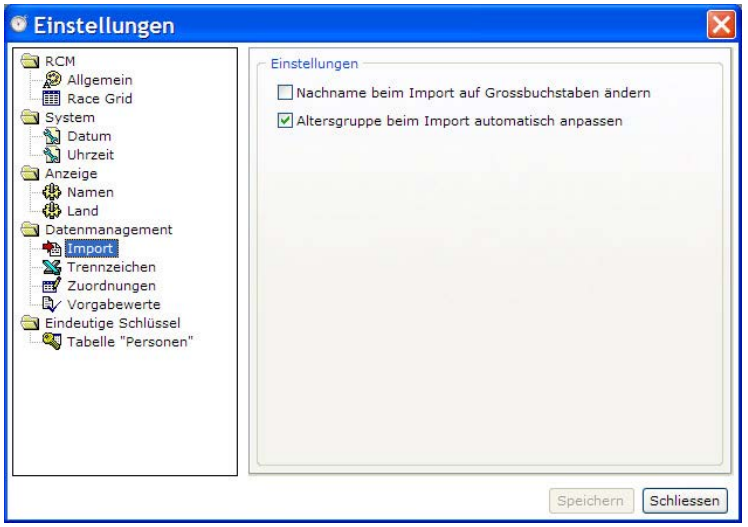


Country: Here you set, if the 2-character or the 3-character ISO-Code for the country is used.



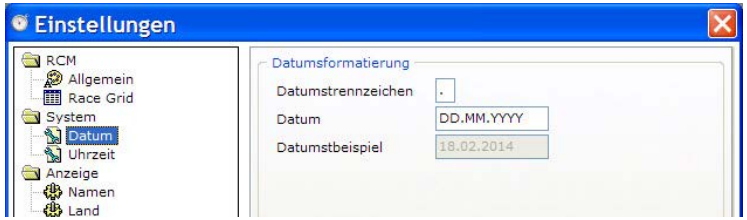
9.3.5 Datamangement

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



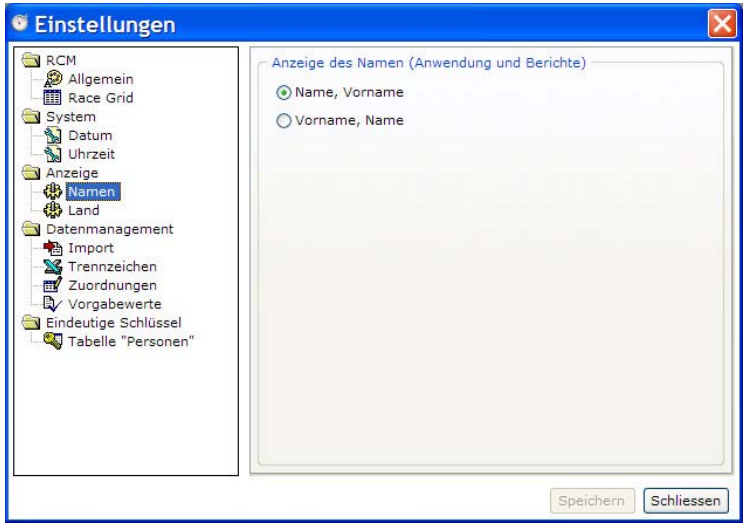
9.3.3 System

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.



