

SYC Race Station PC Instructions

How to Login to Windows 8.1



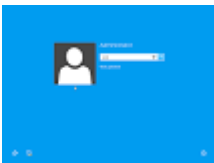
This is called the Lock Screen

Click the Bottom RHS or Swipe the Finger from Bottom RHS towards Top LHS



This is called the Login Screen

Click or Touch Race_Station



Enter Race Station Password **Reaper2** (case sensitive)

On Desktop Click or Touch **Racing Signals**

To Set up a permanent On Screen Keyboard (OSK)

On the Login Screen Click the Ease of Access icon



On the Menu Select On Screen Keyboard



The "Splash" flag display will disappear after 2 seconds.

Click or Touch the Start Sequence

All available sequences will be displayed

There are 4 sequences to choose from
 SYC Single & SYC Multiple are the basic sequences that emulate the current starting system.
 For training purposes, X10 Run the sequences at 10 times the "normal" speed
 Terminate exits the program.

Click or Touch the required sequence

To start a sequence you must enter a start time in 24 hour format in whole minutes.

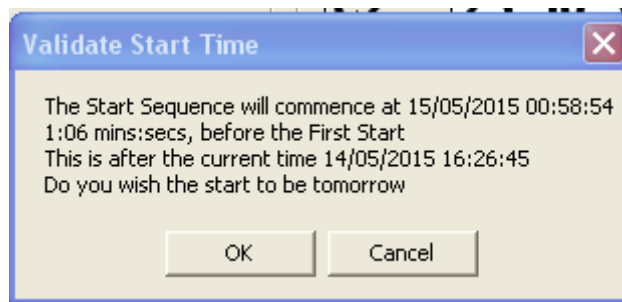
Touch or Click the OSK icon



Enter the Start Time



The First Start Time will be displayed in red until a valid time is entered

The start time must be before the first warning signal time.
 If the First Start Time is into the next day you will see this error message.

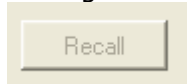


Touch or Click Cancel if the start is not tomorrow.

There are 4 buttons controlled by the start sequence, Postpone, Recall, General Recall and Finish plus a Horn button. A button is only active if it is coloured Yellow or Green. If Clicked or Touched when Yellow, the button will turn Green for the duration of the signal. Clicking or Touching the button whilst Green will terminate the signal.

For example, the first click of the Postpone will raise the Postpone flag making the associated sound signal , the second click will lower the Postpone flag making .

During a start sequence, if a signal is invalid, the associated button will be "grayed out"



The Recall and General Recall buttons are enabled at the Class Start time and will remain enabled for 30 seconds. Clicking or Touching either will make the appropriate Sound and Light signals. The button will remain enabled until the button is Clicked or Touched a second time or 4 minutes has elapsed.

After the last Class has started and Recalls have timed out, the Finish button is activated





Clicking the finish button or pressing <Enter> will create an entry in the Finishing table.

Finish Times	
No	Time
1	13:13:08
2	13:13:12
3	13:13:16

Once a start sequence is running, the only way to reset it is to reload the sequence again and entering a new start time.

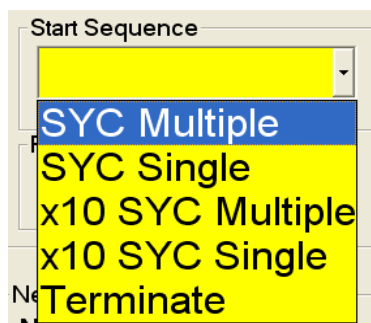
Controller

The icon  is displayed when the PC is connected to the controller, or  when not connected.

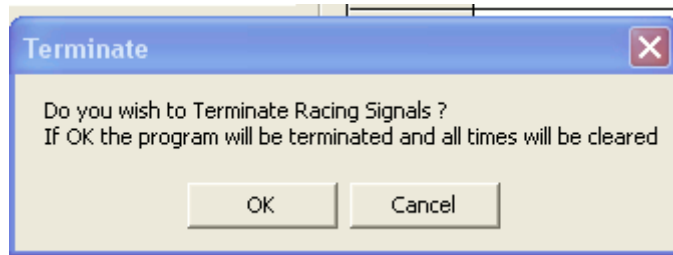
The icon  is displayed if a sound card has been found on the PC.

To Terminate the Program

Touch or Click the Start Sequence



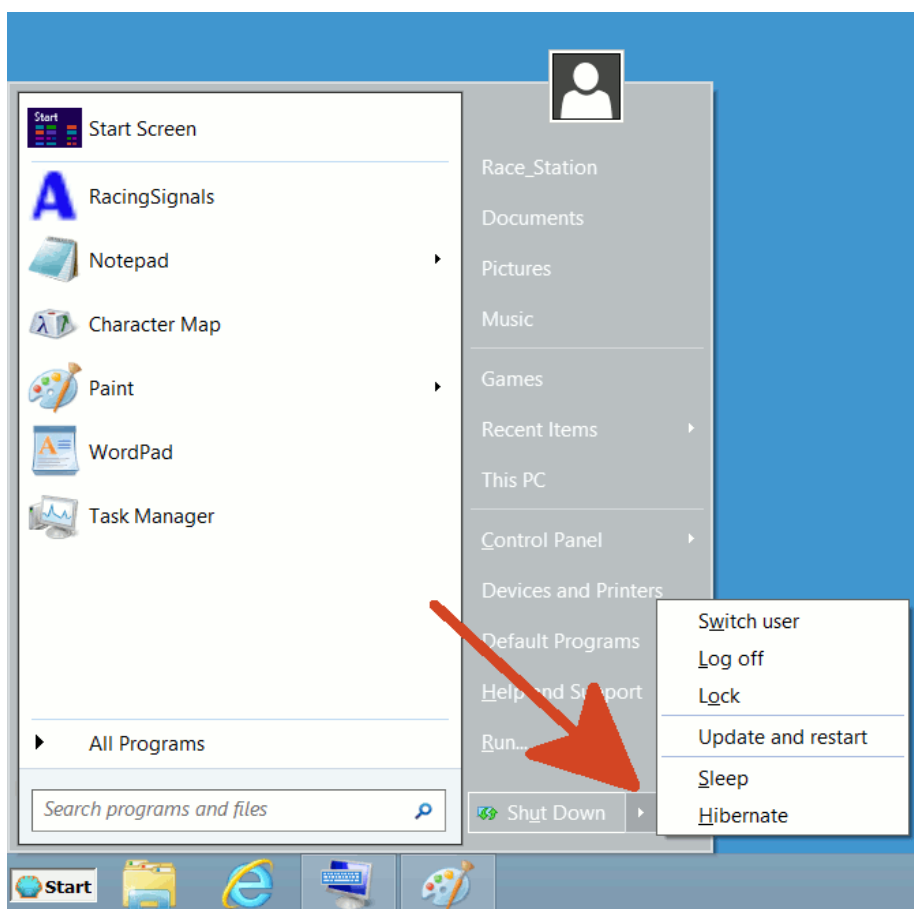
Touch or Click Terminate



Touch or Click OK

Log Off PC

Touch or Click Start



Touch or Click at RHS of Shut Down to bring up selection list

Touch or Click Log Off