

PORTATREE PROFESSIONAL "ULTIMATE"

SOFTWARE MANUAL - 2004

The Portatree Professional "Ultimate" Drag Racing Timer (gold box) can be used with an IBM Compatible Personal Computer connected through Com Port 1 or 2 to the Portatree Professional. You can use a "USB" port with a USB to RS-232 converter and a null modem cable (provided by Portatree) to attach to your P.C. We recommend our Professional track system if you intend to have over 100 entries. See the Specifications that we recommend for your computer before your buy one and make sure that you run the viewing screen in **800 x 600 resolution**. We also recommend running at least 2 P.C.'s on a LAN for maximum performance.

SETTING UP THE PERSONAL COMPUTER SOFTWARE:

The software for the Portatree Professional is available in many different combinations. We sell the system with; 1.) Database only, 2.) Database and Scoreboard Drivers 3.) Database, Scoreboard Drivers, and Qualifying / Ladders. Other options include Auto Start and Weather Station information, which can be added to the base software. The software is sent in CD Rom only. The start up file containing the Registration Key (Ptspro.ini File) must be loaded manually into the C:\Windows directory is also located on the CD-ROM. This file is necessary to create the link between the Personal Computer and the Portatree Professional Drag Race Computer.

You should first load the CD Rom that contains the Post Process Program and the Drag Race Program ("Ptree.exe"). See the Post Process Program Installation Instructions on Page 8 of this manual. The Post Process Program is run in conjunction with Paradox Runtime while the Drag Race Program runs without the need to start Paradox Runtime. The Software loads it self and will load the shortcuts and ICONS directly to your Desktop.

CONNECTING THE PORTATREE PROFESSIONAL COMPUTER TO THE P.C.

After the CD-ROM is loaded into your Personal Computer, you should concentrate on getting the Drag Race Program operational first. Make sure that you are using the NULL Modem cable provided and connect to COM 1 or COM 2 or connect through a "USB" port with the other end connected to your Pro Box. Power up your Track Interface Box with 12 volts D.C. and make sure the Toggle Switch is "ON" to power up your Portatree Professional Computer. The L.E.D.'s on the face of the Pro Box should illuminate briefly and indicate that the box is powered. Now you must double click on the Drag Race Program Icon on your Personal Computer, you will see the Main Portatree Professional Drag Race System screen open up. If you are connected to the Portatree Professional Computer, you will see under the "Portatree Pro Status" the Serial, Version, Config, and Mfg Date appear. If you see "labs", "labv", "labc", "labm" -- you are NOT connected. This means your serial port on the P.C. is BAD, you are not using the special Null Modem Cable provided with your software, or you are on a different com port and must go into the C:\ Windows\ptspro.ini file and edit the [communications] section where it says port=1 (this means com 1 or set it to a 2 for com 2). This can be done by going into the Windows explorer, locating the ptspro.ini file and double clicking on it and it will open in Word Pad. You must be linked to the Personal Computer before you can go to the next step.

SETTING UP THE PRO BOX

At the Main Menu click on "Setup" and then "ProBox" and you will see the screen on the below (this is the Switch Setting Screen) with 6 tabs labeled Switches, Race, Lights, and Test Lights, Track Sensors, and Busy. The Switch settings shown are for a ¼ mile Asphalt track. Note that all down track locations (60 Ft, 330 ft, 594 ft, 660 ft, 990 ft, 1254 ft, 1320 ft) the polarity is set to HIGH. This is true on an asphalt track only using Banner SBL1 (Yellow) Infrared Sensors. If you are running a Sand, Dirt, or Mud Track you would set the polarity to LOW because you are using the Silver Light Source Photo Cells. On the side marked "Present" you should have check marks next to the sensors that are on your racetrack.

Sensor	Present	Polarity	Trap Start	Trap End
PRESTAGE	<input checked="" type="checkbox"/>	<input type="radio"/> Hi <input checked="" type="radio"/> Low		
STAGE	<input checked="" type="checkbox"/>	<input type="radio"/> Hi <input checked="" type="radio"/> Low		
GUARD	<input checked="" type="checkbox"/>	<input type="radio"/> Hi <input checked="" type="radio"/> Low		
DRT	<input checked="" type="checkbox"/>	<input type="radio"/> Hi <input checked="" type="radio"/> Low		
60 FT	<input checked="" type="checkbox"/>	<input type="radio"/> Hi <input checked="" type="radio"/> Low	<input type="radio"/> 60 FT	
330 FT	<input checked="" type="checkbox"/>	<input type="radio"/> Hi <input checked="" type="radio"/> Low	<input type="radio"/> 330 FT	<input type="radio"/> 330 FT
594 FT	<input checked="" type="checkbox"/>	<input type="radio"/> Hi <input checked="" type="radio"/> Low	<input type="radio"/> 594 FT	<input type="radio"/> 594 FT
660 FT	<input checked="" type="checkbox"/>	<input type="radio"/> Hi <input checked="" type="radio"/> Low	<input type="radio"/> 660 FT	<input type="radio"/> 660 FT
990 FT	<input checked="" type="checkbox"/>	<input type="radio"/> Hi <input checked="" type="radio"/> Low	<input type="radio"/> 990 FT	<input type="radio"/> 990 FT
1254 FT	<input checked="" type="checkbox"/>	<input type="radio"/> Hi <input checked="" type="radio"/> Low	<input checked="" type="radio"/> 1254 FT	<input type="radio"/> 1254 FT
1320 FT	<input checked="" type="checkbox"/>	<input type="radio"/> Hi <input checked="" type="radio"/> Low		<input checked="" type="radio"/> 1320 FT
RESET	<input checked="" type="checkbox"/>	<input type="radio"/> Hi <input checked="" type="radio"/> Low		
START	<input checked="" type="checkbox"/>	<input type="radio"/> Hi <input checked="" type="radio"/> Low		
CLEAR	<input checked="" type="checkbox"/>	<input type="radio"/> Hi <input checked="" type="radio"/> Low		
PANIC	<input checked="" type="checkbox"/>	<input type="radio"/> Hi <input checked="" type="radio"/> Low		

Enable: Start, Clear, Panic

Trap Distance: Feet

Buttons: OK, Cancel

NOTE: The 1320 is always the FINISH LINE even if your track is only 60 feet long !! the 1254 is the MPH trap for the 1320 and the 594 is the MPH trap for the 660 foot. If you were running an 1/8 mile track the finish would be the "1320" sensor and the MPH trap would be the "1254". A 330 foot on an 1/8 mile trap would be the "660". On a 300 foot Dirt Track the "1320" would be the FINISH and the "1254" would be the MPH trap even if the trap was only 10 feet long !! These numbers are only labels as to which sensor that we are referring. The Trap Distance can be changed to the distance used on your track from 10 to 132 feet. If you are using Kilometers, it can go from 3 to 40 meters (Kilometers Per Hour can be set on the "Race" Tab). The other 5 pages are self explanatory.

RACE SETUP SCREEN

Click on "Race" and then click on "Race Screen" to start into the Race Program. You will see the "Race Setup" Screen appear (See Next Page). The Race Setup Screen is where you will make changes to the **RACE ROUND**, **RACE CATEGORY**, and **RACE TYPE**. It is also where you will setup the Results Database (Race Day File) and select the location of your Racers.db and the category.db files. There is also a check box where you can turn "on" or "off"

rerun checks during time trials. This is a useful feature if you want to make sure each vehicle is only getting one time trial per round. Perfect Tree (.000) or Tree Speed (.400 / .500) can be selected along with Auto Start if you purchased this option.

The Results Database must be created every Race Day. It is your record of runs made down your race track. The results file must take the format Year, Month, & Day. An example would be a race on May 29, 2004. The file should be typed in as 040529.db. If you get partially rained out and want to finish racing on another day, you can always reopen this file and add more results to it. It just makes sense to label your results this way so that if you want to retrieve data at a later date about a specific race, you can easily find the data.

