HD Speed Screen Installation & Guide

This guide will walk you through how to install and operate Club Speed's new *HD Speed Screen* application, which allows tracks to create and customize multiple channels of content, including live timing slides and a new HD Scoreboard, which can then be displayed on a variety of devices that can support web browsers, including Chromecasts, PCs, and more!

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Installation

After your request for the new *HD Speed Screen* application is processed and installation by Club Speed is complete, you'll be able to find it at:

http://<your_track_url>.clubspeedtiming.com/cs-speedscreen/#/1

Additionally, if you're browsing from the same network as your Club Speed server, you'll be able to reach the site at:

http://<your_server_ip_address>/cs-speedscreen/#/1

The Server IP Address URL is preferred, as local access is much faster. The Track URL address may be needed for tracks with multi-router configurations, or for access away from the track.

Note: By default, the *Speed Screen* URL will point to Channel 1 if no channel is specified. The URL can also be changed to point to different channels. The following example points to Channel 2: http://<your_server_ip_address>/cs-speedscreen/#/2

Once configured, a *Channel* will rotate through multiple *Slides* of content. More on this later on in the document!

Supported Hardware and Resolutions

The new *HD Speed Screen* is a web application, meaning it runs through a web browser by visiting a specific URL. It has been tested on and designed for Google Chrome, and runs best in that browser.

Important: The new *HD Speed Screen* runs best on **Google Chrome!**

You can run the *HD Speed Screen* on almost any device that can take content from Google Chrome and display it on a screen. These can be:

- A PC connected to a TV.
- A Chromecast connected to a TV.
- Existing Wyse terminals.

Performance may vary depending on the age and strength of the device, especially for Slides with special animations and effects.

The HD Speed Screen is supported only at the following HD resolutions:

- 1080p (1920x1080)
- 720p (1280x720)

If the current resolution is less than 1080p, the *HD Speed Screen* will automatically scale down the HD Scoreboard slide to 720p. To use 1080p, set Google Chrome to full screen by pressing F11 on a PC. You may also need to set Google Chrome to full screen if using 720p resolution on a device set to exactly 1280x720, or some content may be clipped.

Important: The new *Speed Screen* requires **720p** or **1080p**!

To use **1080p**, Google Chrome must be set to **full screen** by pressing F11.

To use **720p**, Google Chrome may need to be set to **full screen** as well.



Illustration 1: A Speed Screen running in full screen.

Hardware Setup Examples

Manually running on a PC attached to a TV

- Visit http://<your_server_ip_address>/cs-speedscreen/#/X while on the same network as your Club Speed server, where <your_server_ip_address> is replaced by your server's local IP, and X is replaced by the desired Channel number. Be sure to use Google Chrome!
- 2. Set your PC's resolution to 1280x720 or 1920x1080, ensuring that it matches your TV resolution. (720p or 1080p)
- 3. Set Google Chrome to full screen by **pressing F11.**
- 4. Connect your TV to the PC, and set it to the appropriate input device. (This will vary depending on your TV, PC, and the connection between them.)

Autorun on a PC attached to a TV when the PC boots up

- 1. To configure the PC to boot up without a password, hit Win-R, type netplwiz and hit enter, uncheck the "Require Password" box, and type in the username and password you want to use when it prompts you.
- 2. Create a shortcut to Google Chrome, right click it, and go to Properties.
- 3. Add the following to the end of the Target text box:
 --incognito --kiosk "http://<your_server_ip_address>.clubspeedtiming.com/cs-speedscreen/#/<channel number>", replacing the bold fields as appropriate.
- 4. Drag the shortcut into your Startup folder after saving your changes. When you restart the PC, it should automatically open up the *HD Speed Screen* in full screen mode.

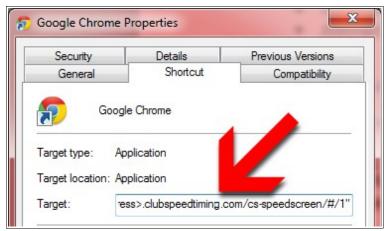


Illustration 2: The "Target" text box in which to paste the information from Step 3. Paste after the text already there.

