



RACE COMMANDER GETTING STARTED MANUAL

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Race Commander revolutionizes FPV racing with a unique pilot handicap system, allowing pilots of all skill levels to compete together! Whether you're a beginner or a seasoned pro, handicaps level the playing field by adjusting after each pilot's first race on a course, making every race competitive and exciting.

Key Features:

- **Pilot Handicaps** ensure fair competition across all skill levels.
- Add pilots and track performance across courses and races.
- Define courses as constants, enabling accurate scoring.
- Organize races into multiple heats, logging lap counts for each pilot.
- View live race stats, including total scores, raw lap counts, and skill-based rankings from Noob to Top Gun.
- Optimized for iPad with split-screen support, so you can run Race Commander alongside an FPV Race Timer app for complete race control.

Race smarter, compete together—download Race Commander today!

RaceCommander Startup

The first screen you will see when you launch RaceCommander is the startup (splash) screen. This screen will show you the version of RaceCommander that you are currently using.



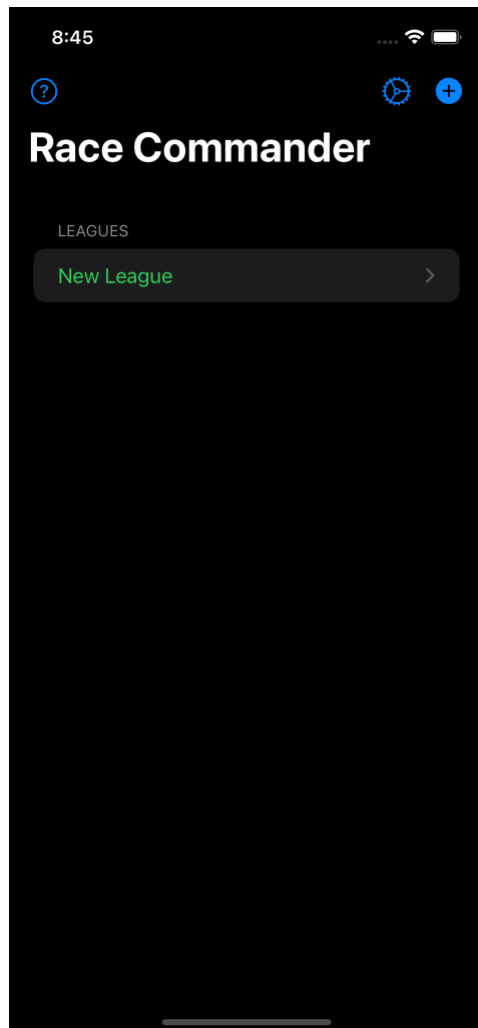
Courses

The Leagues screen allows you to enter a league, which is a grouping of all of the races for a group of pilots. To add a league, touch the circled + button at the top right of the screen. You must add at least one league.



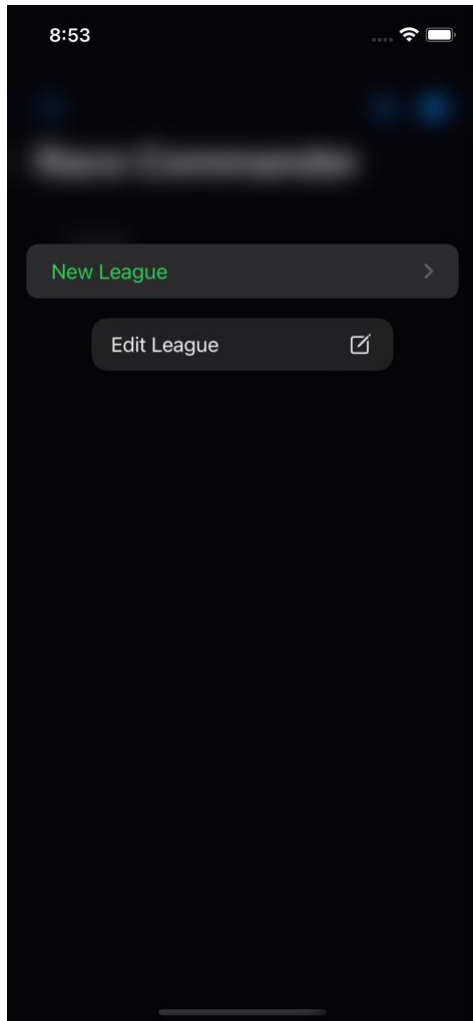
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The screen on the right shows the new league, after adding it by touching the circled + button, entering “New League” (any league name can be used), and touching the Save button.



