

Table of Contents

Disclaimer	
Stint Analyzer	
About Me	
Donations	
Special Thanks	
Stint Analyzer Main Screen	5
Add/Remove Friends	6
File Menu	6
Stint Summary	8
Compare 2 Stints	
Export Selected to CSV and Export All	10
Clear	11
Graph Selected	11
Take Screenshot	12
Discord Integration	13
Creating Discord Bot	20
Variable Placeholders	24

Disclaimer

This SOFTWARE PRODUCT is provided by THE PROVIDER "as is" and "with all faults." THE PROVIDER makes no representations or warranties of any kind concerning the safety, suitability, lack of viruses, inaccuracies, typographical errors, or other harmful components of this SOFTWARE PRODUCT. There are inherent dangers in the use of any software, and you are solely responsible for determining whether this SOFTWARE PRODUCT is compatible with your equipment and other software installed on your equipment. You are also solely responsible for the protection of your equipment and backup of your data, and THE PROVIDER will not be liable for any damages you may suffer in connection with using, modifying, or distributing this SOFTWARE PRODUCT.

Stint Analyzer

What is Stint Analyzer? I developed Stint Analyzer mostly as a tool to be used for practice sessions to compare different setups as well as compare other drivers lap times against our team. Our team likes to work more on long run setups vs. short run and wanted to compare against others in sessions. Stint Analyzer will show different buckets (averages) of lap times for a Stint. I consider a Stint the time from when you leave pit road until you either pit and leave pit road again or reset your car. This application developed around oval asphalt racing so it might not be suitable for other forms of racing although should function either way. Some of the screen shots were done with AI racing. So, for example you cannot add an AI driver as a friend but used for screen shot purposes only.

About Me

I'm not a Windows Software Developer so there are probably some bugs in the application. Although I try to make sure this software is bug free very hard to account for every situation this software will be used or every computer system that the software will be used on especially internationally.

Donations

First of all, not looking to make money off of this, but if you would like to support the effort you can make a Paypal Donation at https://www.paypal.com/paypalme/lmRickyT. Also, you can follow or subscribe to my Twitch channel at http://twitch.tv/imrickyt. I really do not want to make this a paid application because I'm not a professional windows programmer, it probably has bugs in the application like all programs do, and if you are paying for a product then you expect excellent service and this is not a full-time job for me. Even if you don't donate, a follow on Twitch would be appreciated. Also, I have a YouTube channel which will have some how-to videos. https://www.youtube.com/playlist?list=PLLpAgIryinSo6AfwFo7t95zvPNx-0ZTw9

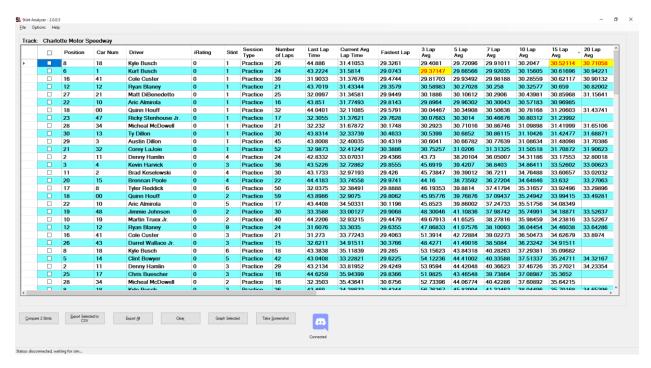
Special Thanks

Special thank you to all the guys over at Team Crixus for testing, making suggestions, and using this tool. Also had a few other testers as well thank you guys as well for the feedback and testing.



Stint Analyzer Main Screen

The main screen will show all the drivers in your run group and update as they are making laps. It will only show drivers that make laps while you are in the practice session and will start counting once you get into the session. It cannot go back and look at previous laps before you joined the session. If you double click on a row it will show a <u>summary screen</u> for that stint with some basic information. Your laps will show more information on the summary than others remote drivers.



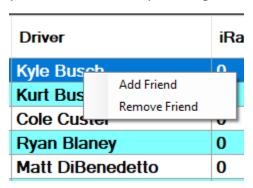
You can see the different lap average columns. These are a fixed number of averages and not customizable. You can sort on each of the column headings as well. The fastest laps in each column will be highlighted in yellow. As you scroll over to the right you will see for your stint the setup that was used during this run.

More information about Discord later but also from this screen you can click the Discord Icon to go into the Discord Setup Screen.

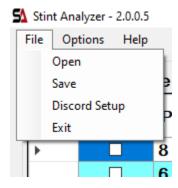
There are action buttons at the bottom that will be covered later in this document.