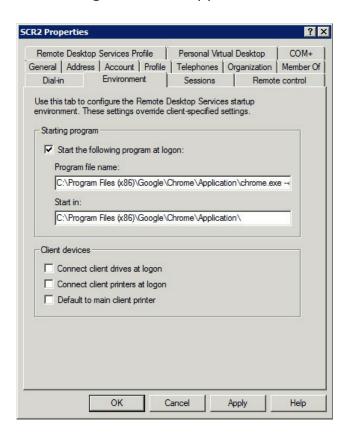
Autorun on a Wyse

This requires help from Club Speed to change "Environment Settings" on server.

Caveat: Each RDP connection must have its own user. Two Wyse devices cannot login under the same username ex: "SCR1".

This happens because Chrome uses one profile per username. Only one profile may be open per session and may not be shared. If you attempt to open a second session, it will login and immediately log off.

- 1. Install Google Chrome on the server (if not already installed).
- 2. In "Active Directory Users and Computers", locate the Speed Screen user that you wish to convert to the High Definition Speedscreen and under this user's properties, locate the "Environment" tab.
- 3. Modify the "Program file name":
- C:\Program Files (x86)\Google\Chrome\Application\chrome.exe --disable-plugins
 --allow-no-sandbox-job --incognito --kiosk
 http://<your_track_url>.clubspeedtiming.com/cs speedscreen/#/<your_channel_id>
- 5. Modify the "Start in":C:\Program Files (x86)\Google\Chrome\Application\



Channel Creation and Configuration

Core Concept

Each display device you connect to a *Speed Screen* can be on a different *Channel*. A *Channel* is a collection of *Slides* that display in a rotation, much like a PowerPoint™ presentation. Slides can include image ads, videos, live scoreboards, top times of the day/week/month, the next racer line-up, and even custom slides of your own!

Channels are created and configured in the Administration Panel. To reach the *HD Speed Screen* settings:

- Log into http://<your_track_url>.clubspeedtiming.com/sp_admin using your credentials.
- 2. Click the *Speed Screen* tab. (This is the same tab that controls the old Speed Screens.)

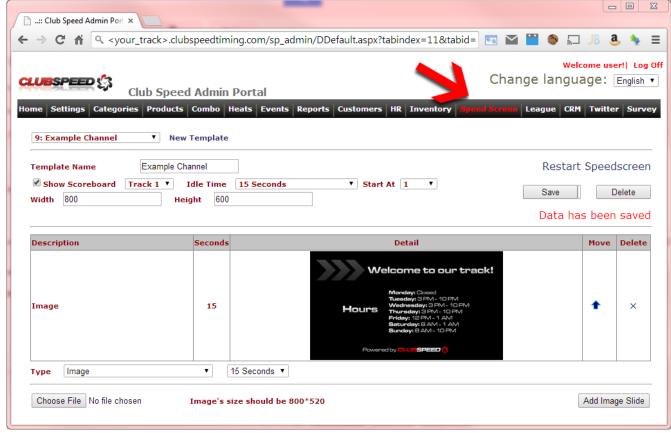


Illustration 3: Speed Screen tab in the Administration Portal.

The *Speed Screen* tab allows you to select, create, and delete *Channel* templates. Once a *Channel* template is selected, you can add, edit, remove, and re-arrange *Slides* that will be rotated through in that *Channel*.

Creating a Channel

- 1. Click the "New Template" link. The page will refresh with your new channel.
- 2. Edit the Template Name, which by default will be "New Template".
- 3. Click the "Save" button to apply your changes.

Note: Your channel number is listed next to the channel name in the dropdown menu.

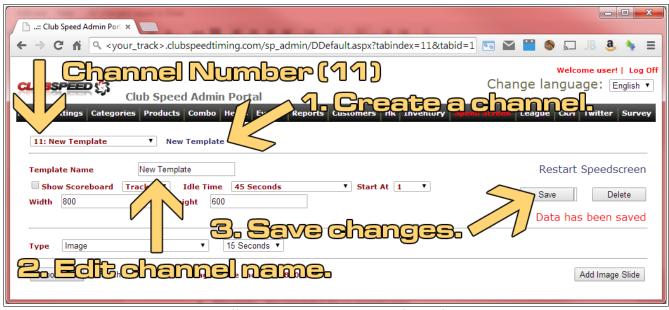


Illustration 4: Creating a Channel.