You must also make sure that you put this file into a separate folder. This is important because you will be making a tremendous amount of result files and they would be best kept in separate folder and a new folder setup each year. The format that we use is to create a new folder called C:\RES2004 (open the Windows Explorer and create a new folder). A C:\RES2001, C:\RES2002, and a C:\RES2003 have been created for each previous race year. Next year we will create a C:\RES2005 directory. On the Right Side of the Race Setup Screen, click on the C:\ under the Directory heading next to File Name under Results Database and then click on the new directory, C:\RES2004, that you have just created. Then enter the Race Day File for the new Race Day.

The screenshot shows the 'Race Setup' dialog box with the following settings:

- Race Round: 3
- Race Category: 17
- Race Type: Qualification (selected)
- Time Trial Rerun Checks: On
- Results Database: File Name: 040224.db, Directory: C:\RES2004
- Category Database: File Name: category.db, Directory: C:\portatree
- Racers Database: File Name: racers.db, Directory: C:\portatree
- PerfectTree is 0.000
- Auto Start is OFF
- Buttons: OK, Cancel

Under Racers Database and Category Database, you must double click on the C:\ under Directory and then double click on Portatree ("C:\portatree" folder) and then select the Racers.db and / or the category.db files (racers1.db is the second racer database and racers2.db is the third).

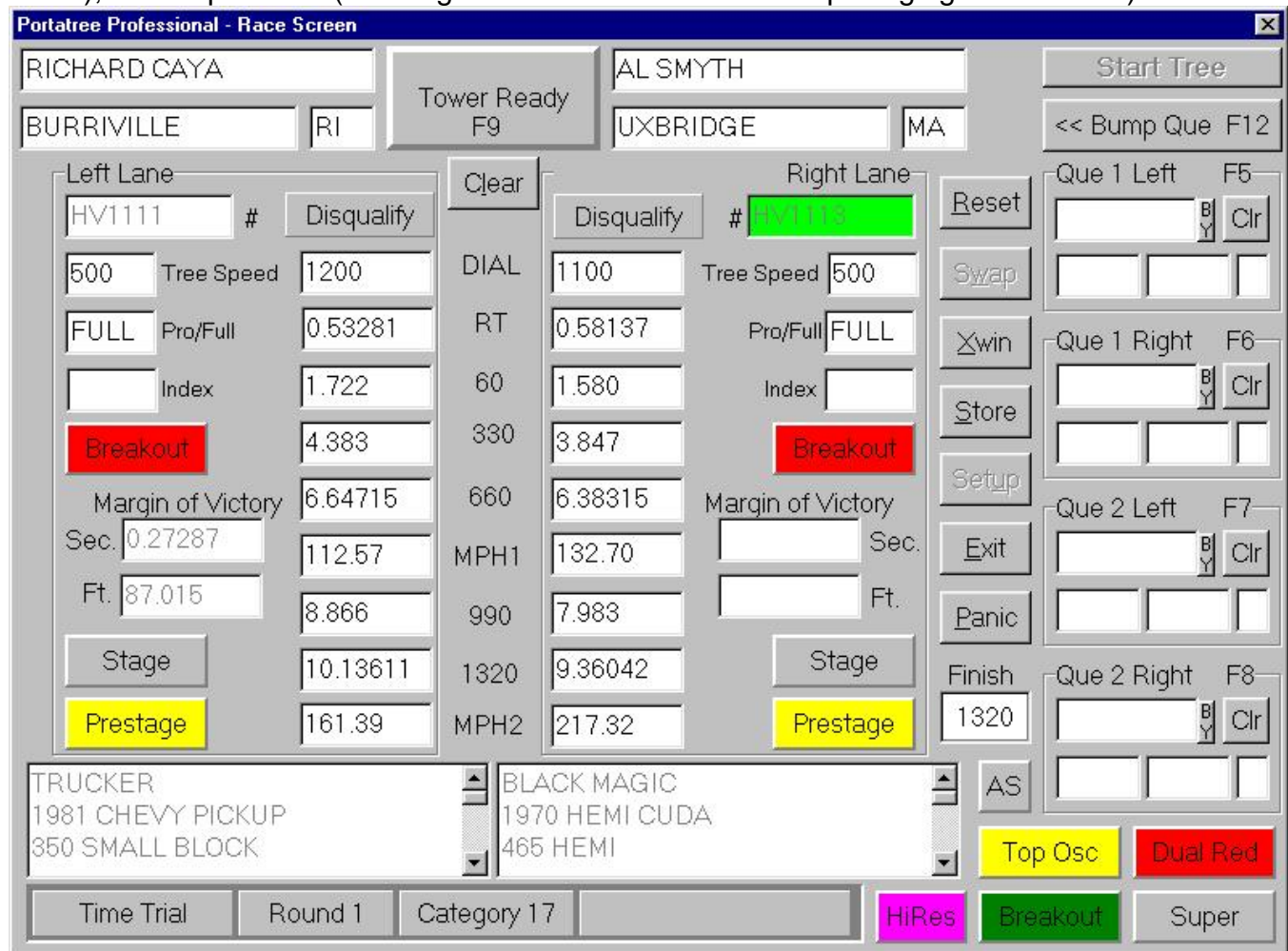
Setup the Round, Race Type, and Race Category that you would like to run. We have made several sample categories for you, but in order to change these categories, you will have to go into the Post Process Program and edit them. When all of your data is entered in the above screen, Click on "OK" and the Main Race Screen will appear.

MAIN RACE SCREEN

The main screen is a typical Windows Program which uses all of the standard "HOT" keys. The screen is very user friendly and very easy to use. Racer Entries and entered on the Right Side of the screen by positioning the cursor with your Mouse or by Keystroke. The F5, F6, F7, and F8 keys position the cursor into the four data entry slots on the right of the screen.

Que 1 Left is where you usually begin (depress F5) and the entry number would be typed into the edit box. Single runs are entered into the Que 1 Left or Right and the empty lane should be typed in as "BYE" (You can also click on the "Bye" button next to the entry number). The computer recognizes "BYE" as an empty lane and automatically disqualifies the run. If you have already set up the category, then the Dial-In, Tree Speed, and Tree Type would be entered automatically. The category editor in the Post Process Program handles this feature. After you have entered Que 1 Left and Que 1 Right you would Click on the "BUMP QUE" button or depress "F12" to advance them onto the main screen. At this point you can edit the Dial-In, Tree Type, and Tree Speed only. You can not change the Entry Number on the main race screen. When you are confident that the information on the main screen is correct, then you can click on "Tower Ready" or depress "F9" to send the information to the Pro Box. The tower ready light on the track will illuminate "Green" and the starter can start the race. If you have Auto Start, the tower ready light will illuminate "Yellow" and after both vehicles are staged, the light will turn green after the Auto Start Timers are finished. A toggle switch is required on your Starter's Box to short the start switch and automatically start the tree.

The lower right corner of the race screen has 4 panels which activate (lighted) and deactivate when left Mouse Clicked. They also activate automatically from data entry provided in the category editor in the Post Process Program when the Race Screen is opened. They can be deactivated or activated at any time when in the Race Screen. These 4 panels are; Top Bulb Oscillate (Renders Delay Boxes Useless) and Top Bulb Lock; 1st Finish, Breakout (Bracket Racing) and Package (Package Racing); Dual Red Lights (Usually Used during Time Trials); and Super Start (Blue Light on Christmas Tree – Deep Staging Not Allowed).



