



ELIMINATOR COMPETITION DRAG RACE Program Manual – Firm Ver 4.11

The Portatree Eliminator Super 2000 Competition Track Timer can be used with an IBM Compatible Personal Computer connected through Com Port 1 or 2. You can use a “USB” port with a USB to RS-232 converter and a cable (provided by Portatree) to attach to your P.C. The best setup would be to get a P.C. with a Com Port so that you do not require a USB to com port adapter. We recommend upgrading to 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 **1024 x 768 resolution**.

NOTE: You should make sure that your track is fully operational with the Eliminator 2000 Track Timer in Stand Alone Mode before making runs with the P.C. interface!

CONNECTING THE ELIMINATOR COMPETITION TRACK TIMER TO THE P.C.

Make sure that you have loaded the software on to your P.C. using the Eliminator Competition Software Manual. Power up your Track Interface Box with 12 volts D.C .and make sure the Toggle Switch is “ON” to power up your Eliminator Competition Track Timer and TURN ON the Eliminator Competition using the Rocker Switch on the Left Side of the unit. The L.E.D.’s on the face of the Eliminator should illuminate in a sequence shortly after the box is powered up that indicates that the box is powered. Now you must double click on the Drag Race Program button on the Desktop and you will see the Main Eliminator Competition Drag Race System screen open up. If you are connected to the Eliminator Competition, you will see under the “Eliminator Competition Status” the Serial, Version, Config, and Mfg Date appear. If you see a Red Panel stating that the box is not connected, the P.C. was unable to open the Com Port. If you see a green panel then the P.C. indicates the com port is good, but it can not communicate with the Eliminator Competition. You may have to go to the “ptspro.ini” file and check the Port setting, or go to the “Device Manager” and check the condition of the port. You must be connected and communicating with the Eliminator Competition before you proceed !!!



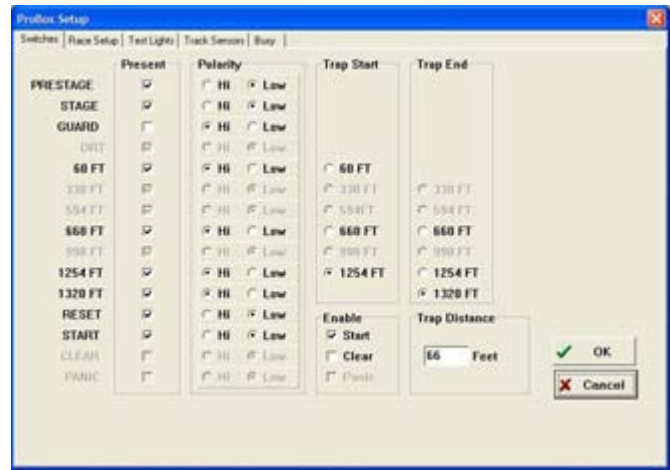
Com Port Problem or PtsPro.ini setting



Com Port indicates good, but Not connected



Setup Screen Showing it is connected !



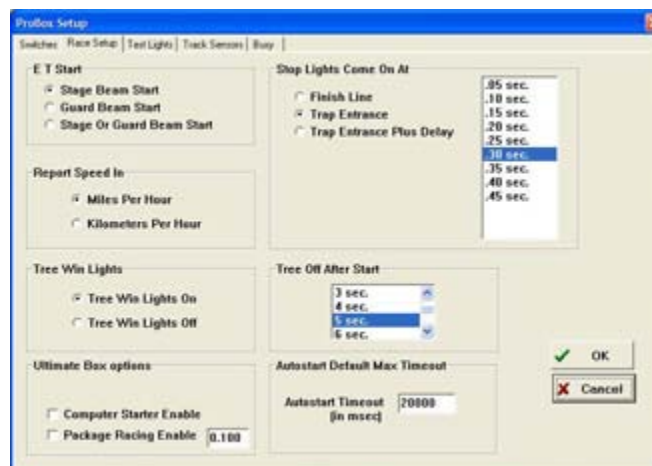
Pro Box Setup Screen Set for Full 1/4 Mile

SETTING UP THE PRO BOX

At the Main Menu click on "Setup" and then "ProBox" and you will see the screen above right (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 (Guard, 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. The Pre-Stage and Stage Polarity is always set "Low". On the side marked "Present" you should have check marks next to the sensors that are on your racetrack.