Add/Remove Friends

If you right click on any line in the grid you can Add/Remove someone as a friend. This will sort your friends to the top of the grid.



File Menu

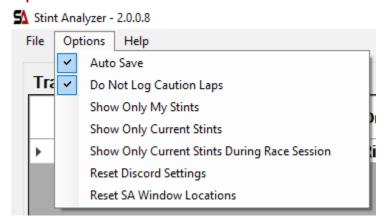


From the File menu, you can Open/Save a session so that you can re-open it later. When you click Save it will show you a File Dialog box to let you choose where to save the file. The file will be saved in a JSON (text file) format. The default folder is you Documents folder \StintAnalyzer. If you change to a different folder this will become your new Default Folder as it remembers the last place you save files. This file names start with the track name, car name, and either a small description of the file and/or timestamp from the session to help you track the files a little easier.

You can click Discord Setup to setup the Discord Integration. More on this later in this document.

Exit will close the program.

Options Menu



Autosave will automatically save the session to your Default Folder when the program closes or when a new session starts (ie going from practice/qualify/race). This file will be saved in your Documents Folder/StintAnalyzer be default.

Do Not Log Caution Laps will not log the lap times under caution. This will help not skew the lap averages while pacing. Although this tool is mostly meant for practice this will help no have large swings in lap times.

You have 3 different view filters you can set.

Show Only My Stints will just show the laps you are running. All other lap times for other drivers will still be recorded but only yours will be shown.

Show Only Current Stints will show just the last stint a driver is currently on. When a new stint is started that stint will be replaced with a new stint.

Show Only Current Stints During Race Session is same as Show Only Current Stints but will automatically be set on when the session turns to race. This is so during practice you might want to leave all stints showing but during the race maybe only show the current stint to make the screen less cluttered.

You can also reset the Discord Settings. This is a fail-safe in case something gets messed up this will set everything back to default.

And Reset the Windows Locations. This might come in handy if you move the Windows off the screen. The program remembers where you place the windows and should set them back to the defaults

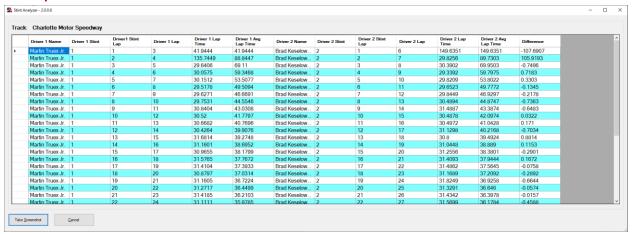
You will notice a Stint Analyzer Icon in your system tray while the application is running. You can right click on this icon to reset your windows locations as well.

Stint Summary

Double clicking on a line in the grid will bring up a Stint Summary. This stint summary shows more information for the players car than it does others. For example, Tire Wear/Temps/Water Temps/Oil Temps/Fuel are not shown for other drivers. RPM is provided by iRacing. Speed for other drivers is calculated based on time/distance traveled so it might be a little different than what you might see on the replay screen but should be fairly close. The players car speed is provided by iRacing. Also a grid showing the individual laps and information for that stint. Remember your car provides more information line Water Temp, Oil Temp, Fuel Used, Tire Temps. iRacing does not provide certain information for other players cars.



Compare 2 Stints



From the main screen you can select 2 stint by placing a check mark in the check box and clicking Compare 2 Stints. It will just choose the first 2 stints it comes to. If you select more than 2 it will just use the first 2 it comes to. It will show you the difference between the first stint to the second stint with a lap time difference.

Export Selected to CSV and Export All

Export Selected to CSV and Export All will write out a CSV file for all the stints that have a check mark beside them or all stints. This will include lap times by each lap. This also shows more detail than the stint Summary.

I attempt to show tire temps at the end of each stint and also show max/min speed/water temp/oil temp/rpm/brake/throttle/steering angles information for each lap. Some of this is experimental so take it with a grain of salt if you see something wrong (i.e. 5000 mph or steering angle that is upside down).

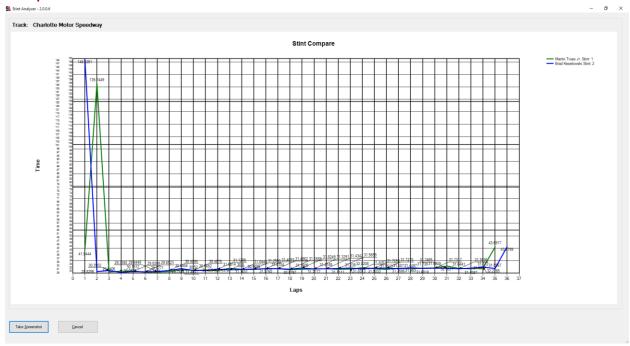
This can be used to open in Excel or Google Sheets and do your own graphing or calculations on. Once you click the Export Selected a File Dialog box will open asking you to save the CSV File. The following columns will be exported to the CSV file.