Assigning A Scoreboard

Each *Channel* can be assigned to one or more Scoreboard slides. If a Channel is assigned to a Scoreboard slide, it will stop whatever it was doing and go straight to the Scoreboard slide if a race starts.

To assign the first Scoreboard to a *Channel*:

- 1. Check the "Show Scoreboard" box.
- 2. Select the Track that the Scoreboard should apply to.
- 3. Set the Idle Time (the amount of time the Scoreboard will show the final results of a race before the *Channel* resumes going through the other slides).

4. Click Save.

You can ignore the width, height, and Start At fields, as they apply to the old Speed Screen.

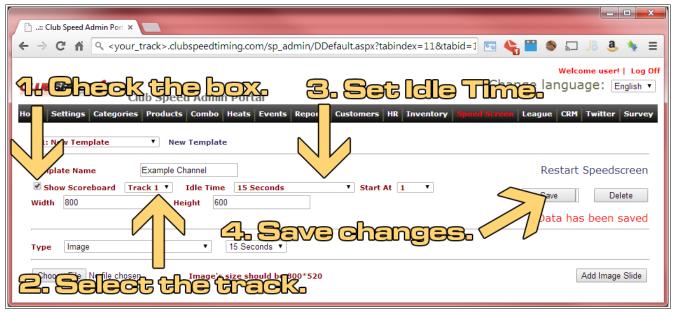


Illustration 5: Assigning the first Scoreboard to the Channel.

If you want to add multiple Scoreboards at different tracks (so a single *HD Speed Screen* can listen for potential races at multiple tracks simultaneously), you can do so by adding Scoreboard slides as you would any other. More details to follow.

For advanced Scoreboard configuration, see the Advanced Configuration section below.

Adding a Slide

While there are many different types of slides (listed in the next major section), the steps are largely the same:

- 1. Select the Slide Type. For this example, we'll pick an Image.
- 2. Enter any required information. For this example, it's how much time the image should stay up, and a "Choose File" button to actually select the image.
- 3. Click the Add Slide button.

Once a slide is added, any running *HD Speed Screens* will update themselves within a minute. You can also refresh them by hitting F5 to trigger an immediate update.

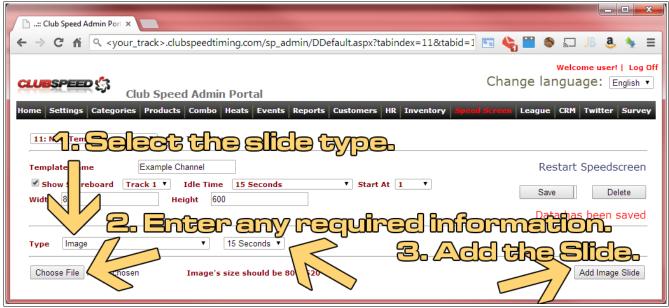
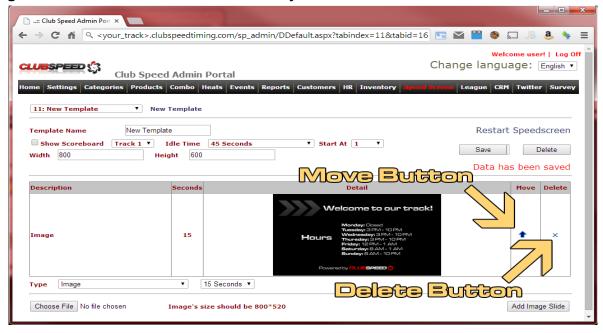


Illustration 6: Adding a Slide to the Channel.

Note: Ignore the message about the image resolution; that's for the old Speed Screen. For the new Speed Screens, you'll ideally want an **1920x1080** resolution image for image slides, although you may go down to 1280x720 for 720p displays. The image should be in **landscape** orientation, and will be stretched to fill all available space if it's smaller than the display.

Deleting or Moving a Slide

Once a slide has been added, simply click its corresponding Move or Delete buttons to change their order or remove them entirely.