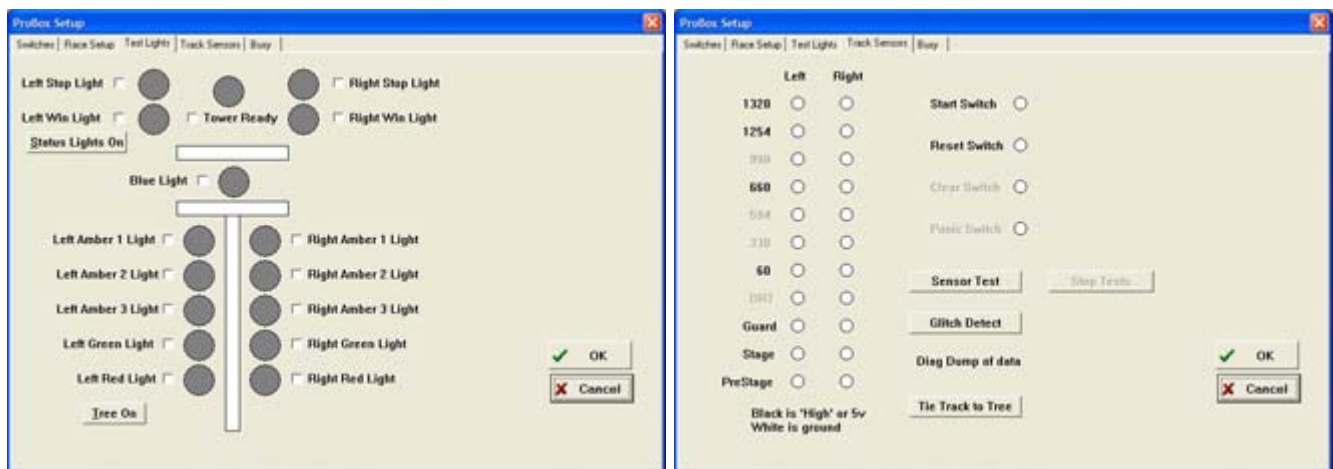
NOTE: The 1320 is always the FINISH LINE even if your track is only 60 feet long !! The 1254 is the MPH trap for the 1320 and the 594 is the MPH trap for the 660 foot. If you were running an 1/8 mile track the finish would be the "1320" sensor and the MPH trap would be the "1254". A 330 foot on an 1/8 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 screen below left is used to setup the stop lights and also to activate win lights on the tree or to shut them off.



The Test light screen is for testing your Christmas tree and your stop, win, and tower ready lights. You can turn them on and then check voltages to see if they are working. The Eliminator based system uses a sinking signal (signal is ground - common is + voltage). The sensor test is a very useful tool in checking sensor problems. You can click on "Sensor Test" to what sensors change state (dots go from white to black), the "Glitch Test" where if a glitch is detected the dot turns Red, or tie them to the tree so that you can watch them change by watching the tree lights go off and on.