MAIN RACE SCREEN

There is a small panel labeled "AS" above the 4 panels above which is for "Automatic Storing" of results. Sometimes during a track testing session, it is best to turn this box off so that tests are not stored. This panel can be activated and deactivated by a Left Button Mouse Click. The Box above "AS" is labeled "Finish" and this represents the location of the Finish Line. This can be changed automatically by going to the Category editor and entering a -1, 0, or 1 in the Finish Line location field. A 0 means that the finish is at the 1320 foot location and a 1 means that the finish is at the 660 foot location (Mid Track), and a -1 means that the finish location has been selected in the Pro Box Setup Screen (Look under Pro Box Setup) under the switches page and set the "Trap End".

The rest of the Race Screen has various buttons to Reset the Race in case one vehicle does not finish or Reset the Tower Ready if the race has not started yet (This would allow you to change incorrect data and send a Tower Ready again). If Breakout is on the Breakout Panels illuminate Red if a vehicle goes below their Dial-In) and if Package is on, these same panels say "Package" and the winners panel illuminates Green. The Package Number appears in these boxes – Lowest Package is the Winner! The Prestage and Stage Panels illuminate when the vehicles break the starting line beams. The Clear Buttons clear information off of the race screen or out of the que. The "Xwin" button exchanges the winner if the Centerline is crossed or another Disqualification has occurred. There are "Disqualification" Buttons at the top of the screen which turn red when depressed and automatically disqualify an entry and change the winner of the race if necessary. These versions also have a MOV box for seconds as well as feet (or Meters if running Kilometers per Hour). The Panic Button turns the Panic Lights "ON" and "OFF" and the Setup Button brings you back to the setup screen to change category, round, and type. The "Swap" button allows you to switch the entries from lane to lane. Once you have sent a Tower Ready, some buttons are grayed out and not allowed to be used !!

As the race progresses, the information appears on the screen as it is reported from the Pro Box. The MPH (KPH) is calculated by the P.C. and appears instantly after the 660 foot or 1320 foot is captured. If a driver "Red Lights" the background on that lane will changed to Red. If the Panic Lights are illuminated, the outside of the screen turns Red. You also have the ability to start the Tree (like a starter's switch) on the screen above the Bump Que Button.

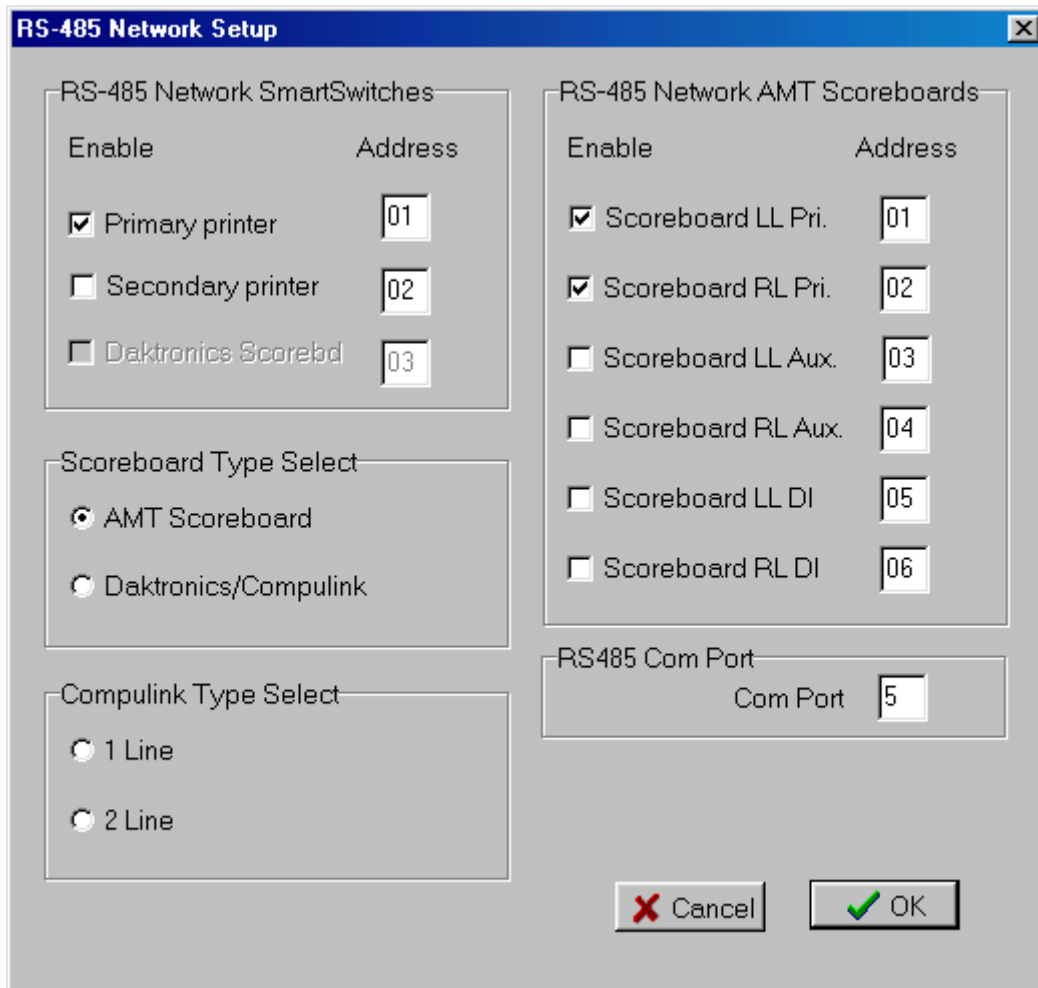
NOTE: High Resolution Timing (.00001 seconds) can be activated by the "Hi Res" button next to the First Finish, Breakout, Package Panel. This will make the screen show RT, 660, and 1320 to .00001 seconds and the MPH (KPH) will have 100 times more resolution. Your timeslips will also show .00001 second resolution.

RS-485 NETWORK

When you first start up the Drag Race Program, you would "Click On" Setup and then "RS-485 Network" to set the addresses and activate the devices that you will be using at your track. If you are not using scoreboards, then it does not matter whether AMT or the Daktronic Scoreboards are selected. You should only activate the RS-485 Network Smart Switches that are being used as we poll the smart switches and if you select one that is not working or that you do not have connected, then the system may "HANG" for short periods of time. The smart switches have 8 dip switches inside which are binary. Using a small screwdriver, carefully pry the cover apart. To select address 1 turn dip switch 1 "ON" and all others OFF and to select address 2 turn dip switch 2 "ON" all others OFF. To select address 3 both dip switches 1 and 2 would be "ON" and all others OFF and so on.

The settings for the AMT scoreboards can utilize address 1 and 2 even if you are using Address 1 and 2 on the Smart Switches. The program uses a different format for the addresses on the Smart Switches and the Scoreboards. The addresses that you set in the RS-485 Network Screen must match the addresses that you set on the devices.

The AMT Scoreboards have 8 dip Switches inside the back cover of the display. The first 3 dip switches are preset at the factory for the type of display and the 5 dip switches that are left are for addresses 0 to 31. The address selection starts at dip switch 8 and goes down to dip switch 4. When dip switch 8 is ON and 7,6,5,4 are OFF the display is set for address 1. You can check this out by depowering the display and restarting it. On Power Up, the scoreboard will show you the current address setting. Address 2 is set by turning dip switch 7 ON and turning 8,6,5,4 OFF. Address 3 is set by turning dip switch 8 & 7 ON with 6,5,4 OFF. Address 4 is set by turning dip switch 6 ON and turning 8,7,5,4 OFF. This is a binary format



RS-485 PRINTERS – TIME SLIP PRINTER SETUP SCREEN

Click On Setup and then RS-485 Printers at the main screen in the drag race program (see the screen on the following page). The Printer setup screen allows you to customize your time slip message for your racetrack and select which lines you want to print. The Test Printer button allows you to look at a sample time slip to make sure that the information is correctly entered. It will print over the network on through the serial port on the Portatree Professional. The Port on the Portatree Professional is your emergency backup printer if your scoreboard network should fail. You must center each line of information and we usually use dashes “----” before and after the information text lines so that they make the information easier to read for the racer. See the time slip setup screen on the previous page. You can select 1 copy (if you have duplicate time slip paper) or 2 copies (if you have single sheet paper or 2 printers).

