RCS64 race screens

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

The first version covers just the basic screen we'll use on 24 May. Other screens will be added for the June Saturday event.
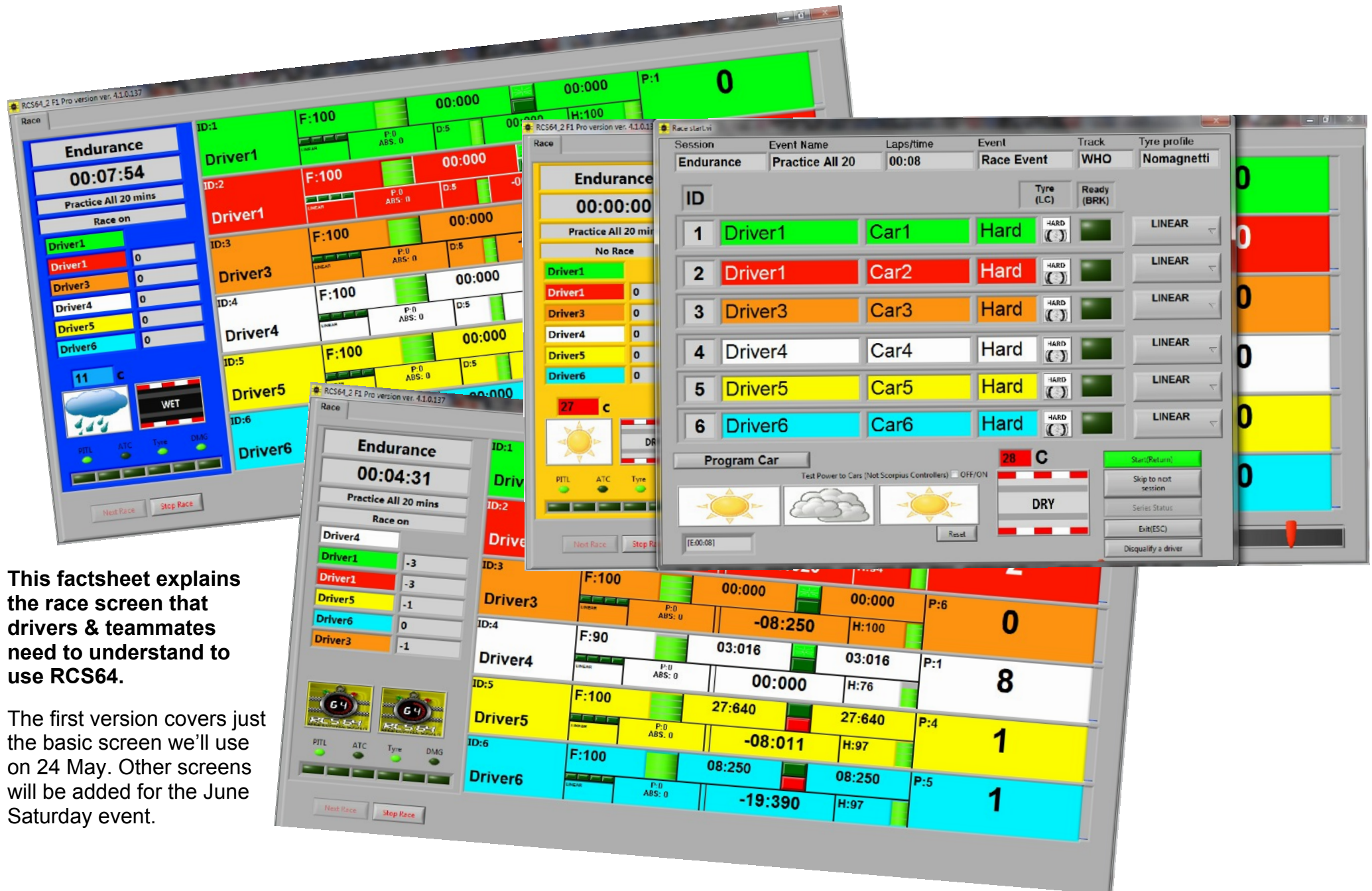
1. Pre-race set-up screen

