

Getting Started

This document gives a quick two page introduction to get you going

The software installation is described in the document Software_Install and the USB and PCI hardware installation is described in USB_Install and PCI_Install respectively.

The Online manual is context sensitive. Therefore this means that at any time (except when a race is on), if the function key "F1" is pressed it will bring up help information directly relevant to the current screen you are working in. It also includes fast search facilities to help find information quickly. Note it can also be accessed by pressing the icon at the top right of the main screen.

The Slotmaster application allows the user to keep one master results file plus a temporary file that will perhaps only record the results from the last session. The master file holds the complete record of all the results since the system was purchased, or maybe one year's data. The temporary file is just used for the current day's session. All results stored within the race screen will be stored into this temporary file. This allows the use to access this temporary file, view/edit or sort its contents before finally appending it to the master file. Therefore it makes finding the last data stored easier and faster. Every sort screen can choose between the temp or master file. The default for the sorting can be specified within the advance setup screen (accessed from the main setup). This screen also allows the temp file to be appended to the master file and then deleted. The program comes with a dummy set of results to demonstrate the facilities. This should be deleted, or moved elsewhere (results.txt) once the real results are used.

All the race class names are setup and stored in the Class name setup screen, accessed from the main setup.

All the driver and team / car names are stored in the sequence editors. The automatic one is the easiest to use giving a choice of six heat rotation methods. Load the demo sequence seq1.txt to see how it is normally displayed. All new driver names that are ever likely to be used should then be entered into the middle field. The operator must then enter them into the start race positions. Begin by entering the names from the first lane downwards and progress to the Marshall positions. The names can be entered in two different ways. The first is by activating the pull down list with the mouse (or use the up / down key) and stopping on the name required. The second simpler method is just by clicking within the main field on the driver required, moving the mouse to the required Driver or Marshall position and clicking the mouse again to transfer the name into the box. When the box is empty it is displayed in green so that empty and non empty boxes are easily identified. All current Driver and Marshall positions can easily be cleared by pressing the "Clear" button. Note the new button clears all the centre field names as well. See the online help for detailed information on how to use this screen.

The “records” button can be used to give full details of previous results with the facility to edit these records if required.

The sort engines provide powerful sort facilities. The demo results file (results.txt) should be used to try these out. All sorted records can be printed or exported and in some cases used to generate handicap times. Again use the online help for detailed information on how to use each Sort screen.

The “Online” button is used to transfer to the active race screen. The three buttons “Practice”, “Timed Practice” (Qualifying) and “Race” are used to start an actual session. In demo mode the keys 1 to 8 will trigger the lap count. In real mode the keys can be used to add in additional laps by the race controller.

The specify drivers screen is used to enter the drivers name for a single race or practice session. It can also be used to set the number of lanes enabled, the race class and any handicap times.

The online race screen “Setup” button allows access to all parameters that directly control the session, such as race for a number of laps or for a certain time. Here are setups can be accessed such as “Power Control” and “Fuel Management”.

The “Transfer” button is used when heats are needed. This will enable access to the sequence editors where all the heats can be setup or retrieved. Once the sequence has been set, then just press the run button to start the first heat. Any heat can be rerun, or edited before continuing to the next heat. All sequence overall totals can be displayed at the end of each heat. In the unlikely event of a system crash, the sequence can be retrieved with only the last heat having to be rerun. Again see the online help for more details.

Storage of the results is by discretion of the race controller, but a reminder (accessed from the online race screen “Setup” button) can be optionally flagged to avoid losing results by accident.