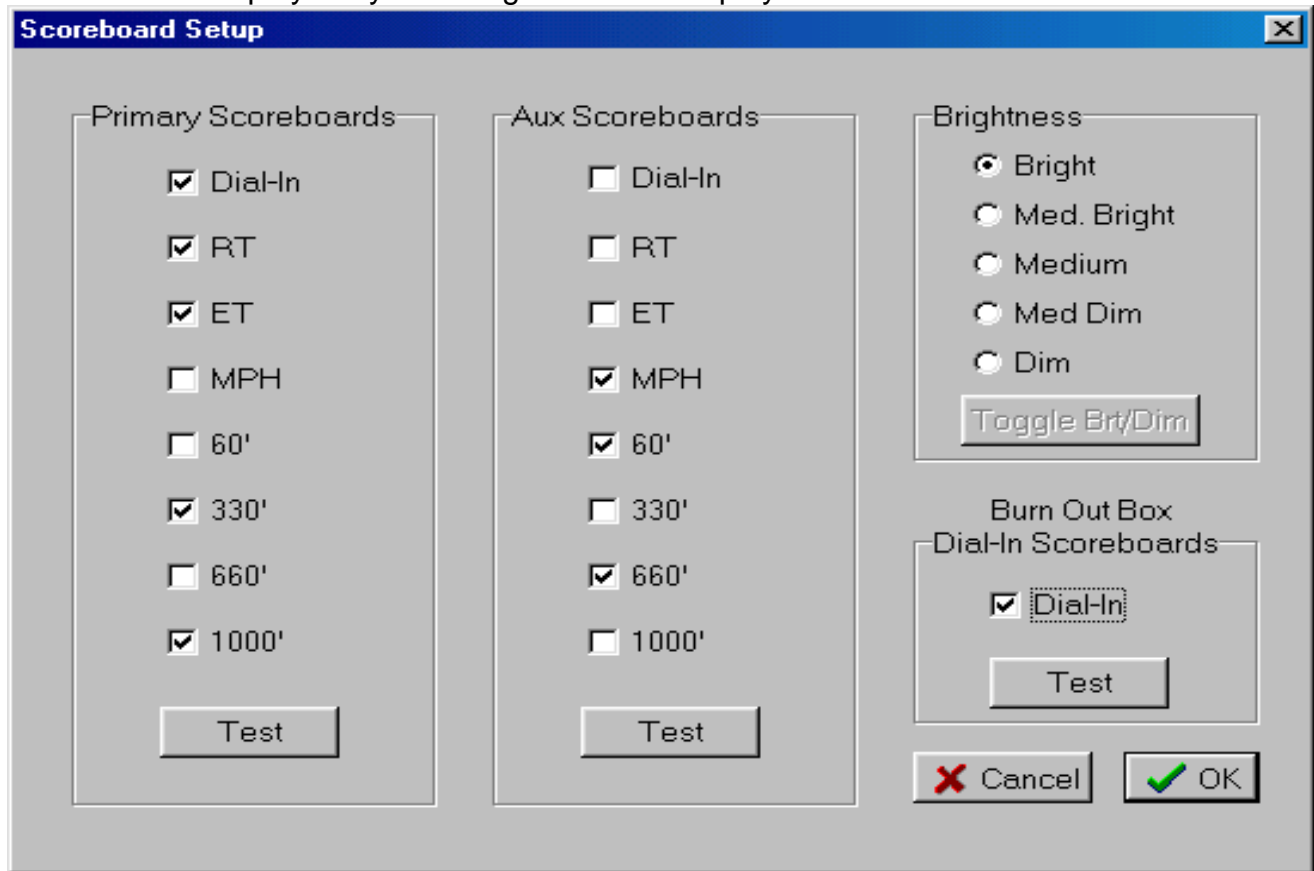
If you have purchased the Portatree Weather Station and have it connected on another P.C., then you will be able to network the drive where the weather information is being stored, and the printer will automatically print the weather data on the time slip. You can test the connection by clicking on the "Test Weather" Button. Make sure that the enable weather-printing box is checked. The weather information will display Temperature, Absolute Pressure, Humidity, Corrected Altitude, Wind Speed, and Wind Direction (affect on Race Car).

RS-485 SCOREBOARDS

When using scoreboards with the Portatree Professional Ultimate Drag Race System, you must utilize an ISA Card, PCI Card, or a USB to RS-485 Converter with your P.C. This is used to send the signals over a long distance to the scoreboards and provide an addressable switch (Smart Switch – RS-485 to RS-232 converter for use with an RS-232 Time Slip Printer. The Daktronic Scoreboards use a controller interfaces with an RS-485 Smart Switch. All other scoreboards are setup to work with RS-485 directly and are all addressable but they must use the protocol that is provided by Portatree.

The scoreboards can be set to only display the information that you select. The Reaction time (RT), Dial-In, 60 foot, 330 foot, 660 foot, 1000 foot, MPH, and Elapsed Time (ET) can be displayed. On single line displays, the ET is displayed first and then the MPH and ET are oscillated back and forth. You can change the time between the changes in the C:\Windows\ptspro.ini file. Look for [Scoreboards] and the OscillationMilliSec=2000. The 2000 stands for 2000 milliseconds or 2 seconds. If you want to change the time to 1-1/2 seconds, then you should change the 2000 to 1500. If you have 2 displays (AMT displays only) on each side of the finish line, then you would use 4 addresses when communicating with

them. You can select which display gets which information in the setup screen. A single smart switch controls the Daktronic displays. The Portatree Professional software sends the correct protocol to the Daktronics scoreboard driver (usually located in the tower) so that the correct information is displayed by selecting 1 or 2 line displays.



POST PROCESS PROGRAM

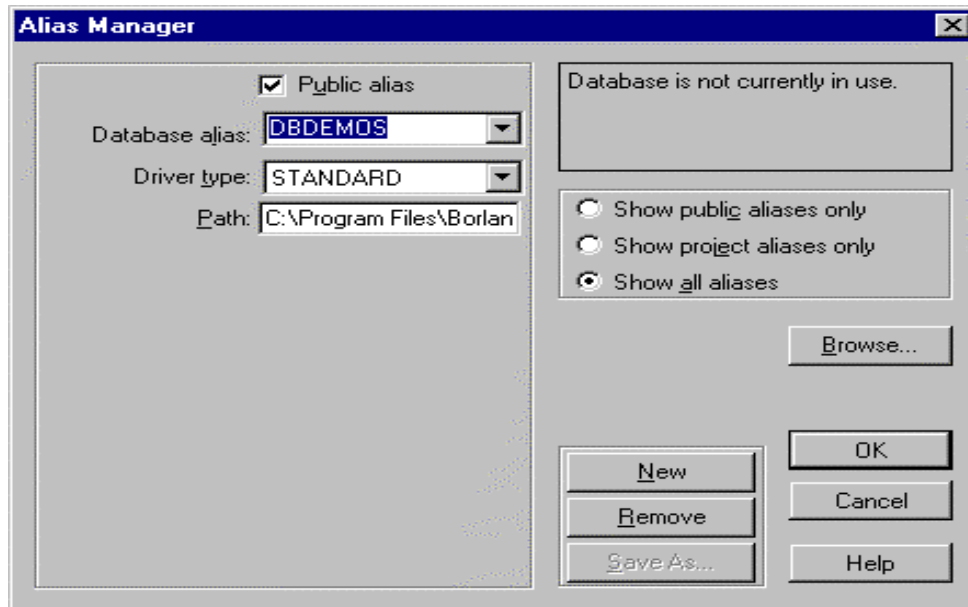
The post process program is written utilizing the Borland Paradox Runtime Software. This software utilizes the Borland Database Engine (BDE) and automatically handles use of the databases by the Drag Race Program and Post Process Program if calls to the databases are made simultaneously. This program allows you to print various reports and view screens while fully utilizing Windows capabilities. You can open several files in the Post Process Program at the same time and jump from each of these programs to the Drag Race Program while races are in progress. It is a very robust program of which no reports of system hanging or malfunction have been reported to Portatree. The system supports Windows Networking and handles network traffic very efficiently.

