

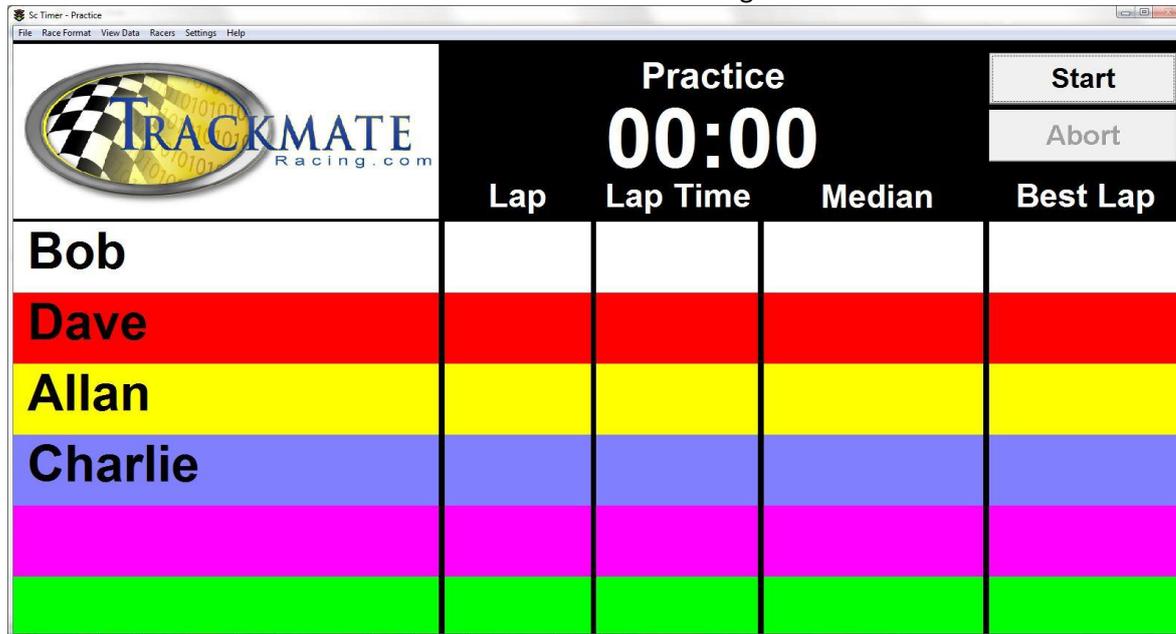
TRACKMATE QUICK SETUP GUIDE

Installing the Trackmate Software

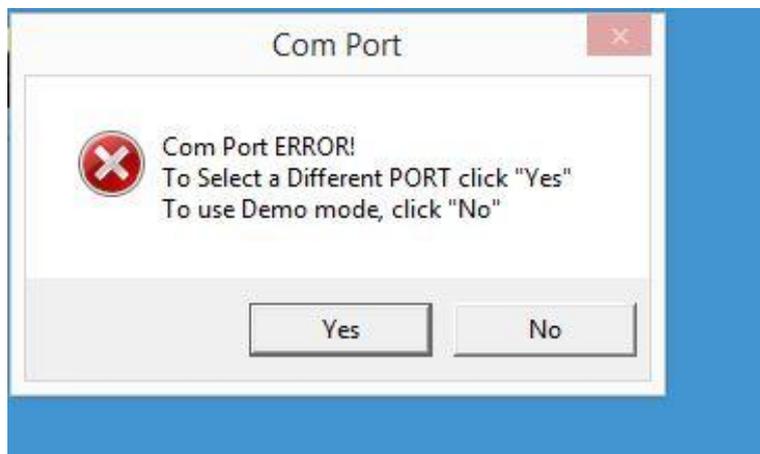
- 1) Go to the **Trackmate directory** on this disc and double click on the SclTimerxxx.msi file (xxx stands for a 3 numbers, denoting the current software version, eg Scl9.42.msi or Scl9.61.msi) This will install the software in about 1 minute.
- 2) If you have a very PC on Windows 98 or similar, and do not have DirectX already installed on your PC, you will need to install it to use Trackmate. How do I know if I have it installed? --- Easy, read below, it depends upon which version of Windows you have.