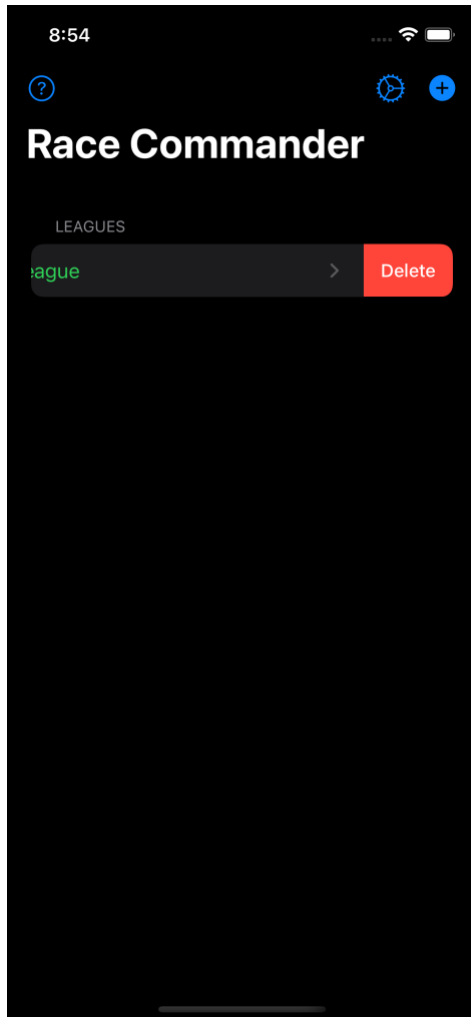
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If you want to edit the name of the league, long touch the league and touch the context menu named “Edit League”.



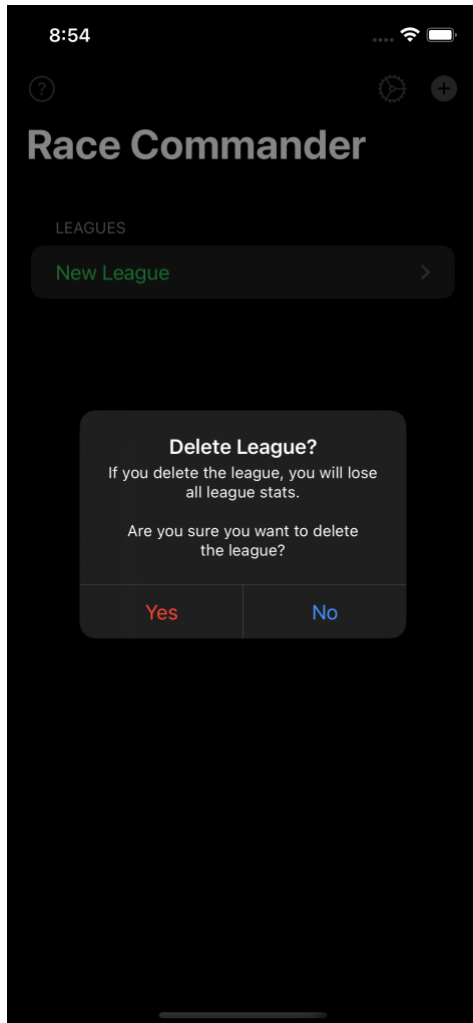
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To delete a league, swipe to the left from the right, over the league and touch the Delete button. This will delete all of the data for this league.