Advanced Scoreboard Configuration

For even more customization of the Scoreboard slide:

- 1. Log into your Club Speed Server.
- 2. Go to c:\clubspeedapps\cs-speedscreen
- 3. Open config.js in Notepad.

You can change the following options to either true or false:

- showTimer: This controls whether or not the scoreboard hows laps remaining or the time remaining at all in the top-right corner. Defaults to true.
- showHeatNumberInsteadOfRaceTime: This controls whether or not the scoreboard shows the current Heat Number instead of the time the race is scheduled for. Defaults to false.
- disableNextRacers: This controls whether or not the "Racer Lineup" mode is prevented from appearing in the Scoreboard slide when a race isn't running.
 Defaults to true. This is mostly used for screens that just want to stay on the Scoreboard slide.
- disableNextRacersTab: This controls whether or not a sliding "Next Racers" tab is prevented from appearing on the right-hand side of the scoreboard during a race. Defaults to false.

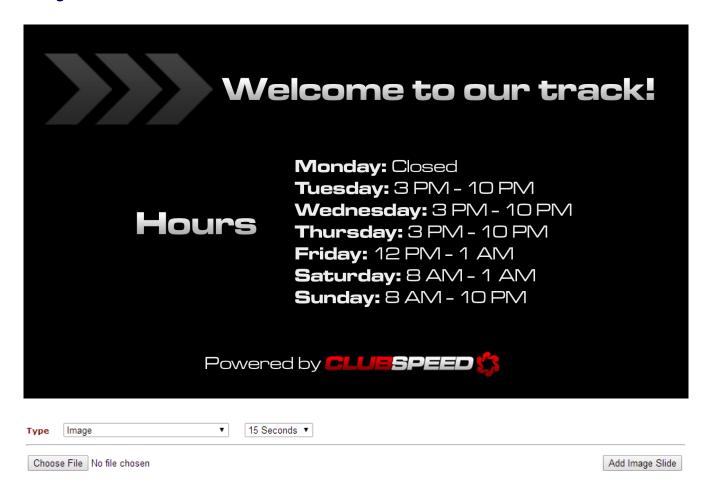
Important: Do not modify apiURL or apiKey!

Supported Slide Types and Options

Text Slide

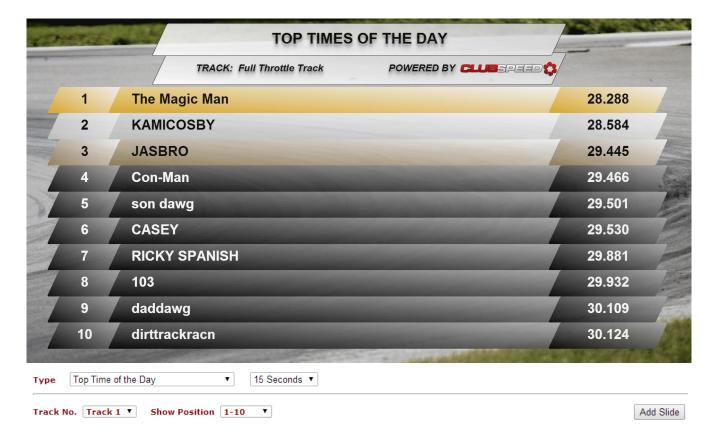
Under development.

Image Slide



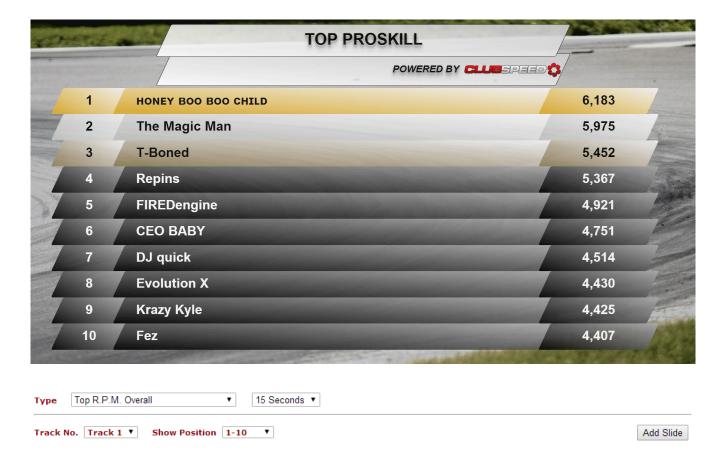
Recommended resolution: 1920x1080 or 1280x720. **Settings:** Duration to display, the image file itself.