NOTE: Direct X is only required to be installed when running an older PC with Win 95 or 98 operating system. If your PC has Windows XP or later there no need to install direct X as it is already included in the operating system. A copy of Direct X 7 is provided here in the sub-directory called directx7, should you need to install it.

You should now be able to start the Trackmate software and get a screen similar to those below.

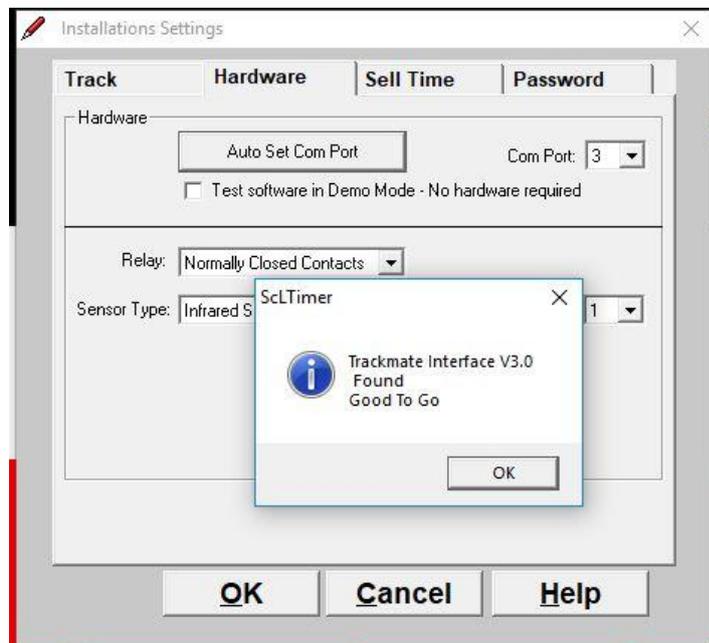
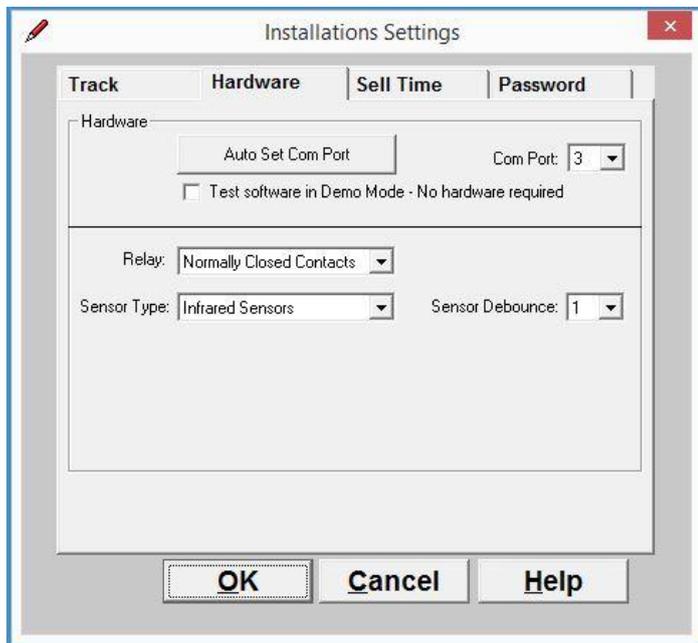


If you get an error message "**Comm Port Error**"; "**Trackmate Interface not found**"; as per the image below left. Click **Yes** then Go to menu option SETTINGS – then into INSTALLATION SETTING S Click the "**Auto Set Com Port**".



Provided you have plugged everything in correctly, you should now get that wonderful box that says **Trackmate Interface V 3.2 Found, Good to Go**. See additional pictures next page for this step of setting up.