Driver
Stint
Stint Lap
Lap
Lap Time
Avg Lap Time
Track Temp
Session Type
Tire Wear
Tire Temp
Fuel Left
Fuel Used
Max Fuel Level
Min Water Temp
Max Water Temp
Min Oil Temp
Max Oil Temp
Min Rpm
Max Rpm
Min Speed
Max Speed
Min Throttle
Max Throttle
Min Brake
Max Brake
Min Steering
Max Steering
Setup Name

Clear

Clear will clear all the data to let you start collecting data again.

Graph Selected



Graph Selected will graph the laps you place a check mark by. And display in a nice tidy graph. Excel might have some better graphing options but this will allow you to visually see if a stint was faster than another. You can select several laps on the graph by placing you mouse on a lap and left clicking and dragging to the right like you would a selection. Also you can use your mouse wheel to zoom in and out on sections of the graph.

Take Screenshot

You will notice the Take Screenshot button on most of the screens. This will allow you to create a PNG file of the current screen. This will open a file dialog box and allow you to save to any folder or the default folder /Documents/StintAnalyzer. If you enable Discord Integration it can automatically upload to Discord.

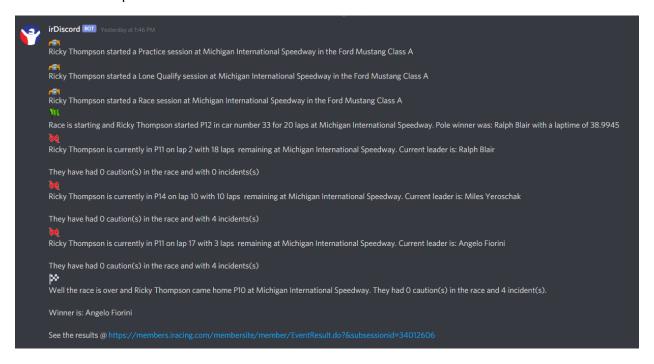


Discord Integration

Before continuing, if you do not want to integrate Stint Analyzer with Discord then you do not need to do anything on the Discord Setup screen.

Discord Integration allows the user to setup a Discord Bot on a Server they own to upload attachments and race updates.

Race updates are sent periodically while you are in a session. For example, at the start of a session a message goes out and each time that session changes. You can set up an interval in minutes to give in race updates to your progress. Messages like below might be sent to your Discord Status Update Channel.

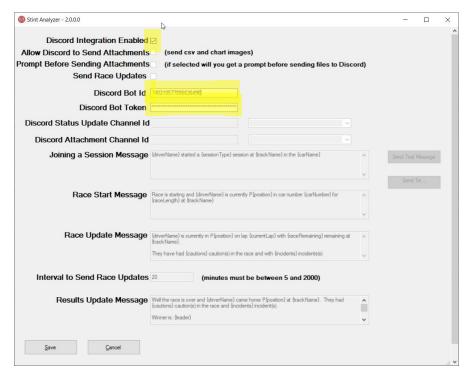


The way our team uses the data attachment is after we run practice sessions, we upload the CSV files to our Discord Server and analyze the data. They can use Excel or Google Sheets to open the CSV and manipulate the data however they need to.

When you first go into the Discord Setup everything will be disabled but Discord Integration Enabled, Discord Bot Id and Discord Bot Token. The documentation below will show you how to obtain the Discord Bot Id and Discord Bot Token. Remember to only share this information with people you trust. If for example a team member leaves you can always regenerate the Bot Token and then you will need to hand out this Token to the team again.

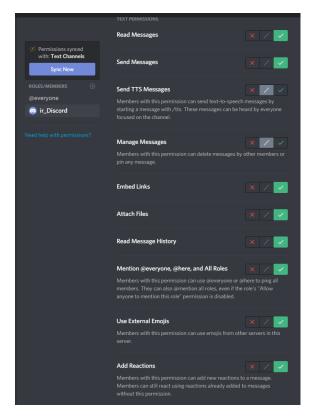
If you are going to use Discord Integration you must first create your Bot.

Continue to the <u>Creating Discord Bot</u> Section to create your Bot and fill in the required fields and return to the section to finish the Discord Integration Setup.