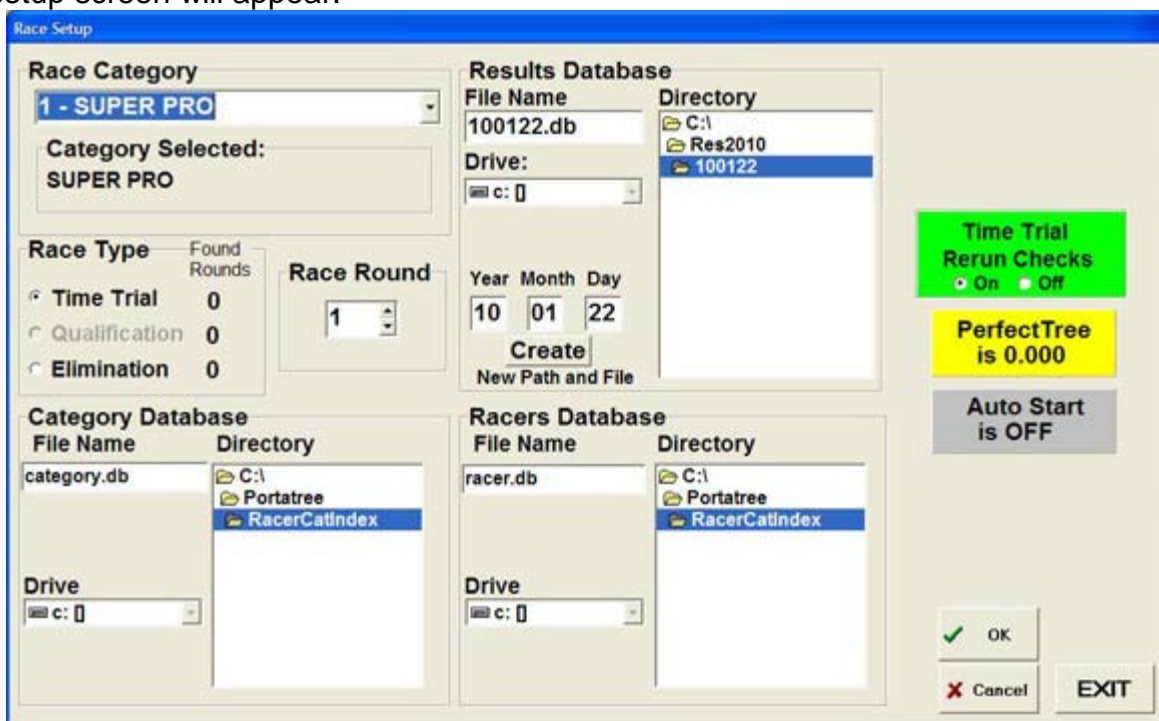
The Prestage are 60 foot sensors, Stage are 330 foot sensors, Top ambers are the Mid MPH's, 660 foot are the 2nd Ambers, the 1000 foots are the 3rd Ambers, the 1/4 mile MPH's are the Green lights, and the 1320 foots are the Red lights.



There is a busy page where you can check the connection between the Eliminator Competition and the P.C. by clicking on the various buttons that make the tree cycle in different ways. This requires quick communication between the Eliminator Competition and P.C. and is a great test.

RACE SETUP SCREEN

Click on "Race" and then click on "Race Screen" to start into the Race Program. The race setup screen will appear.



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. When you first load the CD, racer and category locations should be pointing to the C:\portatree\RacerCatIndex folder while results are created by clicking on the "Create" button. The create button keeps track of the date and time. It will automatically create a new Res2007, Res2008, Res2009 Folder etc. every year and will automatically make a sub folder with the Year, Month, Day and then a Year, Month, Day File. The Results file will not actually be created until you click on the "OK" button to enter the race screen.

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 and if you have a multiday event that is tied into one show, then the first race day would be created and the same file would be run for the entire event. If you have a rainout on a show, you can always re-open the results database for that show and start adding results to it again.

Setup the Round, Race Type, and Race Category that you would like to run. The computer will keep track of each category and look at the qualifying mode that you have selected. If you select qualifying modes 1 - 4 then "Time Trials, Qualification, or Eliminations will be allowed. If you select qualifying modes 5 - 8 then only "Time Trials or Eliminations will be allowed. The program does round checking as well and will automatically keep you from jumping an extra round ahead or behind. If you do change results files in the middle of the race, this feature does not do an update. It only updates on Race Setup Entry. When have set up everything on the Race Setup screen, Click on "OK" and a new results file will be created and the Main Race Screen will appear.