Top Times of the Day/Week/Month/Year Slide(s)



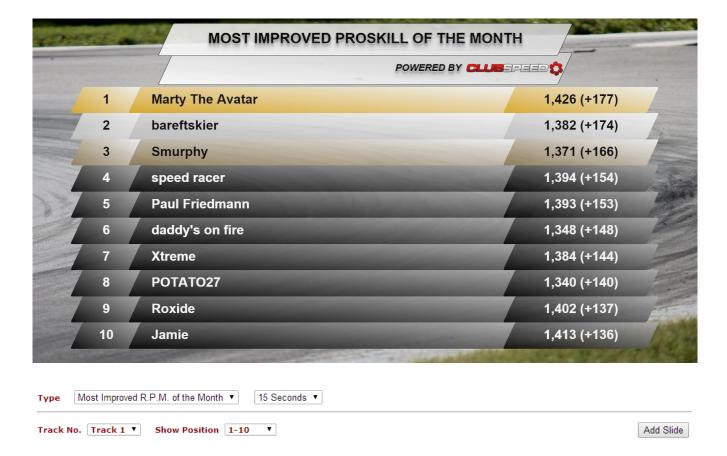
Settings: Duration, Track number, positions to display.

Top R.P.M Overall (AKA Top ProSkill) Slide



Settings: Duration, Track number, positions to display.

Most Improved R.P.M (AKA Top ProSkill) (Month/Year) Slide(s)



Settings: Duration, Track number, positions to display.

Schedule Slide

Under development.

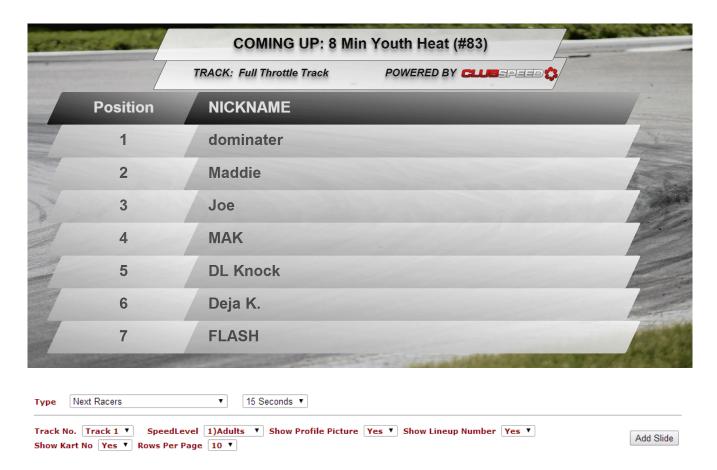
Video Slide

Not directly supported by the *HD Speed Screen*. However, you can use the HTML slide (see below) and pass it a URL to a video file that ends in .mp4, .m4v, .webm, or .ogv. It then automatically convert the HTML slide to a functional video slide, and will auto-play the video.

Camera Slide

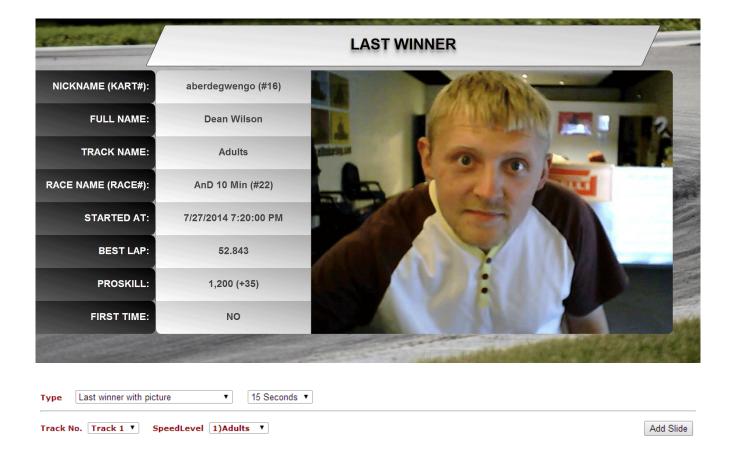
Not currently used by the HD Speed Screen.