TRACKMATE QUICK SETUP GUIDE

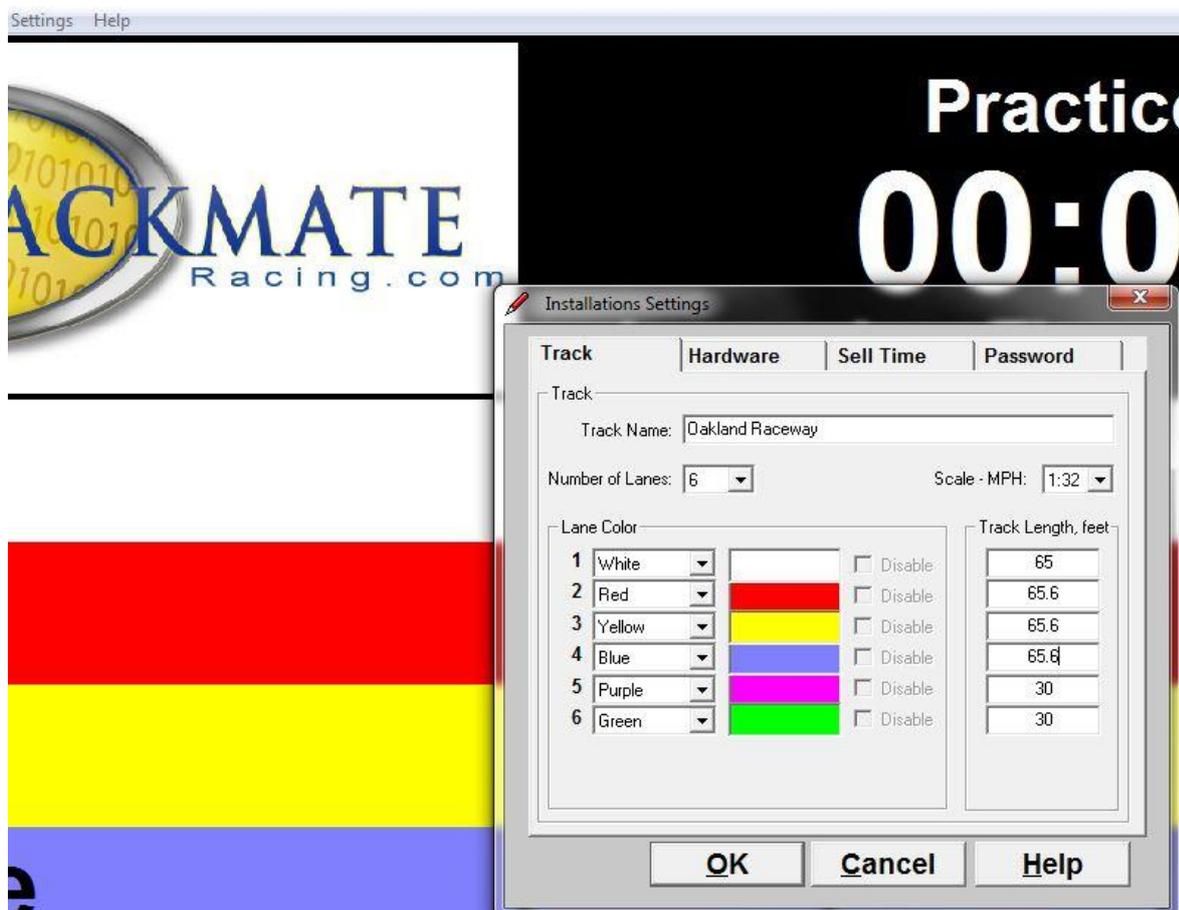


After this, the software will start with everything configured and ready to go each time, unless you unplug the USB cable and plug it into a different USB port on your computer. If you do, just repeat the last step above.

Now you will see the default practice session.

The software is pretty easy to learn, but there is a manual on the supplied disc as well.