LOADING THE CD-ROM

You have been sent a CD-ROM, which must be loaded into your Personal Computer in order to operate the system. The best way to load this program is Click on Run and then browse the CD ROM. Locate setup32.exe and double click on it.

Double Click on the Post Process ICON that was created by the program. This will open up the Paradox Runtime program and the Main Portatree Post Process Program should open. If you end up at the main screen of Paradox Runtime, then click on File, then Working Directory and find C:\Portatree. Click on O-Kay to change directories and then click on File then Open then Script and select "Startup.sdl". This will open the Main Screen of the Portatree Post Process Program. When you close down the Post Process Program from the Main Screen of the Post Process Program, the next time that you open the Program you will automatically come to the Post Process Main Screen.

SETTING UP THE “RESULTS” ALIAS



We use a Paradox Runtime pointer to locate the Result files that you will be creating and it is called an “ALIAS” which we call “RESULTS”. In order to create the ALIAS you must go to the Post Process Main Screen and Click on FILE, then ALIAS and select NEW. The cursor will go to an empty edit box and you must type in the word “RESULTS”. You must then go to PATH and type in the path as to where your results will be located. We like to keep results files from each year in separate directories. ((Note: Go to the Windows Explorer and Click on the “C:\” then click on the Right side of the screen and Right Click and select NEW and then FOLDER and type in a name for your new results folder. The format that we use is C:\RES2004 for results for the 2004 season. We used C:\RES2003 for the ‘03 season)). Now you must type in the path in the ALIAS Manager (C:\RES2004) and then Click on O-Kay. The computer will ask you if you would like to “Save” to Public Alias and you again must click on O-Kay and you will end up back at the main Post Process Program Main Screen.

RACER’S ENTRY SCREEN

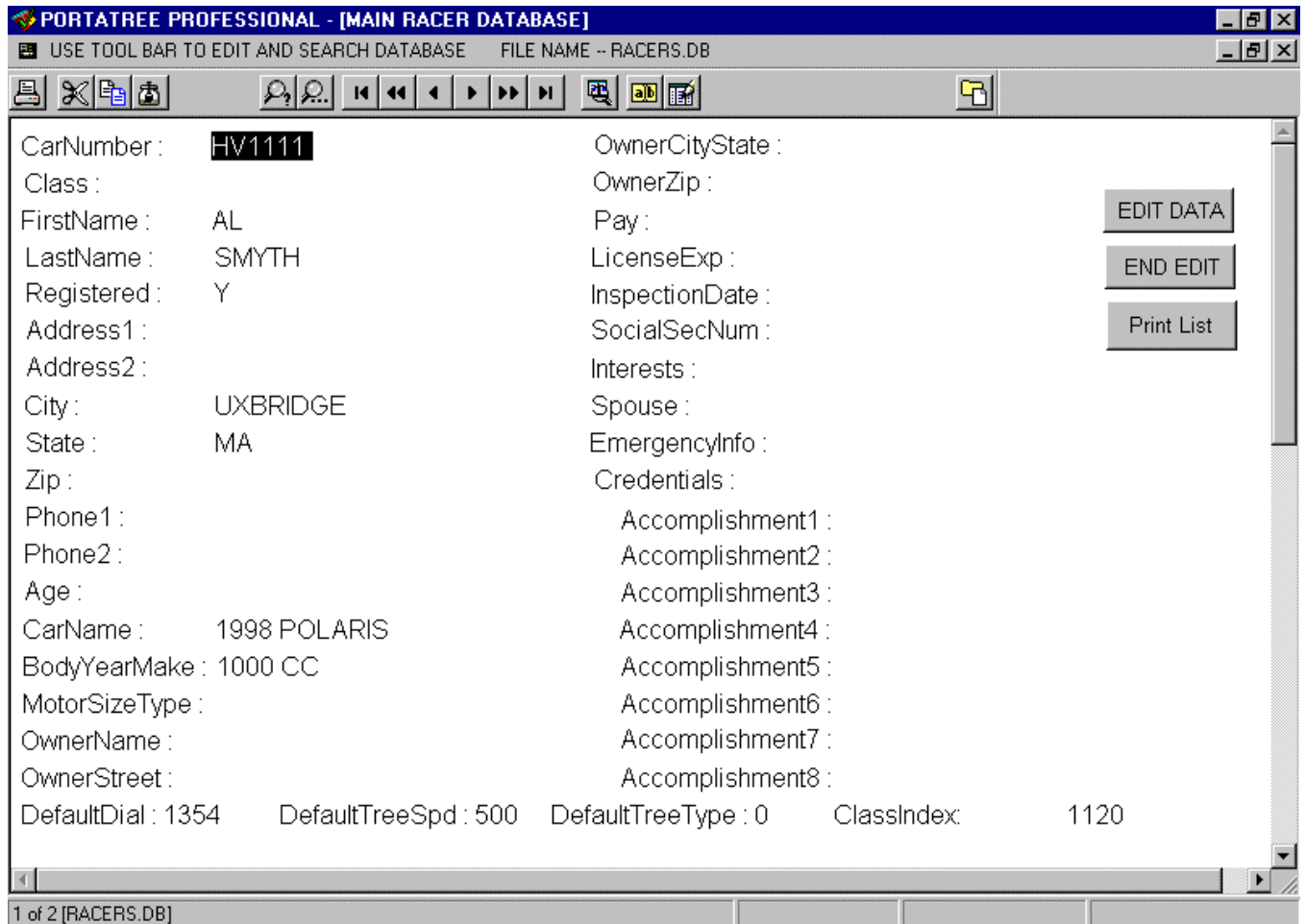
Click on Racer Entry and you can select from the Main Racer’s Database, Second Racer’s Database, and a Third Racer’s Database. You should keep your regular racers in the main racer database. The second and third racers database are for special events where racers come in from different areas and probably will not race regularly at your track. The DRAG RACE Program can only open one racer database at a time, so it is important that you select the racers database that you will be using for the specific race day. Most tracks will only use the Main Racer’s Database.

There are 39 different fields in the racers database in software version 100 and 40 fields in version 200 and 300 (the 40th field is the Class Index field). You can enter all or some of the fields in this database. If you are going to use the points program, it is important that you enter a “Y” in the Registered Field so that the Points Program recognizes that the specific racer is registered and points should be administered.