Next Racers (or Next Next Racers) Slide



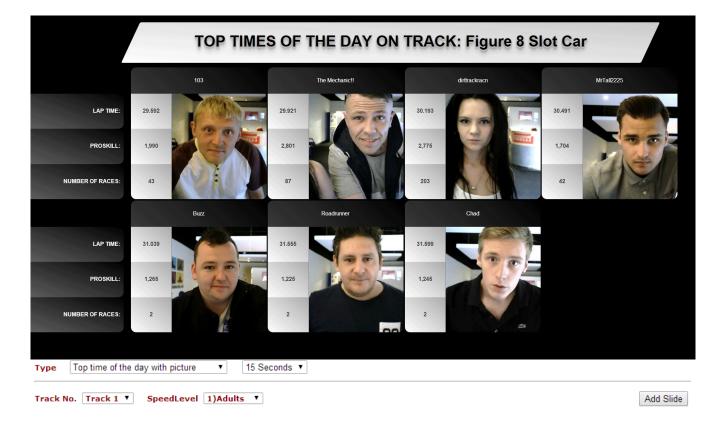
Settings: Duration, Track number, Speed Level, whether or not to show a profile picture, whether or not to show the lineup number, whether or not to show a kart number. Rows per page is not used by the new *HD Speed Screen*.

Last Winner with Picture Slide



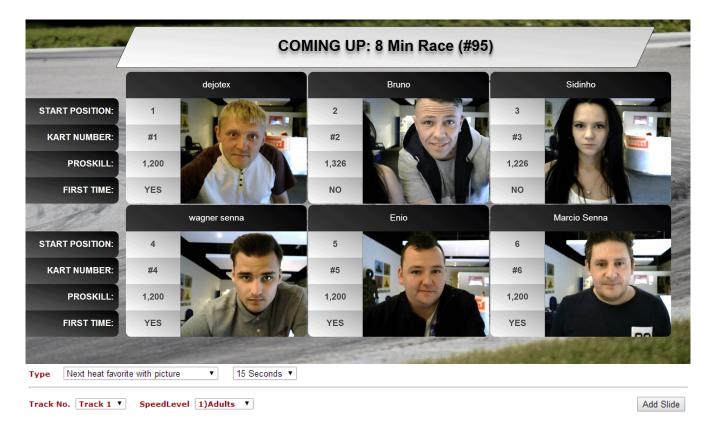
Settings: Duration, Track number, Speed Level.

Top time of the day with picture Slide



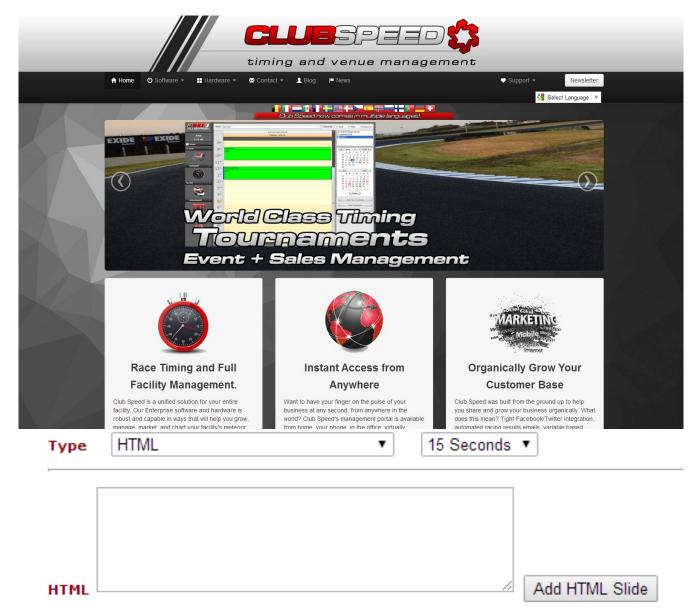
Settings: Duration, Track number, Speed Level.