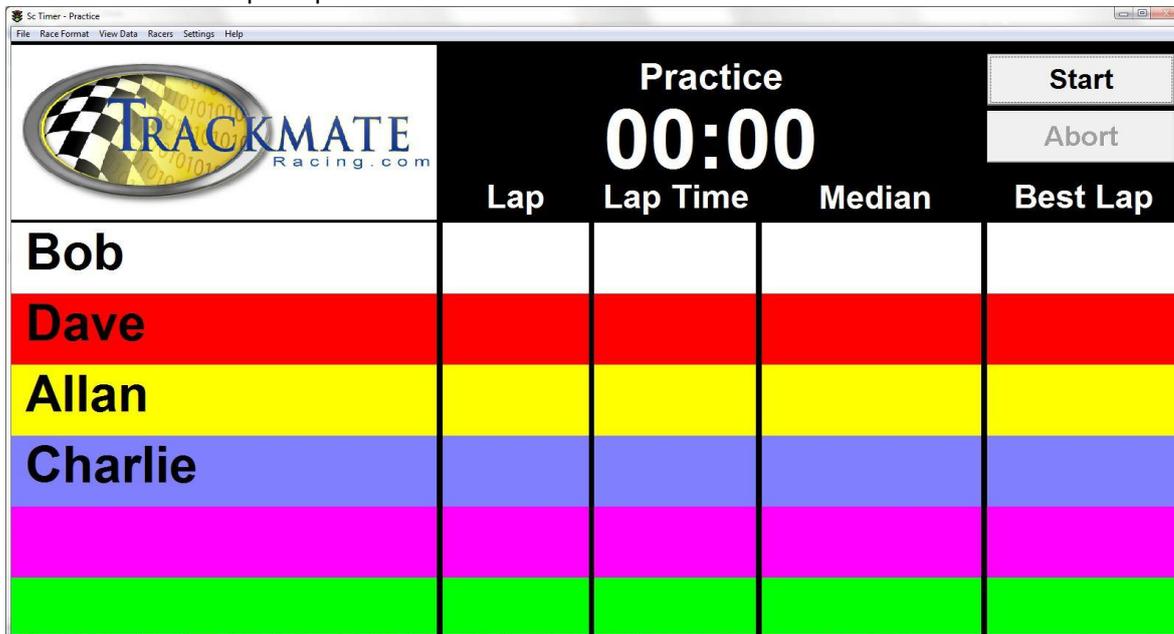
- 3) Lastly, be sure to go into Settings/Installation Settings, Under the **TRACK** tab Choose your lane colours, and the number of lanes of your track. Also select your scale in case you want speed data at some time. Then click **OK**



TRACKMATE QUICK SETUP GUIDE

At that time also set the **Sensor Type** to Infra-red sensors if you have one of my timing cables with Infra-red or visible light LEDs. **Sensor Debounce** can generally stay at "1" for use with these timing cables.

And - If you installed the relay as an optional extra to control track power, select "**normally closed contacts**" option. That SHOULD be all you need to get working. If power is off when it should be on, and vice versa, simply choose the alternate contacts open option.



Now to set up a race - Choose the **Race Format** menu option at top of screen and click **OK**