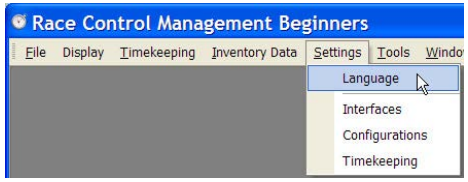
9.3.4 Display

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



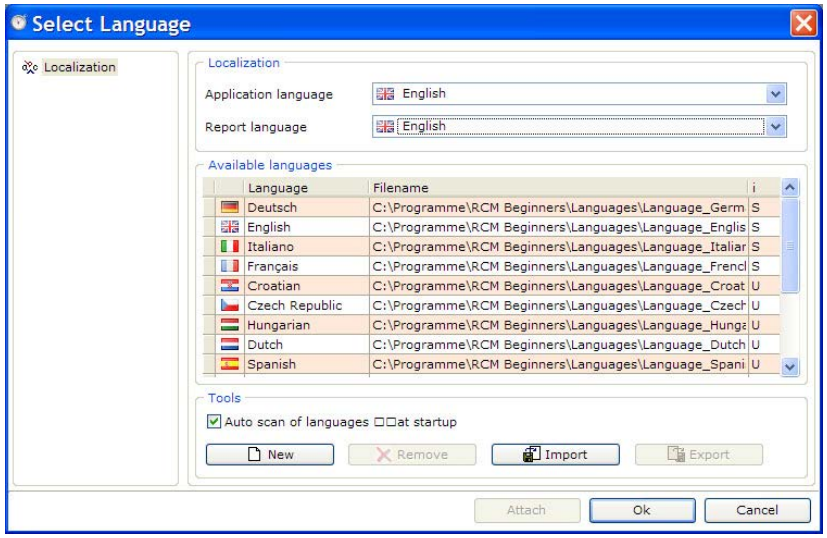
9 Configuration

In this menu you find very important configurations like the connection settings for the time keeping decoder. 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.



9.1 Language

Selecting this menu item you will see a list of all available languages. Just activate the language you want. The language will be changed by pressing the Ok button. All text in RCM Beginners is now displayed in the selected language. With report-language you define the language in which the reports are printed.