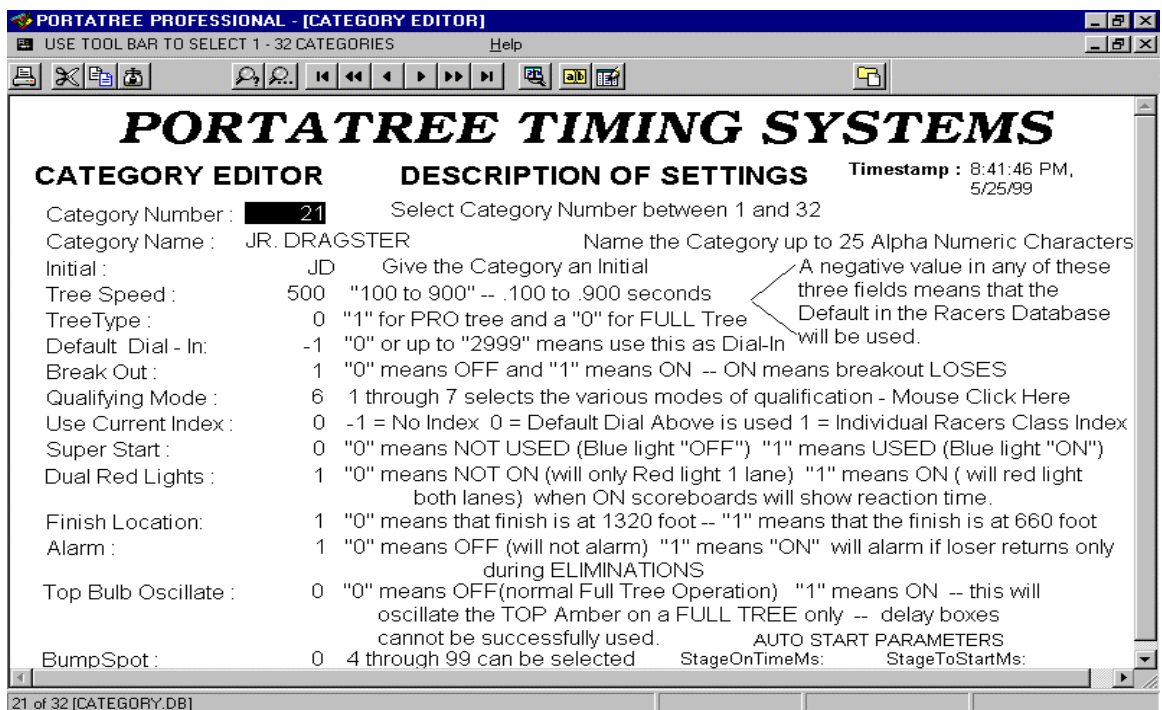
The CarNumber is the most important field. The program will always capitalize the letters used in the CarNumber field and will only allow you to use a unique number for each participant. You cannot duplicate numbers. If you enter a number that has already been used, the program will look up the entry and show the information about the entry on the screen. You should try to use a format at your track that will identify the racers. Some tracks use 2 letters and 4 numbers, 1 letter and 4 numbers, or just 4 numbers. It depends how big your

track is and how you intend to run your races. It is very important that you consider your Car Number system at your track before you proceed to enter racer information.

The Drag Race Program will find the unique CarNumber regardless of category. Even if you have a CarNumber racing in 2 different categories, the Drag Race Program will not stop the entry. It is very important that you keep track of the entrants in each class.



CATEGORY EDITOR



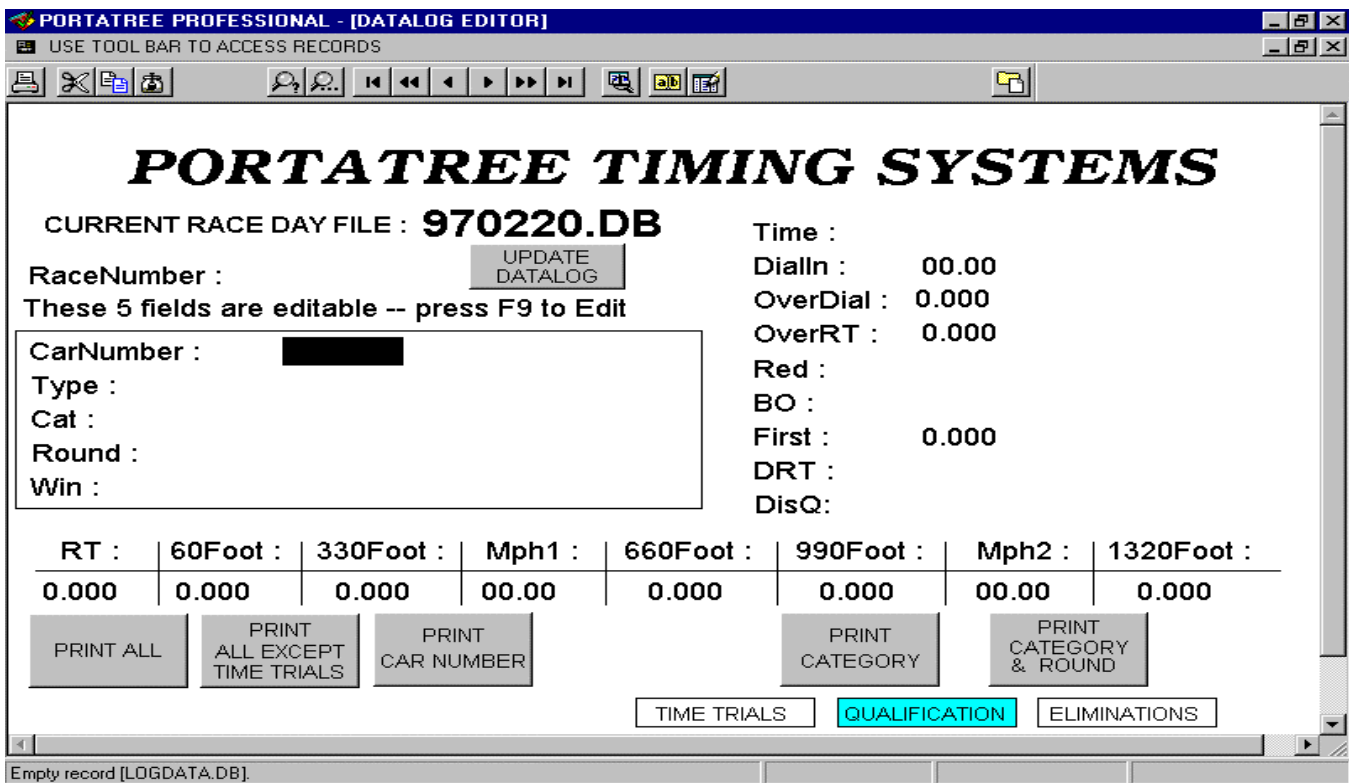
The category editor is used to set up the different race categories that you have at your race track. There is a Help Button above the Navigator Bar which explains each of the 15 fields. The Navigator bar can be used to scroll through the 32 categories 1 by 1, 10 by 10 or first to last. You must put the editor in "EDIT" mode by depress F9 or by clicking on the Edit button on the tool bar.

DATA LOG EDITOR AND VIEWER

The data log editor and viewer is the where you can easily print out results and find information on the individual races. Click On the Race Day File and a PopUp Menu appears on the screen with each of the race day files that you have in your Results directory (RESULTS – Alias). By Clicking On the file for the race day that you want to view, a temporary file is created with all of the results for that file. The Update DataLog Button below the name of the Race Day File can be used when you return to this screen and only want to add the information that is new. This feature saves a lot of time in loading the data because the system only has to add the records since the last time that you undated the Data Log. It is required that you keep the Data Log program open when using the Update DataLog Button.

The Print Buttons are self explanatory. The 3 buttons on the Right side of the screen are for selecting information by Time Trial, Qualification, or Elimination in the Category and / or Round that you select. The 3 on the Left side of the screen are for printing the entire results or for an individual entry number.

The navigator bar at the top of the screen is for moving through records. There are



search buttons so that you can search for certain Car Numbers, Categories, etc. The File folder on the Right of the Tool Bar is the Project Viewer and you can open different forms at the same time.

