

# RCCrewChief User's Manual

## Welcome to RC Crew Chief V4

Welcome to the world of RC Crew Chief. This program allows you to simulate the performance of RC cars and the impact changes to the setup will have on handling and acceleration. Comparing program results to track testing you will improve your setup and your abilities to tune your setup to track conditions.

Let's get started.

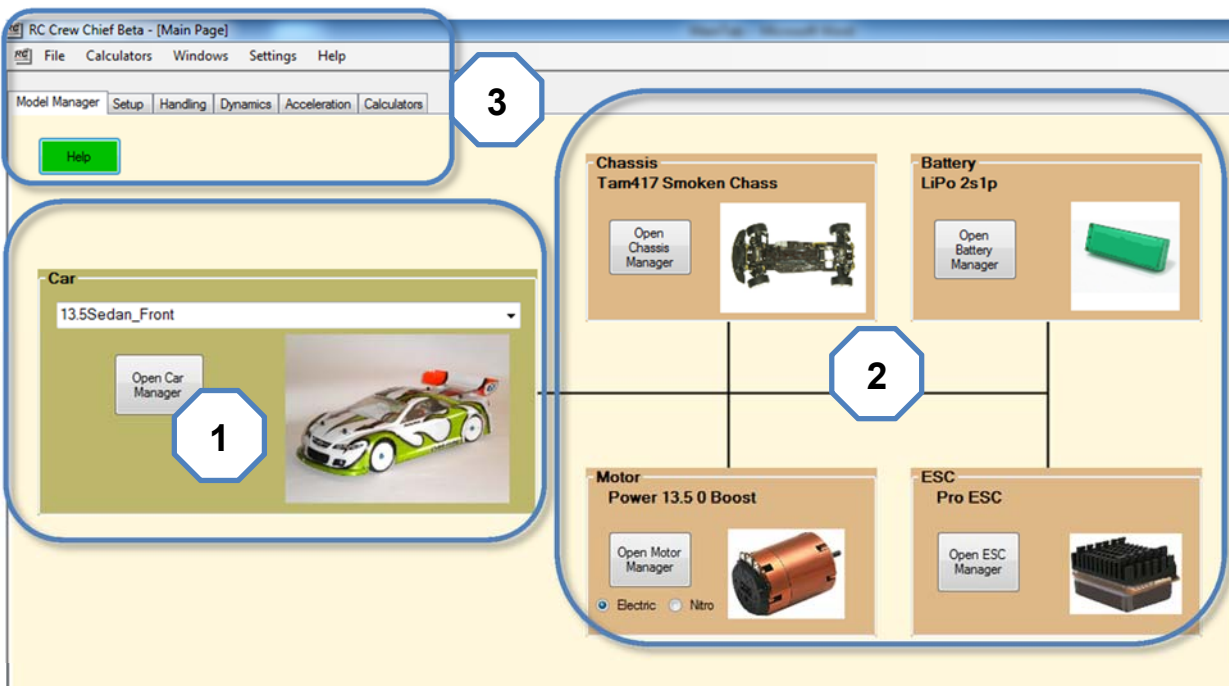
## Main Page

The Main Page is the central page that provides access to the Model Managers, simulations and calculators. If you ever get lost open the Main Page to get back to the start. There are six Tabs at the top of the page to provide access to the various functions. We'll look at each tab in the order of appearance.

## Model Manager Tab

Below you will see the Build Car tab of the page that opens when you start the program. This page provides access to the tools to save and analyse your RC Car setup.

Three main areas are boxed below:



## Area 1 - Car Manager

You build cars as you do real RC Cars, by assembling a Chassis, Motor, Battery and ESC. We take a closer look at how to do this in the Car Manager Help section. For now we'll assume the car we plan to work with is listed in the drop down box so just select

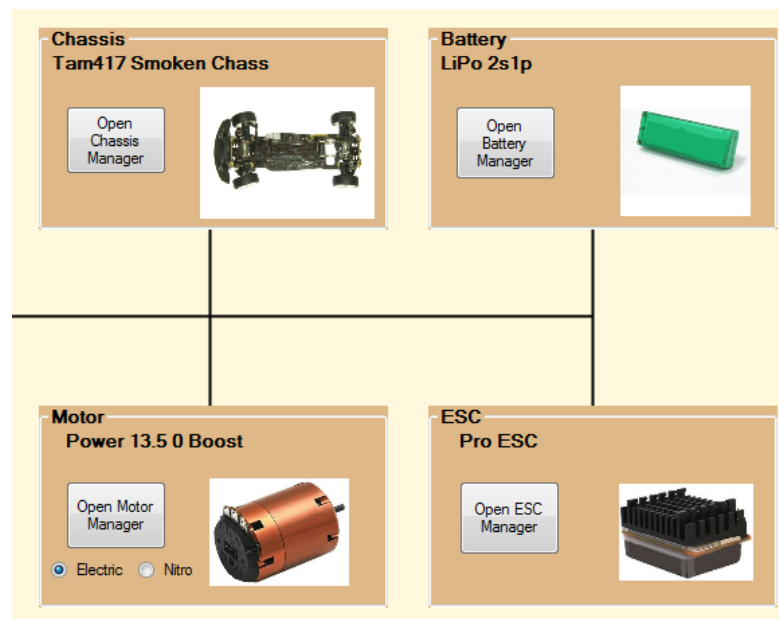


one and no need to do anything more on this page. Just move on to Step 2.

If you need to assemble a new car or edit a car then click the **Open Car Manager** button to open the **Car Manager** page. See **Car Manager Help** for more information.

## Area 2 – Component Managers

Each of the car component graphics displays the name of the Chassis, Motor, ESC or Battery model that makes up the currently selected car. If no name is displayed then that component has not been assigned to the Car and one needs to be selected. To



change or select which component is assigned to the current car you will need to **Open Car Manager** and make the necessary changes there.

If the selected Car is Nitro powered the Battery and ESC managers will not be displayed.

Selecting the **Nitro** or **Electric** radio button in the **Motor** section will allow the selected manager to be displayed.

To make changes to the geometry or properties of one of the components click on the appropriate **Open** ..... **Manager** button. Consult the **Help** section provided in each manager for specifics.

### **Area 3 – Page Selection Tabs**

There are 6 selection tabs displayed at the top of the page. The **Model Manager** tab opens when the program starts. Clicking on any of the other tabs will allow you to

create a chassis setup, analyse the effect of setup changes on handling, investigate suspension dynamics and look at straight line acceleration. The built-in Calculators can also be accessed from here.

Each tab is discussed in detail in the Help file provided on each page.