Depending on what features are enabled, the first 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.
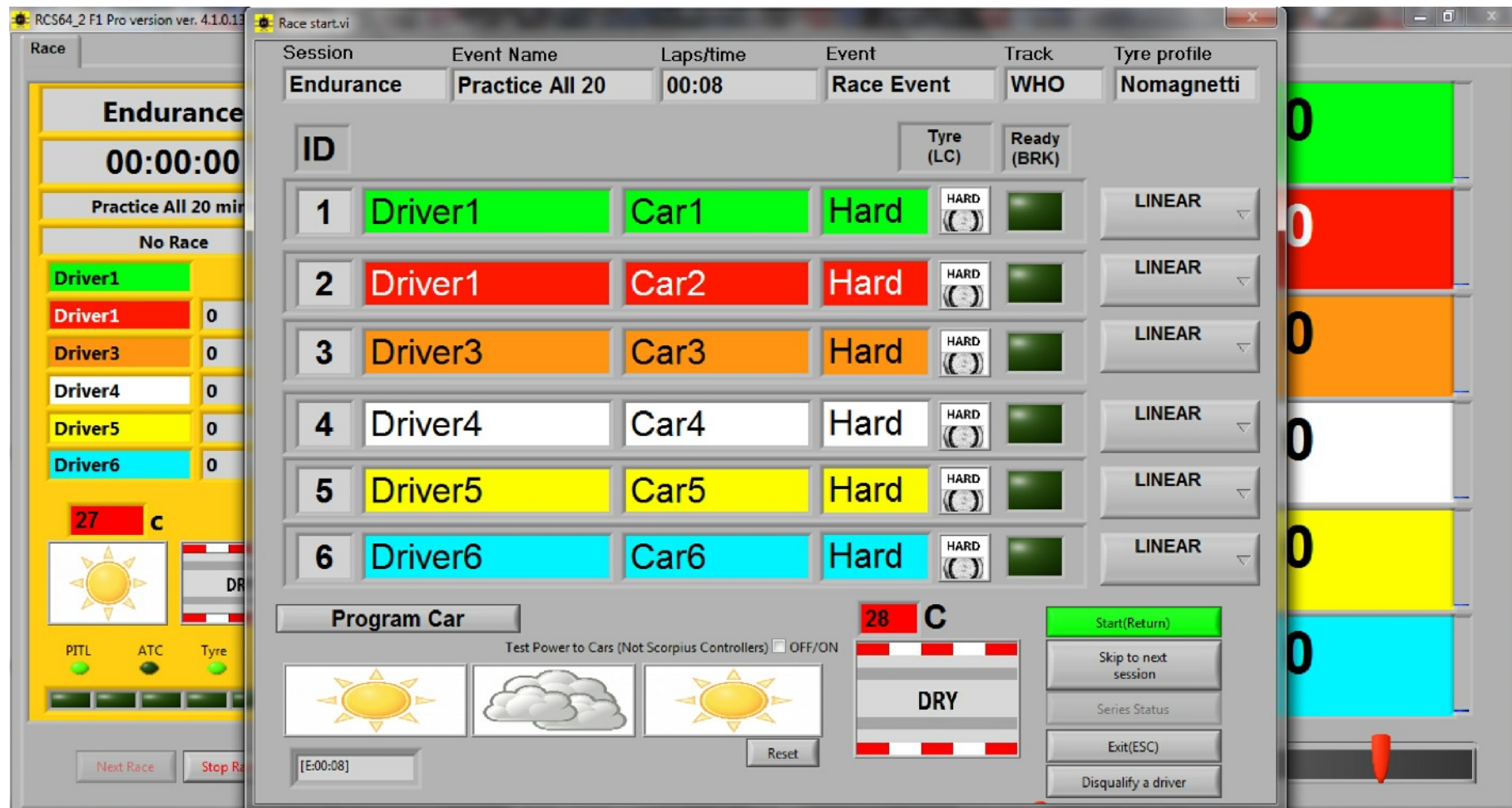
2. Basic race screen
This is the only race screen we will use on 24 May 2017

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