After getting the required fields press Save. Then open back up the Discord Setup Page again.

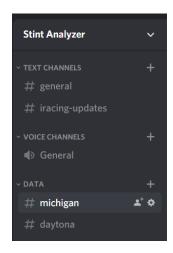
A couple of items to cover about Discord. Discord Users are setup with permissions. I am not going into this a lot because there is documentation about the User Permissions on the internet. Whatever permissions you setup on each Channel for the Bot User is the permissions this application will use. So, if you only want the Bot to have access to certain channels give the Bot permissions to those channels. If a Bot does not have permission to a channel it will not be able to send messages or attachments. The bot will need at least the Read Messages/Send Message/Embed Links/Attach Files Permissions. The following is how I have ours setup because I do use some emojis. The below screen shot is the only ones I allow the bot to use for myself.



The only channels that you can send updates of attachments to are Text Channels.

Discord has a folder structure called Categories. You can create a category and have currently up to 50 Text Channels under that Category.

Notice I have a category setup as Data with all the tracks we go to underneath it. In the Stint Analyzer Discord Setup this allows me to set Discord Attachment Channel to a Category (Data). Then only the Channels under that Category are shown in a drop-down box when uploading data. You can also set it to *ALL and show all text channels the bot has access to.



After opening up the Discord Setup screen again, if everything is entered correctly, you should now see drop down boxes for Discord Status Update Channel Id and Discord Attachment Channel Id filled with specific channels the bot has access to.

Now try the test buttons. Send Test Message and Sent Test Attachment and make sure you server is setup correctly. If not, you should get an error message at the bottom of the screen.

On the Setup Screen Discord Status Update Channel Id is locked to be only 1 text channel because you will never be prompted for these during a race session.

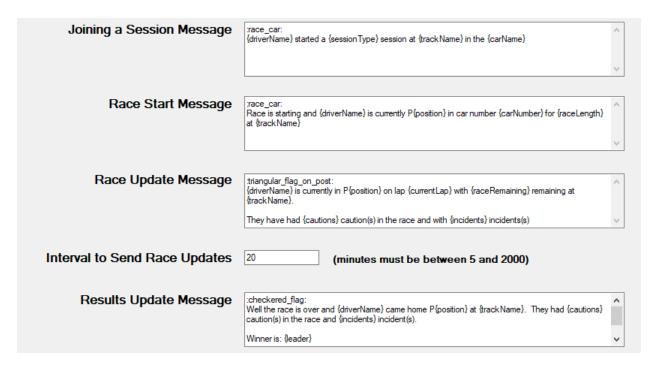


On the attachment channel remember if you select a category it will only show the text channels underneath that Category.

(send csv and chart images)
(if selected will you get a prompt before sending files to Discord)

If you have Allow Discord to Send Attachments each time you go to save a CSV file or Take a screenshot the file will attempt to be sent to Discord. If you have a text channel selected and you have Prompt Before Sending Attachment Clicked, you will get a warning message Asking do you want to send to Discord Yes/No. If you have a category selected no matter how you have Prompt Before Sending Attachments you will get a prompt so that we can figure out what channel to send it to. If you turn off Allow Discord to Send Attachment you will never see this screen.





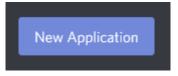
You can also select whether or not to send Race Updates. These race updates are sent at the beginning of a session or each time a session changes, during the session an update is sent on the interval that you enter. The interval is in minutes. I purposely set the minimum to 5 mins as you don't want to spam your Discord server every couple of minutes. Be kind to the other users and set it to something reasonable. 20 minutes goes by faster than you think.

There are several place holder variables that can be replaced in the text to help make the discord messages unique and personalized to you. You could add a Twitch/YouTube link as well to the messages if you are a streamer. See a list below under the <u>Variable Placeholders</u> section.

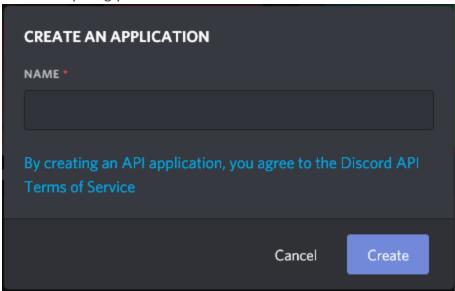
Creating Discord Bot

This will describe creating a bot for a Discord Server you own. Only the owner of a Discord Server can set this up.

