

Race Control User Guide for Tablet

1. Launch the SailTrak Race Control app

1.1. The Race Control app opens to the **Race Setup** screen. This screen is used to set the race event, course and format.



1.2. Status Information

1.2.1. At the bottom left side of the screen the state of the connection to the message broker for communication with SailTrak clients is displayed. If the message broker is running the state should show 'Connected to message broker'. If the state is showing as Not Connected a long press on the status bar will attempt to reset the connection. The message broker is only required for automatic lap counting when the SailTrak client is being used by competitors, it is not used for manual lap counting in Race Control.

1.2.2. At the bottom right side of the screen a number should be displayed. This shows the time delta between the device time and true time in milliseconds. If the state remains at 'Initialising' the app will not to move to the Timer screen. A Shutdown and Restart of the app should resolve this. If that does not resolve the issue the most likely cause is the internet connection is down.

2. Race Setup

2.1. Click on the **Event** dropdown icon ▼ to select the event sailwave file

2.2. Click on the **Race** dropdown icon ▼ to select the race number. Note that the race number should automatically be set at the next race to be run.

2.3. Click on **Format** to toggle the race format between Handicap and Pursuit

2.3.1. When **Pursuit** is selected, repeat click on Type to rotate through **Full, Three-Quarters, Half and Personal** (Thursday format)

2.3.2. When **Handicap** is selected click on Laps to enter the race laps value

2.3.3. Enter the race laps value then click on Laps to save

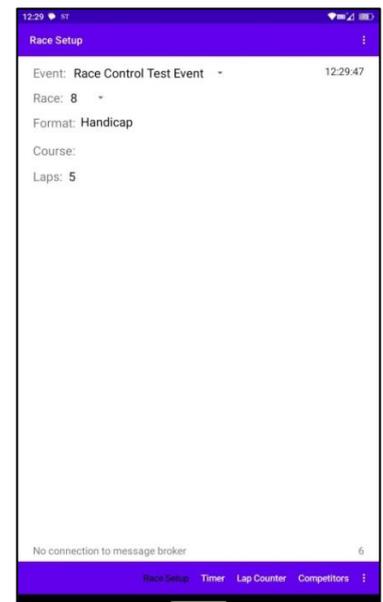
2.4. Click on **Course** to enter the course marks. Note that the course only needs to be entered when boats are using the SailTrak client app for automatic lap counting and timing.

2.4.1. Enter each course mark separated by a space, then click on Course to save

2.4.2. To set the mark rounding, click on the mark letter to toggle between the colours **Red** for port and **Green** for starboard

2.4.3. Click on '**LINE**' or '**START/FINISH**' to toggle between the two

2.5. Once the **Event** and **Race** number have been set, three additional tabs will be displayed on the screen bottom bar, these are: **Timer, Lap Counter** and **Competitors**.



2.6. Note that if you go to the **Race Setup** screen while the timer is running a **'TIMER IS RUNNING... ->'** button is displayed. Click on **'TIMER IS RUNNING... ->'** to move to the **Race Timer** screen.

3. Competitors

3.1. To add competitors to a race click on **the Competitors** tab in the bottom bar.

3.2. The Competitors screen comprises of 2 windows: **Sailwave** and **Competitors**. The **Sailwave** window will show boats in the event sailwave file that match the **Search Competitor** criteria.

3.3. **Search Competitor:** Enter a sail number using the number keys and if that boat is found it will be displayed in the **Sailwave** window.

3.3.1. Long press on the boat / sail number in the Sailwave window to add the boat to the **Competitors** window.

3.4. **Add new competitor:** If the sail number is not found in the sailwave file a new competitor can be added by clicking on the menu options list menu icon  at the top right side of the screen and select **New Sailwave Entry**

3.4.1. Enter the sail number

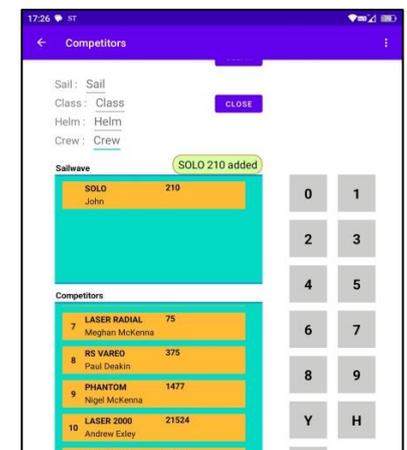
3.4.2. Start typing the class name then select the class from the list in the Sailwave window.