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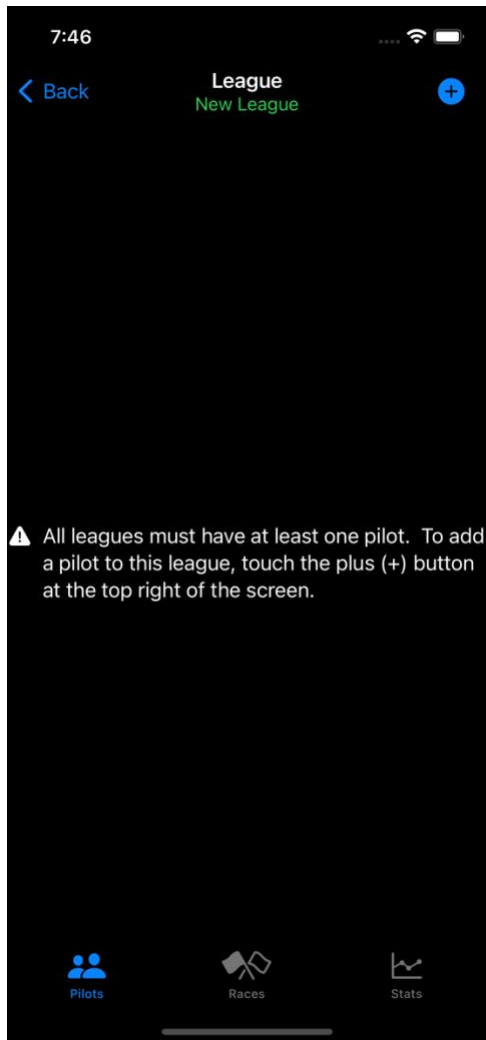
Touch Yes to confirm that you want to delete the league, or No if you've changed your mind or swiped to delete accidentally.



To continue to the league screen, touch the league name in the list of leagues.

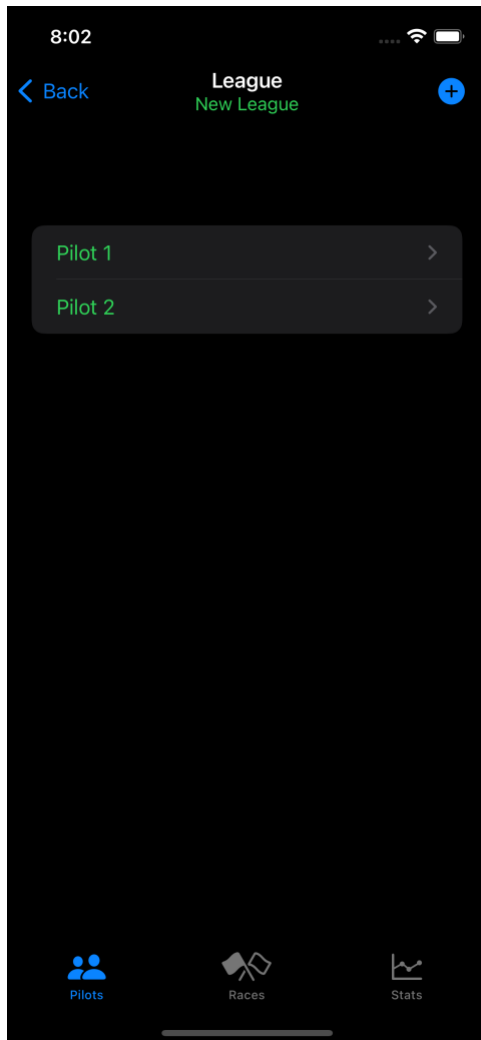
League

In the League screen, you will see three tabs at the bottom of the screen. These tabs allow you to navigate within your league. You add pilots in the Pilots tab, you add races in the Races tab, and you can see the league stats in the Stats tab.



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When you go to your league for the first time, you will be greeted with a message indicating that you need to add at least one pilot. Touch the circled + button at the top right of the screen to add pilots to the league.