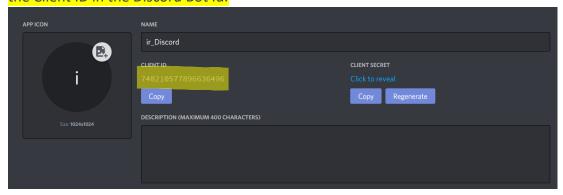
- 1. Navigate to https://discord.com/developers/applications. You may be asked to sign into using your Discord Username/Password to setup the bot.
- 2. You will see a button at the top right for New Application



3. Give the application a name and click "Create". I called mine StintAnalyzer but you can name it anything you like.



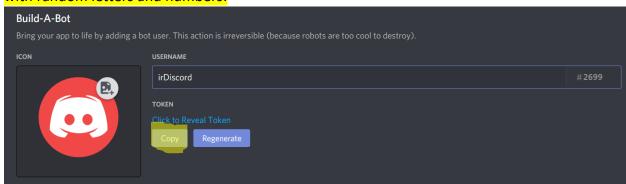
4. After you click create you will be at the General Information Tab. You will need the Client ID for the Discord Setup in Stint Analyzer. You can click the Copy button and put the Client ID in the Discord Bot Id.



- 5. Create a Bot User by navigating to the "Bot" tab and clicking "Add Bot".
 - Click "Yes, do it!" to continue.



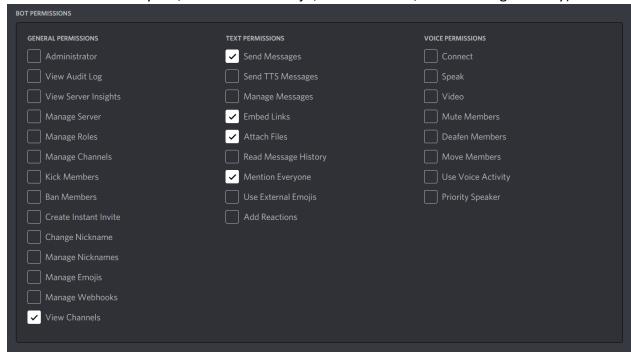
6. Copy the token using the "Copy" button. You will need to save this Token to enter the Stint Analyzer Discord Setup screen under Discord Bot Token. The token is a long string with random letters and numbers.



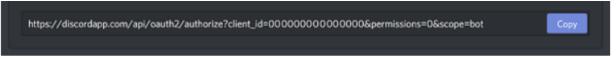
- 7. Now we need to invite your new bot to your Discord Server. Go to the OAuth2 Tab.
- 8. Tick the "bot" checkbox under "scopes".

SCOPES				
dentify	rpc rpc	messages.read		
email	rpc.api	applications.builds.upload		
connections	rpc.notifications.read	applications.builds.read		
guilds	✓ bot	applications.store.update		
guilds.join	webhook.incoming	applications.entitlements		
gdm.join				
https://discordapp.com/api/oauth2/authorize?client_id=0000000000000000epermissions=0&scope=bot				

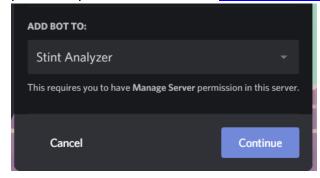
9. We need to give your bot certain permissions. Currently the only permissions needed are View Channels, Send Messages, Embed Links, Attach Files (optionally you can include Mention Everyone, Use External Emojis, Add Reactions, Read Message History)



10. After setting the permissions you will need to copy the URL link above in the scopes section and paste it into your web browser



11. You will now add the Bot to the Discord Server. The setup should be complete at this point and you can return to the <u>Discord Integration Setup</u>.



Variable Placeholders

Variable place holders are so that you can make the race updates a little more customized to your liking. These are case sensitive and must be spelled correctly and surrounded by {}.

{carName} = Name iRacing supplies for the car name

{carNumber} = Your car number

{cautions} = Number of Cautions during the race

{currentLap} = Current Lap the leader is on

{finishPosition} = Race Finish Position

{driverName} = Your iRacing Name

{incidents} = The number of incidents you have gotten so far if team event it will show both the team and driver

{link} = Race result link to the iRacing Website

{leader} = Current leader

{poleWinner} = Pole Winner from Qualifying Session

{poleWinnerLapTime} = Pole Winners Lap Time from Qualifying Session if they qualify. If not, it will be -1

{position} = Your current position

{qualifyTime} = Your Lap Time form Qualifying Session if you qualify. If not, it will be -1

{raceLength} = Laps or time

{raceRemaining} = Laps or time remaining

{raceWinner} = Race Winner

{sessionType} = Session Type (practice, offline test, warmup qualifying, race)

{startPosition} = Start position from Qualifying

{trackName} = Name of the Track