3.4.3. Enter the name of the helm and the name of the crew.

3.4.4. Click on **Create** to add the new entry into the Sailwave file

3.5. **To remove a competitor** from a race swipe left on the boat in the Competitors window

3.6. Click on **Timer in bottom bar** to move to the **Timer** screen.



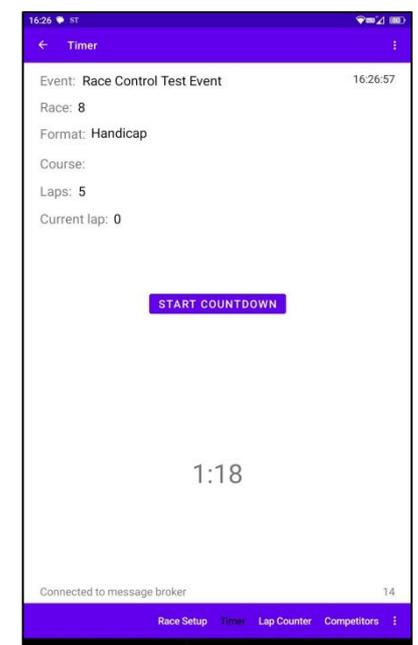
4. Timer Screen

4.1. Click on **START COUNTDOWN** to start the race timer

4.2. **Abort Countdown / Abandon Race:** When the race timer has started a long click on the timer digits will present the following options to stop the timer depending on what state the race is at: a) **ABORT COUNTDOWN**, b) **ABANDON RACE** and an option to **CONFIRM** or **CANCEL** will be displayed.

4.3. **Shorten Course:** When the race has been running for more than a minute a **SHORTEN COURSE** button is displayed.

4.4. **End Race & Publish Results:** When the first boat has completed the course an **END RACE** button will be displayed. Click on the **END RACE** button or a long click on the timer digits to end the race and publish the results to the Sailwave file.



5. Lap Counter

- 5.1. Click on the **Lap Counter** tab in the bottom bar to go to the lap counter and time recorder screen. The Lap Counter screen comprises of 2 windows: **Watching** and **Competitors**. The **Competitors** windows shows a list of all competitors that have been added to the race. When a race is in progress the sequence of the boats in the **Competitors** windows will be in the order of race position. You can scroll through the list but not manually change the position of a boat in the list.
- 5.2. **Filter:** If there are a large number of competitors listed in the Competitors screen it is possible to filter the list using the filter. e.g. entering 3 in the filter box will display a filtered list of all boats that have a sail number starting with a 3. Click **Clear** to remove the filter.
- 5.3. **Count Lap:** To record a lap time and count a lap, swipe right across the screen on the boat class / sail number row in the Competitor or Watching Window.
 - 5.3.1. **To remove an incorrect lap time**, swipe left on the boat class / sail number row in the **Competitors** window and then select **DELETE OBSERVED LAP TIME**. Note that if a lap has not been counted for that competitor the option will be to remove the competitor from the race
- 5.4. **Lap Counter Watching Window:** When competitors are approaching the end of a lap they can be placed on the Watching window by long clicking on the boat in the Competitor window. The watching window can only display 4 boats at any time. If more than 4 boats are placed in the watching window scroll up or down to view the other boats.
 - 5.4.1. **Sort in Watching window:** If there is more than 1 boat in the Watching window it is possible to manual sort the boats into the order they are approaching the line. To sort a boat in the Watching window, long press on the boat class / sail number row and move the boat up or down to the desired position.
 - 5.4.2. **Count Lap in Watching window:** To record a lap time and count laps for untracked boats swipe right across the screen on the boat class / sail number row. The lap time will be recorded for all boats and the lap counted for untracked boats. The boat will then be removed from the **Watching** window
 - 5.4.3. **Remove from Watching window without recording a lap time and counting a lap.** To remove a boat from the Watching window without counting a lap and recording the time, swipe left on the boat class / sail number row in the Watching window and the boat will be removed.
- 5.5. **Filter Counted:** In the top menu bar there is an option to Filter Counted. Selecting this will show a list of the last 5 boats that had a lap counted in the Competitors window.
- 5.6. **Shorten Course:** To shorten the race course click on the Shorten Course option in the top menu bar.
 - 5.6.1. **Undo Shorten Course:** Long press on the **Lap x of y** text at the top left of the screen to undo Shorten Course