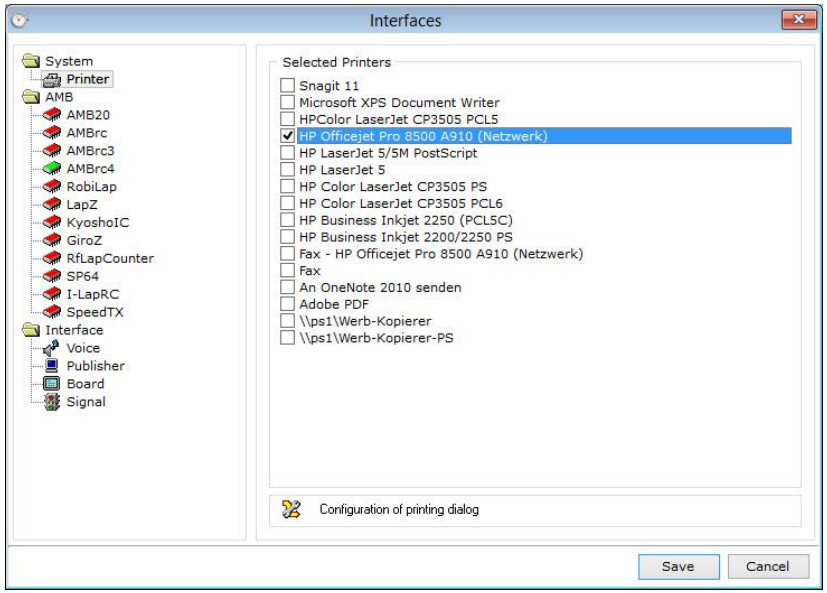


9.2 Interfaces

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

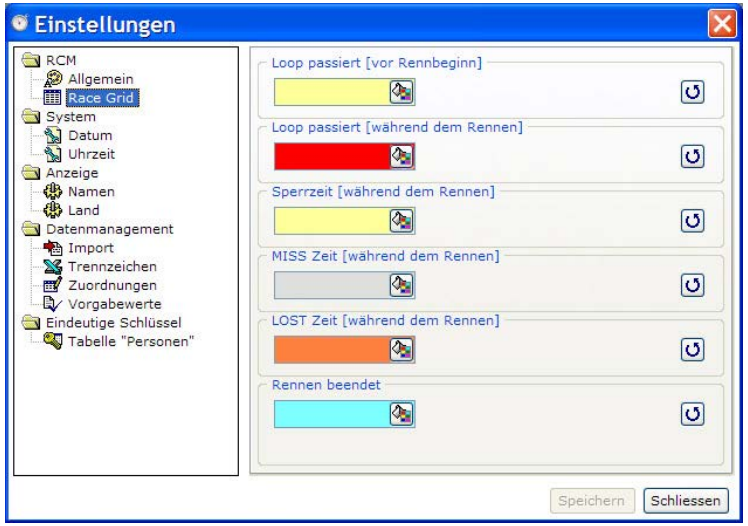
9.2.1 System/Printer

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



9.3.2 RCM/Race Grid

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



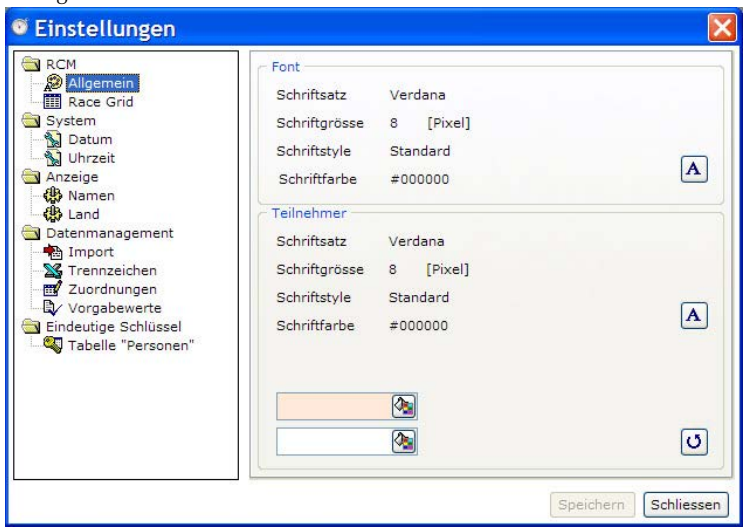
Loop passed (default light yellow): When a driver passes the loop and the transponder number is registered to a driver, it will be marked in that colour. This makes it easy to check whether all drivers are on the track or not.
Locktime (default red): This marking is visible for the locktime. In between this time no additional laps are counted but in the lap time logfile these laps are visible and marked with “NOK”. This means,, that these laps will not be counted for the result.
Miss-time (default grey): Drivers usually drive their laps continuously in the time frame. This time frame is the medium time plus or mines a certain time ratio. If this medium time plus the ration time is expired the driver line will be marked in light grey and means the driver was slower. This can be an accident, a pit stop or a roll over situation.
Lost time (default orange): If a driver has not passed the loop for a long time, the drivers line will be marked with that color.
Race finished (default light blue): When the race time is over and the driver passes the last time the loop then the driver is marked light blue and has completed the race. Additional laps will not be counted anymore, even if the driver continues racing.