QUALIFYING

At the Main Portatree Menu, Click on Qualifying and then qualify to enter the qualifying program. There are 7 ways to qualify in the Category Editor and when you select a Category Name, the program looks up the Qual Mode field in the Category Editor and proceeds to qualify the vehicles this order.

You must select a Race Day File first and then the racer's database that you intend to qualify. Then you must "CLICK ON" the Category Name and a list of all 32 categories appears. Select the Category that you wish to Qualify and a qualifying list will appear in the order that the Category editor had recorded. In this case selection number 2 – Qualification Run Best Round by RT (Reaction Time) was selected and the list started with the best reaction time to the worst. The Note that when several ties happened, the person that did the reaction time first got the higher position (see R # -- Race Number -- the lower race number means they raced before a higher race number) .

When the qualifying list is correctly established, then you must save the qualifying list is you intend to ladder then participants. You can print a copy of this report from this form.

PORTATREE PROFESSIONAL - [QUALIFYING POSITION]

File Edit View Form Record Tools Window Help

PORTATREE TIMING SYSTEMS

QUALIFYING

9:16:58 PM, 5/25/99

SUPER GAS

2 Qualification Run Best Round by RT **Bump Spot 32** Print Qualifying List

LAST ROUND RACED **3** Race File Date: **980517.DB** Main Racers Database **Category Number 11** Save Qualifying List

P#	R#	Car#	T	R	Ct	DialIn	OverD	RT	OverR	60Ft	Mph1	660Ft	Mph2	1320Ft	W	R	BO	First	Dq
1	120	SG14	1	3	11	9.90	-7.105	0.404	0.004	0.580	118.11	1.788	152.03	2.795	1	0	1	0.007	0
2	121	SG15	1	3	11	9.90	-7.103	0.409	0.009	0.575	120.64	1.778	142.85	2.797	0	0	1	0.000	0
3	142	SG36	1	3	11	9.90	-7.375	0.411	0.011	0.423	131.20	1.426	119.05	2.525	0	0	1	0.000	0
4	151	SG45	1	3	11	9.90	-7.525	0.414	0.014	0.330	108.70	1.360	154.10	2.375	0	0	1	0.000	0
5	150	SG44	1	3	11	9.90	-7.540	0.417	0.017	0.330	122.95	1.362	153.06	2.360	1	0	1	0.012	0
6	56	SG34	1	1	11	9.90	-7.264	0.421	0.021	0.525	131.20	1.573	139.32	2.636	1	0	1	0.036	0
7	149	SG43	1	3	11	9.90	-7.466	0.421	0.021	0.436	134.73	1.432	149.00	2.434	0	0	1	0.000	0
8	87	SG23	1	2	11	9.90	-6.585	0.422	0.022	0.528	102.74	2.094	119.04	3.315	0	0	1	0.000	0
9	143	SG37	1	3	11	9.90	-7.465	0.422	0.022	0.411	135.14	1.431	149.00	2.435	1	0	1	0.079	0
10	148	SG42	1	3	11	9.90	-7.485	0.423	0.023	0.432	139.32	1.400	159.02	2.415	1	0	1	0.017	0
11	49	SG27	1	1	11	9.90	-5.750	0.424	0.024	1.146	65.31	2.867	119.68	4.150	1	0	1	0.031	0
12	48	SG26	1	1	11	9.90	-5.722	0.427	0.027	1.151	69.23	2.848	111.11	4.178	0	0	1	0.000	0
13	57	SG35	1	1	11	9.90	-7.235	0.428	0.028	0.521	125.70	1.598	126.40	2.665	0	0	1	0.000	0
14	86	SG22	1	2	11	9.90	-6.904	0.429	0.029	0.493	111.66	2.067	244.68	2.996	1	0	1	0.312	0
15	63	SG41	1	1	11	9.90	-6.662	0.430	0.030	0.615	98.90	2.063	124.30	3.238	0	0	1	0.001	0
16	62	SG40	1	1	11	9.90	-6.665	0.434	0.034	0.603	102.51	2.050	118.11	3.235	1	0	1	0.000	0
17	41	SG19	1	1	11	9.90	-5.840	0.435	0.035	0.878	71.88	2.653	113.34	4.060	0	0	1	0.000	0
18	144	SG38	1	3	11	9.90	-7.482	0.435	0.035	0.432	127.48	1.443	155.18	2.418	0	0	1	0.001	0
19	145	SG39	1	3	11	9.90	-7.483	0.437	0.037	0.407	135.95	1.439	157.34	2.417	1	0	1	0.000	0

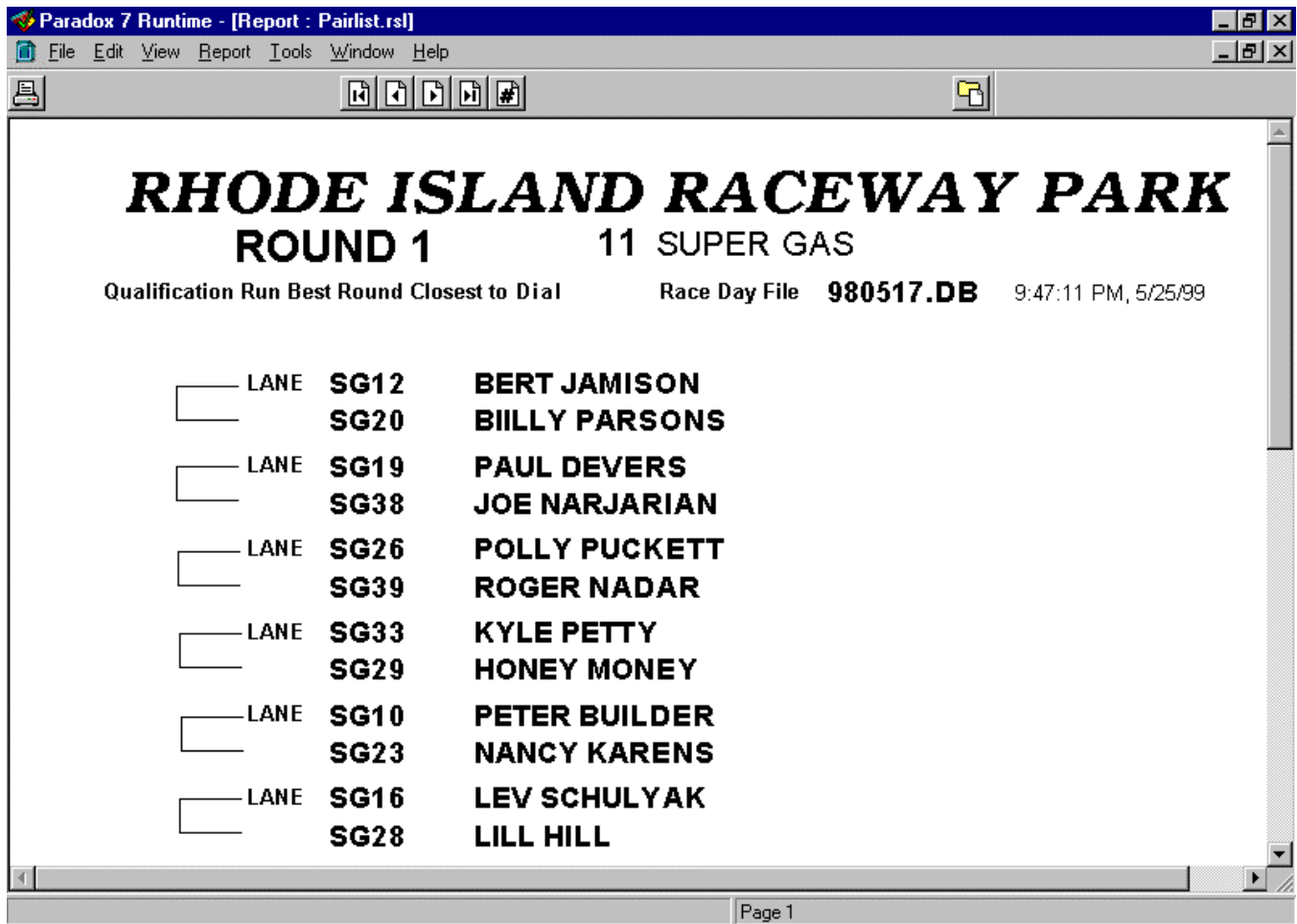
1 of 42 [QUALIFY.DB]

LADDERS

The ladder program works in conjunction with the qualifying program. You MUST qualify and save the qualifying list first before you ladder or the ladder program will not work. A WARNING message will appear before you ladder if your qualification list that you are about to ladder was not qualified the same day. This is the only warning that you will get regarding the qualifying list integrity. The ladder program is designed for 64 vehicles maximum and does a sportsman ladder. A Pro Ladder is optional on 4, 8, 16, and 32 entries.

