

Running a Round

All racing is done from the racing screen. It has fonts that are large enough that you can use a large TV or projection system for display to the audience.

1. **Open the Racing Screen** - Click on the "Racing" button on the Main screen. This will open up the racing screen.
2. **Select a Round and Group** - Click on the tree list button, at the top of the screen, to select the Round and Group to run. At any time during racing, you can easily jump around between different Rounds or Groups.
 - o **Test Heats** - To run a test heat, select the "Test/Tie Break" option from the Rounds/Group tree list. Generic racers will appear on screen for each lane and then you can run the heat as you would any other heat. Heat results, however, will not be saved. If running a test heat, you can skip the next step, for now.
3. **Select a Heat** - You can use the drop-down list of heats or the Next/Previous buttons to select the desired heat. When you first select a group, the screen will default to displaying the first un-run heat, if applicable.
 - o **Manually Creating a Heat** - If you are doing No Chart Racing or need to add heats for racers that showed up late or were accidentally left off of the roster, refer to the No Chart Racing section.

Note: Heats do not have to be run in order. This allows you the flexibility to run the races out of order, in case a vehicle needs repair before it can race or for some other reason.

4. Run the Heat

- o **Timing with a USB or Serial Port Timer** - USB or Serial Port Timing
 - **Using Timers with Points Scoring** - If you will be scoring your race using points, but will be getting the results from a timing system, you will see the finish order and number of points displayed on the screen, instead of the times. The times data will be saved to the data file, but will not be used in tallying the standings (except if you choose to employ tiebreakers).
 - **Hands-Free Mode** - This mode allows you walk away from the computer, once you have kicked off the first heat, so no one has to man the computer. There are two parts to enabling this mode.
 1. **Auto Heat Advance** - Once the current heat is complete, the results will be displayed on the screen for a set number of seconds and then the software will automatically display the next heat. To turn this feature on, go to the Options menu of the racing screen and select the "Auto Heat Advance" option. This option can also be turned on from the Software Options screen.
 - **Time Delay** - Once the current heat is over and results displayed, the software will wait this amount of time before it displays the next heat. To set the time delay, go to the Options menu, select the "Software Options..." option, and then go to the Racing tab.
 2. **Hands-Free Timing** - This feature will essentially click the Ready Timer button for you each heat, so you don't have to. To turn this feature on, go to the Options menu of the racing screen and select the "Hands-Free Timing" option.
- o **Manually Enter Times/Points** - To manually enter times/points, click on the "Manual Heat" button. Enter the results and then click on the "Save" button to record them. If you enabled the track record option, then you will be notified if any entered time is a new record.
- o **Manually Edit Times/Points** - Whether using an timing system or manually entering results, there may come a time where you need to go back and edit the race results. To do this, click on the "Manual Heat" button, make the necessary changes and then click on the "Save" button.

Caution: If you are displaying the race results on a projector screen or large TV, you will probably want to discontinue the video, while you make the changes, so as prevent any charges of impropriety from the audience present.

5. **Saving Times** - If you are using a timing system, times will automatically be saved once you see them displayed on the screen. If you are entering the results manually, the results will be saved once you click on the "Save" button of the Manual Heat Results screen.
6. **Rerunning a Heat** - If you need to rerun a heat for whatever reason, follow the steps below.
 - a. Click on the "Rerun Heat" button. For any heat that has not yet been run, this button will be labeled "Ready Timer" instead.
 - b. Confirm that you want to delete the previous results by typing in the word "YES" in all capital letters. The old results will then be cleared from the screen.
 - c. From this point, you run the heat just as you would any other heat.
7. **Tiebreakers** - A tie in a heat isn't really something to worry about. What really matters is if you have a tie in the overall standings where an award is in the balance or on determining who advances to another round. If you have a tie situation in the final standings and want to run a head-to-head tiebreaker, refer to the Tiebreakers section.

Other Features

There are several other features available from the Racing screen.

- **Sound Effects** - Six sound effects buttons are included for use before and during the race. These may be hidden, if you prefer, by disabling sound effects via the View menu.
 - **Playing a Sound Effect** - Simply click on the desired button.
 - **Stopping a Sound Effect** - You can wait until the sound effect stops on its own, or you can go to the Options menu and select the "Stop Sound Effects" option.
 - **Looping a Sound Effect** - If you wish for a sound effect to run continuously, go to the Options menu and select the "Loop Sounds" option. Then you can click on the desired sound button. To stop the sound from playing, follow the instructions above.
 - **Customizing Sound Effects** - If you prefer to use some other sound effects, you may substitute your own WAV files by renaming them to match the current sound effect(s). Sound effects files are located in the software's Sounds folder. The button images, however, cannot be changed.

