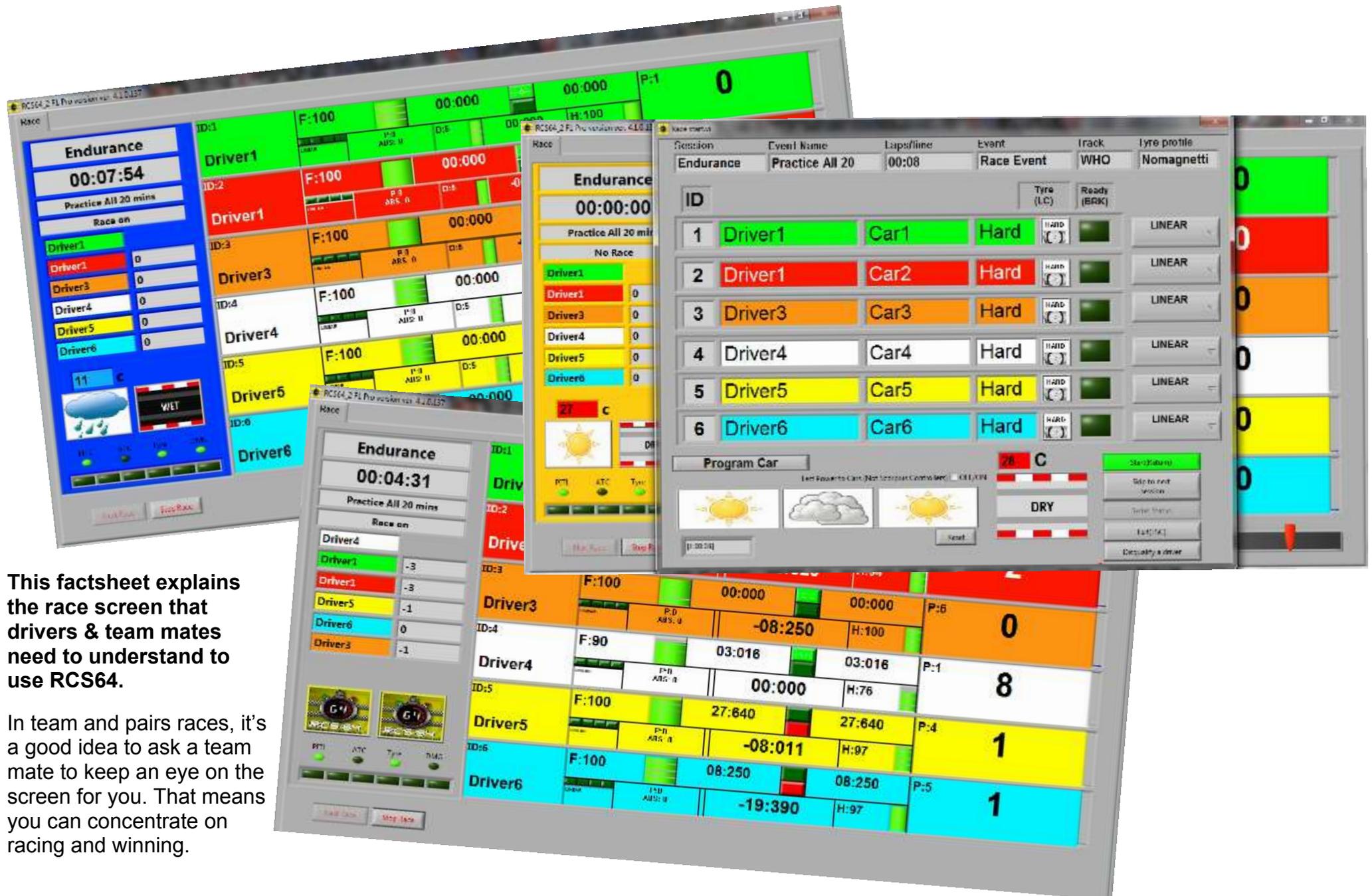


RCS64 race screens



This factsheet explains the race screen that drivers & team mates need to understand to use RCS64.

In team and pairs races, it's a good idea to ask a team mate to keep an eye on the screen for you. That means you can concentrate on racing and winning.

1. Pre-race set-up screen

Depending on what features are enabled, the pre-race screen allows drivers to choose a tyre compound to start the race (using the bottom lane change button) and tell race control they are ready (brake button).

If weather is enabled, then the current track condition, track temperature and an approximate weather forecast are indicated at the bottom of the screen. This data will influence tyre choice and driver order in team races.

The start lights come up when all drivers have lit up the 'Ready' light (brake button) or race control can start the race manually. Race control can also change throttle 'curves' for each driver in this pre-race screen, if requested in advance.

The screenshot displays the pre-race set-up interface. The main window, titled 'Race start.vi', contains a table with the following data:

Session	Event Name	Laps/time	Event	Track	Tyre profile	
Endurance	Practice All 20	00:08	Race Event	WHO	Nomagnetti	
ID	Name	Car	Tyre	Ready (LC)	Ready (BRK)	Profile
1	Driver1	Car1	Hard	HARD (HARD)	<input type="checkbox"/>	LINEAR
2	Driver1	Car2	Hard	HARD (HARD)	<input type="checkbox"/>	LINEAR
3	Driver3	Car3	Hard	HARD (HARD)	<input type="checkbox"/>	LINEAR
4	Driver4	Car4	Hard	HARD (HARD)	<input type="checkbox"/>	LINEAR
5	Driver5	Car5	Hard	HARD (HARD)	<input type="checkbox"/>	LINEAR
6	Driver6	Car6	Hard	HARD (HARD)	<input type="checkbox"/>	LINEAR

Below the table are controls for 'Program Car', a 'Test Power to Cars' checkbox (OFF), a temperature gauge showing 28 C, a weather forecast (DRY), and a 'Reset' button. On the right side, there are buttons for 'Start/Return', 'Skip to next session', 'Spike Status', 'Exit(ESC)', and 'Disqualify a driver'.