1. Open the Ladder Program by Clicking on Ladders and then ladders again. This will open up the main screen of the ladders program. Click on "Select Category" (or Category Name) and the Qualifying list that you just created will appear for that category. This is a good place to check to make sure that you qualifying list that you printed is the same as the list in your ladders program. The bump spot from your category editor appears in an edit box and allows you to change the bump spot or let all entrants run.

2. Click on the "First Round Pairing" button to pair up the vehicles in the order for your ladder. The Program will prompt you for a Pro Ladder if 4,8,16, or 32 vehicles are in the ladder. The vehicles will be paired in their appropriate order for Eliminations at this point.
3. Click on "Pairing List " so that the first round of pairing will be available to print for your staging crew. The pairing list is used to pair up the vehicles in the staging lanes prior to the race. The "LANE" indicates the Entry that has lane choice. You can print a Pairing list up every round and the "LANE" will change based on the driver and vehicle's performance in the previous round. If then qualified by ET the racer with the quicker E.T. in the previous round will get Lane Choice. If they qualified by RT then the racer with the better RT gets lane choice. If they qualified by Closest to Dial, then the racer closest to dial in the previous round gets lane choice.



PAIRING LIST -- NOTE: This is only a partial list as shown on the P.C. Screen

4. You can print a first round ladder sheet or a completed last round ladder sheet, but we do not allow partial ladders to be printed. A first round ladder is shown on the next page. Ladders position entries in an exact position from the first round and the ladder is never altered after this point.
5. The completed ladder will only be able to be printed with results after all rounds are complete. The report will be printed with all round results and will indicate the top Eliminator of the category.
6. If you should need to edit your ladder, you will have to go to the qualifying and ladder editor in the DataLog section of the Post Process Program.

7. There are specific printouts for 4, 8, 16, 32, and 64 ladders. The 64 vehicle ladder does not appear in the same layout as the 32 and smaller ladders. The ladders are designed to fit on 1 page so that the report is neat and efficient.
8. If you require a custom ladder, you can consult Portatree Timing Systems, Inc. and you will be instructed on how to create your own special ladder format. This can be done via E-Mail, Fax, or Telephone.

PORTATREE PROFESSIONAL - [Form : Ladd32.fsl]

File Edit View Form Record Tools Window Help

RHODE ISLAND RACEWAY PARK

SUPER GAS

Timestamp : 9:58:10 PM, 5/25/99

32 ENTRIES

ROUND #1 TOP

ELIMINATOR:

1	SG46	0.00	POTTER						SG47	0.00	POTTER	2
	0.000	0.000	0.00						0.000	0.000	0.00	
	SG42	0.00	GRANT		0.00				SG39	0.00	NADAR	18
17	0.000	0.000	0.00	0.000	0.000	0.00			0.000	0.000	0.00	
	SG10	0.00	BUILDER		0.00				SG27	0.00	DALTON	10
9	0.000	0.000	0.00	0.000	0.000	0.00			0.000	0.000	0.00	
	SG21	0.00	FIELDS						SG20	0.00	PARSONS	26
25	0.000	0.000	0.00	0.000	0.000	0.00			0.000	0.000	0.00	
	SG44	0.00	FIRST		0.00				SG51	0.00	ROMARO	6
5	0.000	0.000	0.00	0.000	0.000	0.00			0.000	0.000	0.00	
	SG38	0.00	NARJARIAN						SG43	0.00	OUILLETE	22
21	0.000	0.000	0.00	0.000	0.000	0.00			0.000	0.000	0.00	
	SG31	0.00	GEORGE		0.00				SG24	0.00	UNDERS	14
13	0.000	0.000	0.00	0.000	0.000	0.00			0.000	0.000	0.00	
	SG36	0.00	STEEPS						SG17	0.00	LITTLETON	20
20	0.000	0.000	0.00	0.000	0.000	0.00			0.000	0.000	0.00	

FIRST ROUND LADDER -- This is only a partial ladder as shown on the P.C. Screen

POINTS PROGRAM

The points program is designed to give points only on those racers registered in the Main Racer's Database. Each racer who will receive points must have a "Y" in the Registered field of the Main Racer's Database. There is a HELP button on the tool bar at the top of the screen that explains how to run your Points Program and the function of each button on the screen.

The Race Day file will match the selection that you made in the DataLog Viewer, but if you want to change the file, Click on the File Name and a PopUp menu of each file will appear. Select the file that you wish to collect data and assign Points. Make sure that each Category has the correct Points assigned to each of the Attendance, Qualifying, and Elimination run. This can be done by Clicking on the category number field or any field of information and using the Navigator Bar at the top of the screen to go to the different Categories and use the Arrow Keys to navigate to the different valued fields that you wish to assign.

Click on the Assign Points button to run the program and the information about the Race Day File will appear with the assigned points in the screen below. If you want to change points manually, you must Click your mouse in the field EE9 and assign the points. After you

have manually entered the changes, Click on the Manual Edit button and the points will be totaled again.

When you are satisfied that the points have been assigned correctly, you can save them by Clicking On Store Points for Race Day and an edit box will appear asking you to enter the points day that you wish to store these points under. You should predetermine which days correspond to Points Days and select a number from 1 – 20 to store your results.

RHODE ISLAND RACEWAY PARK
POINTS PROGRAM

Raceday 3

FILE TO BE SORTED
980517.DB

STORE POINTS FOR RACEDAY **ASSIGN POINTS**

ELIMINATIONS ONLY

QUALIFYING Q1: 1 Q2: 1 Q3: 1 Q4: 1
 ELIMINATIONS E1: 1 E2: 1 E3: 1 E4: 1
 E5: 1 E6: 1 E7: 1 E8: 1 E9: 1

CATEGORY : 1 Attendance : 1 Manual EDIT

CarNumber	CAT	ATT	QQ1	QQ2	QQ3	QQ4	EE1	EE2	EE3	EE4	EE5	EE6	EE7	EE8	EE9	Total

Click on Total Points View Report to make sure the points have been stored correctly. Click on Empty Total Points only at the end of the year. You should always save a copy of the yearpts.db from your Windows Explorer into another directory. The Eliminations Panel will speed up your points processing when illuminated if you are not assigning any points for qualification runs or if you are not qualifying. Click on the Panel to illuminate it.

If you have specific questions about the program, you should carefully write them down in very specific detail so that we may give you a precise answer. We are best served by E-Mail as it is quick and efficient and cost effective. This Manual Can be E-Mailed in a Zip File as a Microsoft Word Document. You must be able to open a *.doc file in order to have this E-Mailed.

Extra copies of videos, instructions, manuals, or program disks will be available, but will cost additional monies for preparation, shipping, and handling. Requests for this information will be treated as an Order and will be shipped by Credit Card or C.O.D.

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