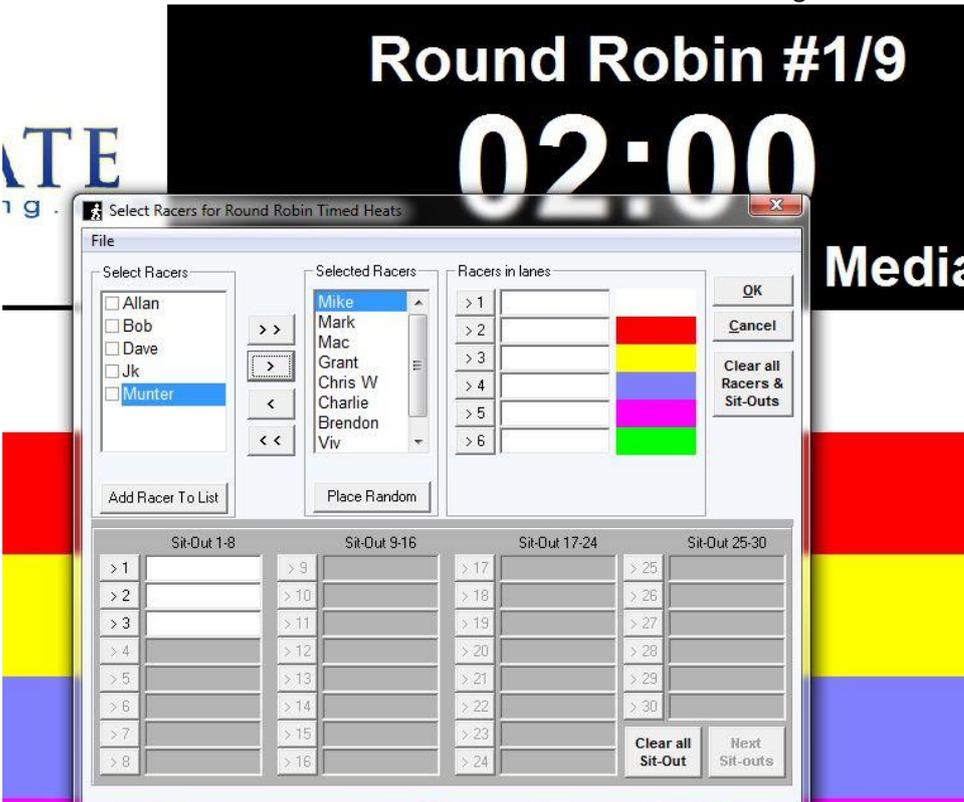
If you chose "Round Robin Times Heats" as per my choice in the picture above, your main screen should now look like this. Of course you may want to change the race heats length to 2 or 3 minute per heat, 30 seconds is a bit short 😊

TRACKMATE QUICK SETUP GUIDE

You should now choose your drivers/racers.



Tick the names of those who will be racing, and if you need to, click “Add Racer To List” to add any new drivers. My example uses nine drivers on a 6 lane track, so there will be nine heats, meaning each driver drives once on each lane. When you have all the driver’s names ticked, click the SINGLE right arrow once ➤ This will select all the drivers for the race and it will look something like this.



TRACKMATE QUICK SETUP GUIDE

Now click "Place Random" to place all drivers into lanes and sit-outs for the race or highlight drivers names, and press the right arrow next to lanes 1,2,3, etc, to put them into the respective lanes. The remaining drivers get added to the "Sit Out" boxes in the lower area by the same method.

The screenshot shows the Trackmate Racing software interface. At the top, it displays "Round Robin #1/9" and a timer "02:00". Below the timer are buttons for "Start" and "Abort". The main area is a grid of racers and sit-out boxes. The racers are listed in a column on the left: Chris W (red), Ross (yellow), Grant (blue), Brendon (magenta), Mark (green), and Mac (cyan). To the right of the racers are columns for "Median" and "Best Lap". A dialog box titled "Select Racers for Round Robin Timed Heats" is open in the center. It has a "Select Racers" list on the left with checkboxes for Allan, Bob, Dave, Jk, and Munter. A "Place Random" button is at the bottom of the dialog. Below the dialog is a "Sit-Out" table with columns for different time intervals: Sit-Out 1-8, Sit-Out 9-16, Sit-Out 17-24, and Sit-Out 25-30. The table contains names like Mike, Charlie, and Vw in the first column, and arrows pointing to the right in the other columns. There are also "Clear all Sit-Out" and "Next Sit-outs" buttons at the bottom right of the table.

Click **OK** in that pop up window, and you are ready to start a round robin race with times heats.

There are other options to have heats advance automatically or manually, the type of rotation between heats, length and type of countdown etc.

These are all detailed in the full Trackmate manual, but guys being guys, I imagine most of you will use the hunt-peck-trial-error method from here.