Next heat favorite with picture Slide



Settings: Duration, Track number, Speed Level.

HTML Slide



Settings: Duration, HTML content.

Usage: If the HTML content contains a link to a video, it will become a video slide. If it has a link to a non-video URL, it will load that content as an iframe. If it has inline HTML, at the moment that is not supported by the *HD Speed Screen*.

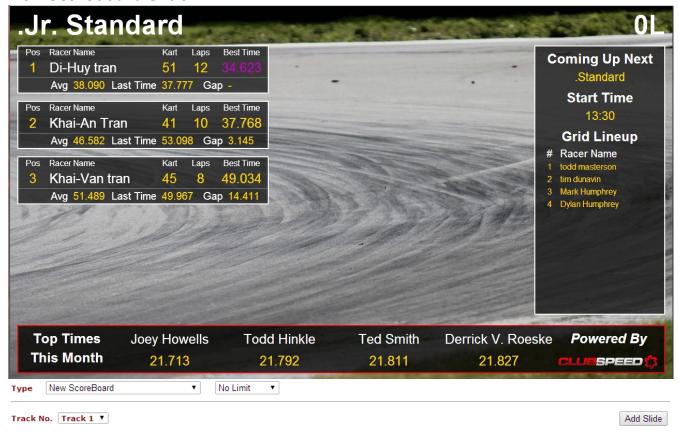
Flash Slide

Not supported by the HD Speed Screen.

Event Screen Slide

Under development.

New Scoreboard Slide



Settings: Duration, Track number

Usage: This is the same as the global scoreboard that can be set up at the top of the current Channel's settings page. If you add multiple scoreboards at different tracks, then the *HD Speed Screen* will automatically switch to the scoreboard for any of those tracks if a race has begun, and will switch away when the race is over after the specified duration.

Important: The *HD Speed Screen* does **not** support *simultaneous* races on multiple tracks on the same Channel/display. Please configure each Channel with a separate track and assign them to different displays if simultaneous races are occurring.

Previous Race Result Slide

Under development.

Previous Previous Race Result Slide

Under development.

Advanced: Custom Slides with the API!

With the use of your track's public API (http://<your_track>.clubspeedtiming.com/api), you can create your own slide as an HTML page, then simply create a HTML slide (see above) and put in the URL of that page as the content.

When the *HD Speed Screen* gets to that slide, it will automatically load that URL's content as a full screen iframe.

Troubleshooting and Frequently Asked Questions

Can I use a custom background for the Speed Screen?

This feature is coming soon!

I'm Getting a "404 – File or directory not found" page!

Double-check the URL for any typos. Make sure you substituted <your_track_url> for your track's subdomain!

If the problem persists, please contact support at support@clubspeed.com, or via telephone at 877-751-3200.

My Speed Screen is stuck!

You may have encountered a temporary loss of internet connection to the Speed Screen. Try refreshing by hitting F5. If the problem persists, please contact support at support@clubspeed.com, or via telephone at 877-751-3200.

I think there might be a problem with the channel API!

You can take a peek at the Channel API call directly (in JSON format) and see what's going on.

The URL pattern is as follows (you can replace the **1** with any other channel number): http://<your-track>.clubspeedtiming.com/api/index.php/channel/**1**.json?key=cs-dev

I think there might be a problem with a specific slide not loading!

Check the Channel API call (see above), and copy/paste the URL to that slide to see what's happening.

I think the app isn't updating itself anymore!

It's possible a local change was made that is causing the app to not pull latest changes from the server that hosts the files. Log into the Club Speed server, open up a Command Prompt, go to c:\clubspeedapps, and execute update.bat. If you get an error

message about files having been changed and preventing an update, **make a backup of the entire folder**, then try deleting those files and re-executing update.bat.

It's also possible that the FireDaemon service isn't set to Automatic. Check for a "ClubSpeedAppsUpdater" FireDaemon service.

I'm having another problem not described here!

Please contact support at support@clubspeed.com, or via telephone at 877-751-3200.