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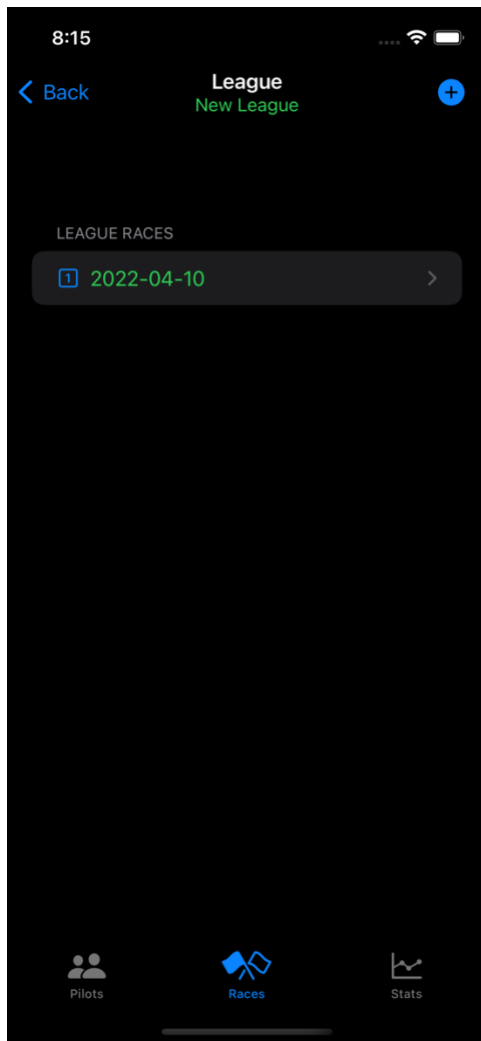
You can edit a pilots name/call sign in the same way you edit a league name. Long touch the pilot's name/call sign and touch the Edit Pilot content menu item.

After adding pilots, you will be able to add races to the league. Go to the Races tab to get started with league races.

Races

Races are groupings of race heats. A heat serves the purpose of a race but allows pilots to race multiple times during a race event in order to generate results based on the average performance of all of a pilot's heats.

To add a race, touch the circled + button at the top right of the screen.



While adding a race, you can change the date and the time of the race.

The race will have a numbered icon to the left of it, indicating how many races the league contains. This also allows you to refer to the race by number.

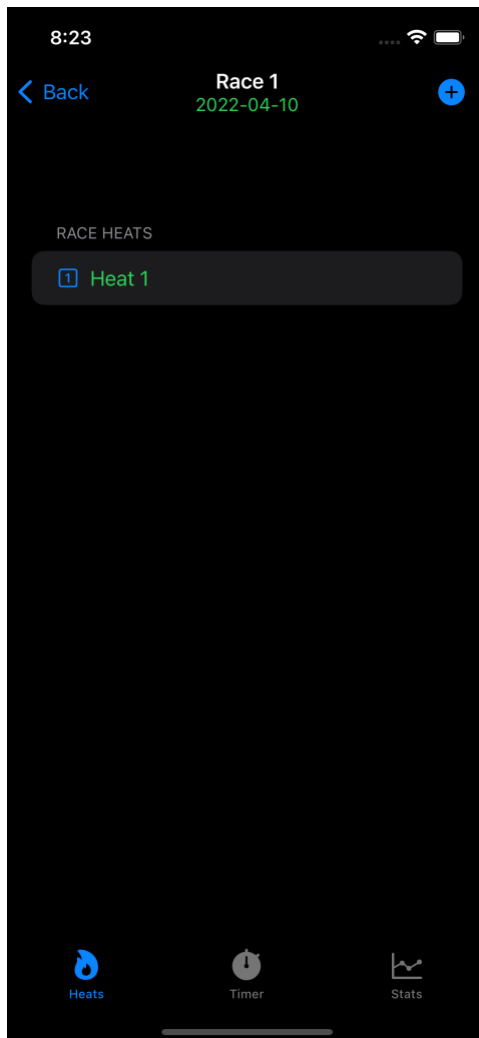
A race indicates a race event. Each race event will contain one or more heats. You do not need to add one race event per pilot race – that's what race heats are for.

To add race heats to a race event, touch the race event you just created. This will take you to the Race Heats screen, where you will see three new tabs at the bottom of the screen (Heats, Timer, Stats).

Race Heats

Each time there is a race within a race event, a heat should be used to capture the results. If you are splitting your heats so many pilots can race without video interference, only one heat is required, and the pilot's results can be entered to the same heat.