Note: If you would like more sound effects and be able to customize the sound buttons, you may be interested in our **RaceFX Sound Effects Player** software. For more information on **RaceFX**, please go to <http://grandprix-software-central.com/rcfx/>.

Note: If you have **RaceFX** Version 3.0 or above installed, you can launch the **RaceFX** dashboard screen from the View menu of the racing screen.

- **On Deck Circle** - You can use the On Deck Circle to help get the next set of racers ready to go as soon as the current heat is over. To make the On Deck Circle display fill the screen, click on the expand button on the On Deck Circle tab.
- **Track Records** - The software can display the overall track record or the track record for the current race group. If the record is broken, the new record holder's information will be displayed. For information on how to setup track records, refer to Track Records Setup.
- **Top Times** - The software can display the top "all time" best times. This list will automatically be updated anytime there is a new top time. For information on how to setup top times, refer to Top Times Setup.
- **Intermission Timer** - If you will be having an intermission period or want to otherwise count down to the start of racing, you can start the Intermission Timer from the Options menu. Specify the number of hours and minutes and then click on the Start button. The screen will give an alarm when the time expires. You can pause or stop the count down, at any time.

- **Video Instant Replay** - If you are using our **RaceReplay** software in combination with **GrandPrix Race Manager**, then **GrandPrix Race Manager** can control the recording of video and trigger the replay sequence or you can do the recording and replay manually. Refer to the section on Video Replay.
- **Customize the Racing Screen** - The Options and View menus at the top of the screen allows you to easily customize the screen to your preferences and have access to some other features.
 - **Change Height of Bottom Section** - You can click on the top border of the bottom section and drag it up or down to change the height of the bottom section. There is a minimum height that keep you from making it too short.
 - **Sound Effects** - The six sound effects that come with **GrandPrix Race Manager** can be shown or hidden using the "Sound Effects" option of the View menu.
 - **On Deck Circle** - The On Deck Circle tab can be shown or hidden using the "On Deck Circle Tab" option of the View menu. You can also close the tab by clicking on the X on that tab.
 - **Track Records** - The Track Records tab can be shown or hidden using the "Track Records Tab" option of the View menu. You can also close the tab by clicking on the X on that tab.
 - **Top Times** - The Top Times tab can be shown or hidden using the "Top Times Tab" option of the View menu. You can also close the tab by clicking on the X on that tab.
 - **Heat Winner** - The Heat Winner tab can be shown or hidden using the "Heat Winner Tab" option of the View menu. You can also close the tab by clicking on the X on that tab.
 - **Vehicle Name Column** - You can hide or display the Vehicle Names column by going to the View menu and selecting the "Vehicle Names" option. This option will be checked if the vehicle names are being displayed.

Note: This is the Custom Field data for each racer. If you changed this, in the Software Options screen, from the being labeled as the Vehicle Name, then you will see the appropriate label for this column on the View menu.

- **Scale Speed Column** - You can hide or display the Scale Speed column by going to the "View" menu and selecting the "Scale Speed Column" option. This option will be checked if the scale speed is being displayed.
- **Image Column** - You can hide or display the racer image column by going to the "View" menu and selecting the "Image Column" option.

Note: If you cannot get all of the lanes to display when images are displayed you can go to the General tab of the Software Options screen and adjust the racer image dimensions (specifically the max height).

Note: It may not be possible to display all of the lanes with racer images, depending on your screen size and resolution. If that is the case, you can turn off the image column on the racing screen. You will still be able to see racer photos displayed on the Track Record and Heat Winner screens.

- **Change Screen Background Colors** - The screen background colors can be modified for better viewing on a projection system or TV.
 - **Racing Screen** - To change the Racing screen's background color, go to the Options menu, select "Screen Background Color" and then the "Racing Screen..." option. Select a color from the palette and then click on the "OK" button.
 - **Bottom Tabs** - To change the screen background color for the bottom tabs, go to the Options menu, select "Screen Background Color" and then the "Bottom Tabs..." option. Select a color from the palette and then click on the "OK" button.

Tip: Some of these customization options are also available from the context menu (right mouse click menu).