9.3 Configurations

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

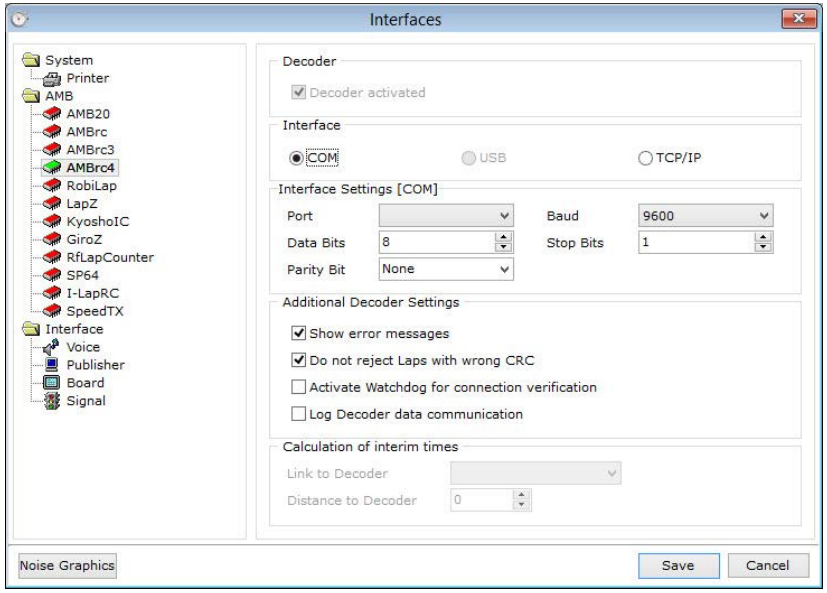
9.3.1 RCM/General

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



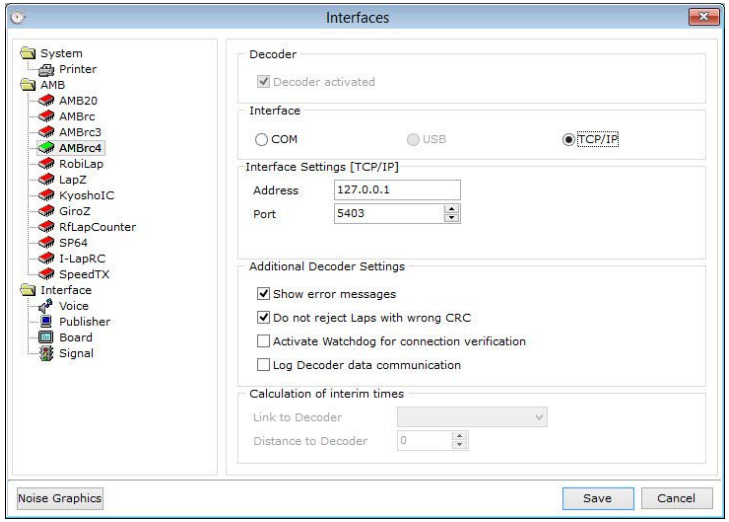
9.2.2 AMB

Here you configure the Decoder your are using.

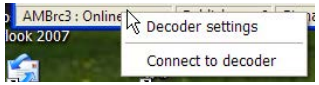


The following decoder can be used with RCM Beginners:
AMB20 (Induction principle), is the predecessor of the AMBRC
AMBRC (Induction principle), suitable for 1/12 up to 1/5 scales [USB/RS232]
AMBrc3 AMB Decoder generation (Induction principle) for personal transponders [LAN/RS232]
AMBrc4 new AMB Decoder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

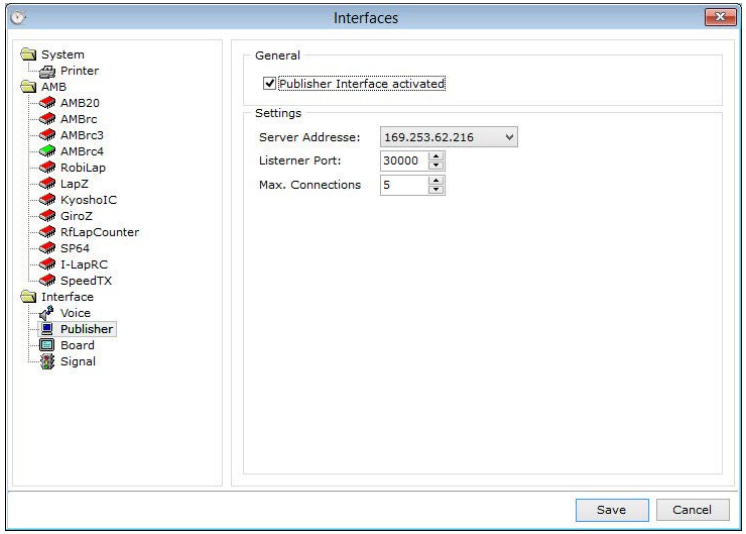


The proper work of the decoder can be checked with the transponder logfile, which can be activated by pressing the F4 key.
By clicking right with the mouse on one decoder in the footer line of RCM Beginners you can change the settings of the decoder and you can restore the connection to the decoder.



9.2.3 Interface

With RCM Beginners you can use several client-programs. This optional programs provide you with additional features. RCM Beginners 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 Beginners,
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 Beginners (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 Beginners 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 Beginners. 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.