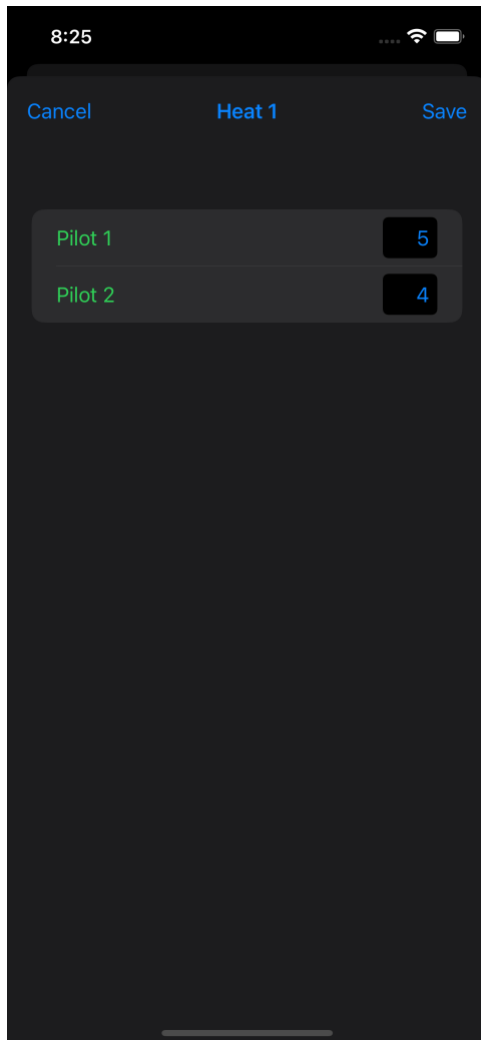
To add a heat, touch the Heats tab and then touch the circled + button at the top right of the screen.



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The heats are named and numbered for easy reference.

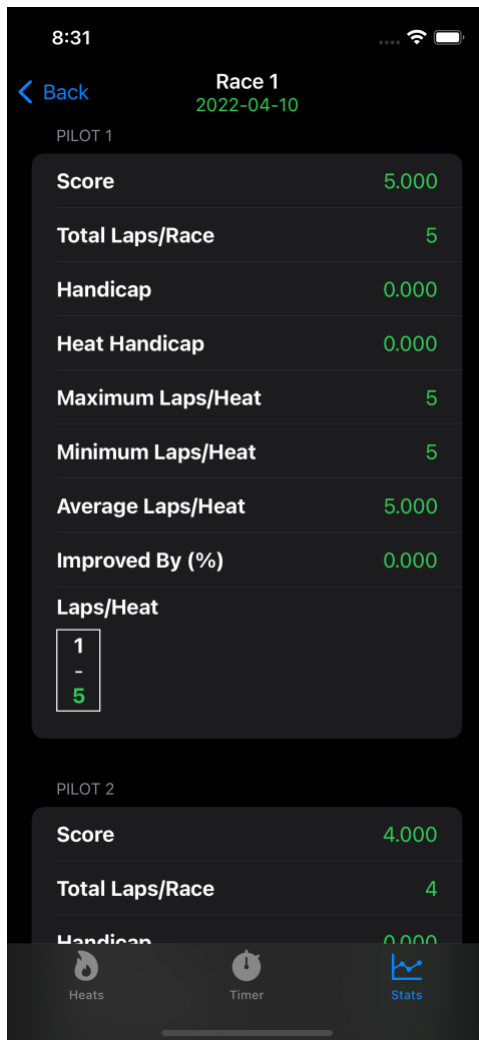
When it comes time to enter the pilot lap count for a heat, touch the heat name/number and enter the lap count for each pilot.



After saving each pilot's lap count, you will be taken back to the Race Heats screen, where touching the heat will allow you to further edit lap counts.

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To view the stats of the race event, touch the Stats tab at the bottom of the screen. Stats will accumulate and adjust throughout the course of each heat and each race event in a league. The first race event will always result in a zero handicap for all pilots. This is because a pilot's handicap is calculated after the second race event has started. Each pilot needs to participate in one race event in order to have a handicap.



Contact Us

Please send an email if you have questions, comments, or suggestions about FPV Race Timer.

E-Mail: mpscommer@icloud.com