The left window shows a 'Race' panel with 'Endurance' and a timer at 00:00:00. It lists drivers Driver1 through Driver6 with their respective status and a temperature gauge showing 27 C.

The right window shows a vertical stack of colored bars (green, red, orange, white, yellow, cyan) representing driver positions, with a red arrow at the bottom.

2. Basic race screen

This shows the early part of a race where none of the extra RCS64 features are enabled. This is the most basic race screen.

The left column (in grey) shows the time left in the race and the race order, plus gaps to nearest rival.

The order of drivers on the main display does not change. Across the top are lap times - last lap on the left, fastest lap on the right. A green light between them indicated a fastest lap of the race. Underneath is the time behind the nearest rival.

On the right is the number of laps completed and, in small type, the position - P:1 through to P:6

The screenshot shows the RCS64 Pro version 4.1.0.137 race screen. The interface is divided into several sections:

- Endurance:** 00:06:47. Practice All 20 mins. Race on.
- Driver List:** Driver6 (selected), Driver4 (0), Driver5 (0), Driver1 (0), Driver1 (0), Driver3 (-1).
- Driver Controls:** PITL, ATC, Tyre, DMG.
- Main Display:** A table showing driver information for six drivers.

ID	Driver	Last Lap Time	Fastest Lap Time	Time Behind Rival	Position	Laps Completed
ID:1	Driver1	04:130	04:130	-00:605	P:5	1
ID:2	Driver1	03:525	03:525	-06:277	P:4	1
ID:3	Driver3	00:000	00:000	-04:130	P:6	0
ID:4	Driver4	17:873	17:873	-09:450	P:2	1
ID:5	Driver5	09:802	09:802	-08:071	P:3	1
ID:6	Driver6	08:423	08:423	00:000	P:1	1

3. Stop & Go Penalty

This screen shows that Driver 4 (white) has jumped the start. A black and grey 'STOP GO' icon covers the left hand driver box.

A jump start happens when the driver pulls the throttle (even a tiny fraction) before the green start light come up. It is not just the first driver who false starts that gets a penalty - everyone who goes too early will get a Stop & Go.

You have three laps to come into the pits and serve a Stop & Go. If you run further, your laps will not count. The car must stop in the pit lane and the black lane change button held until a 5-second timer is displayed. This will count down and, once cleared, you will be able to resume racing. You cannot refuel or change tyres doing a Stop & Go.

ID	Driver	Fuel	Lap Time	Pit Stop	Penalty
ID:1	Driver1	F:100	00:000	S:100	0
ID:2	Driver1	F:100	00:000	H:100	0
ID:3	Driver3	F:100	00:000	H:100	0
ID:4	Driver4	F:100	00:000	S:100	STOP GO
ID:5	Driver5	F:100	00:000	H:100	0
ID:6	Driver6	F:100	00:000	H:100	0

4. Fuel Consumption simulation

This shows a race where both Fuel and Tyre simulations are enabled. We'll look at the Fuel on the left side of the main box.

Fuel levels are indicated by the percentage number - F:100 is a full tank - and the big gauge next to it. The gauge has three lines at F:25, F:50 and F:75. The gauge remains green until F:25 when it goes yellow and then red at F:5. At F:0 the gauge remains red, but a white box with 'Fuel' written in it, partly obscuring the lap total for that car. At F:0 your car will no longer count laps. Your car will continue to drive at a reduced speed and you must pit to refuel.

At WHO/digital, RCS64 will announce "Car 1 - Low on Fuel" when Car 1 reaches F:25. In team and pairs races, it's a good idea to ask a team mate to keep an eye on the gauge for you.

The screenshot shows the RCS64 race control interface. On the left, there is a sidebar with the following information:

- Race:** Endurance
- Time:** 00:04:31
- Practice:** All 20 mins
- Race on:** Driver4
- Driver Status:**
 - Driver1: -3
 - Driver1: -3
 - Driver5: -1
 - Driver6: 0
 - Driver3: -1
- Simulation Settings:** PTL, ATC, Tyre, DMG (all active)
- Buttons:** Next Race, Stop Race

The main display area shows a grid of driver information for six cars:

ID	Fuel (F)	Lap Time	Lap Diff	Time	Time Diff	Position (P)	Score
ID:1	F:100	05:480	-02:215	04:765	H:85	P:2	5
ID:2	F:100	80:994	-08:520	11:109	H:94	P:3	2
ID:3	F:100	00:000	-08:250	00:000	H:100	P:6	0
ID:4	F:90	03:016	00:000	03:016	H:76	P:1	8
ID:5	F:100	27:640	-08:011	27:640	H:97	P:4	1
ID:6	F:100	08:250	-19:390	08:250	H:97	P:5	1

A dashed pink circle highlights the fuel gauge and lap time information for Driver 1 (ID:1).

5. Tyre Wear simulation

This shows a race where both Fuel and Tyre simulations are enabled. We'll look at Tyres on the right side of the main box.

Tyre wear levels are indicated by the percentage number, with a letter in front that depends on the tyre compound used (H, S, W or I), plus a tyre wear gauge to the right of this number. The Tyre gauge has three lines at 25, 50 and 75. For a hard compound, new tyres are H:100, the figure after the H reduces as the tyres wear. The gauge remains green until H:25 when it goes yellow and then red at H:5. At H:0 the gauge remains red, but a white box with 'Tire' written in it, partly obscuring the lap total for that car.

At H:0 your car will no longer count laps. Your car will continue to drive at a reduced speed and you must pit to change tyres.