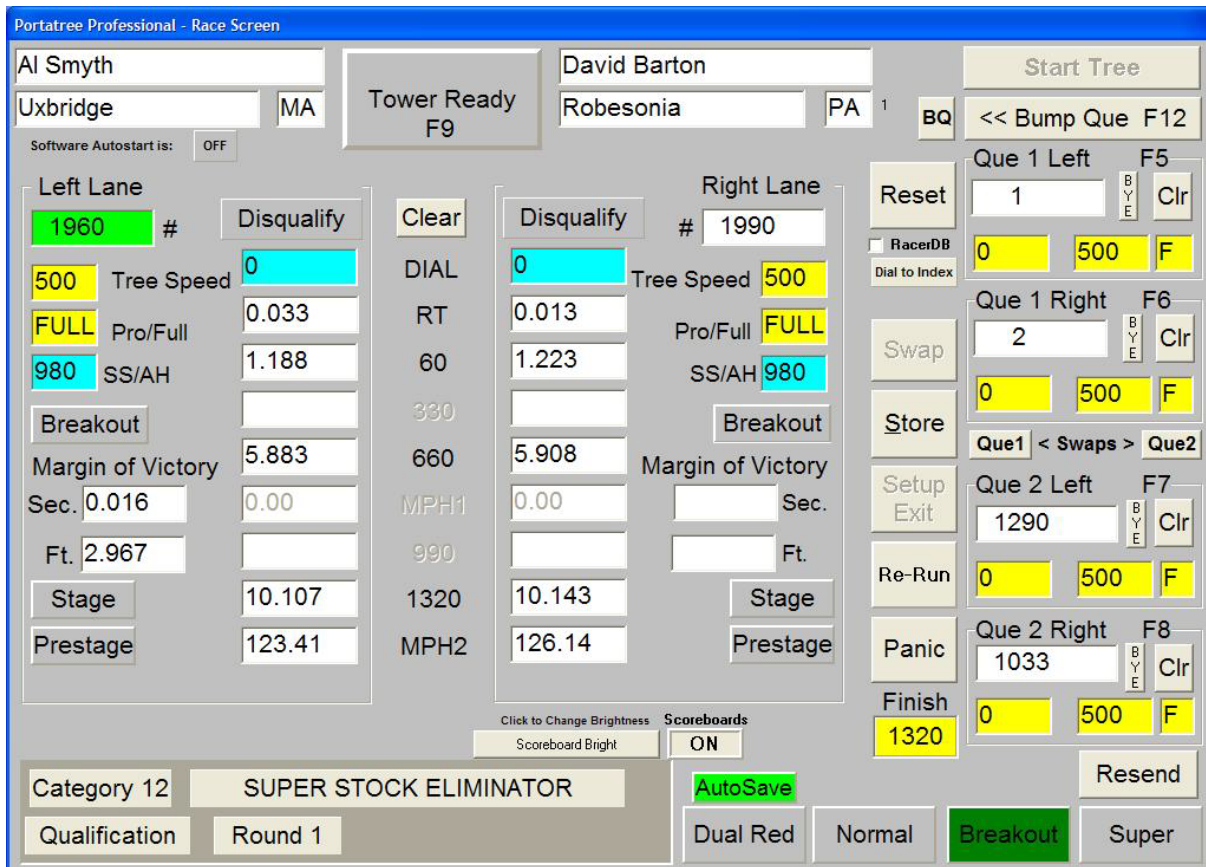
MAIN RACE SCREEN

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 Entires are 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 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. If you make a mistake, the "BQ"

button is a reverse bump que which will bring the information back to ques on the right side of the screen so that you can edit the Entry Number. If you have information in que2 Left and Right, it will be saved as well.

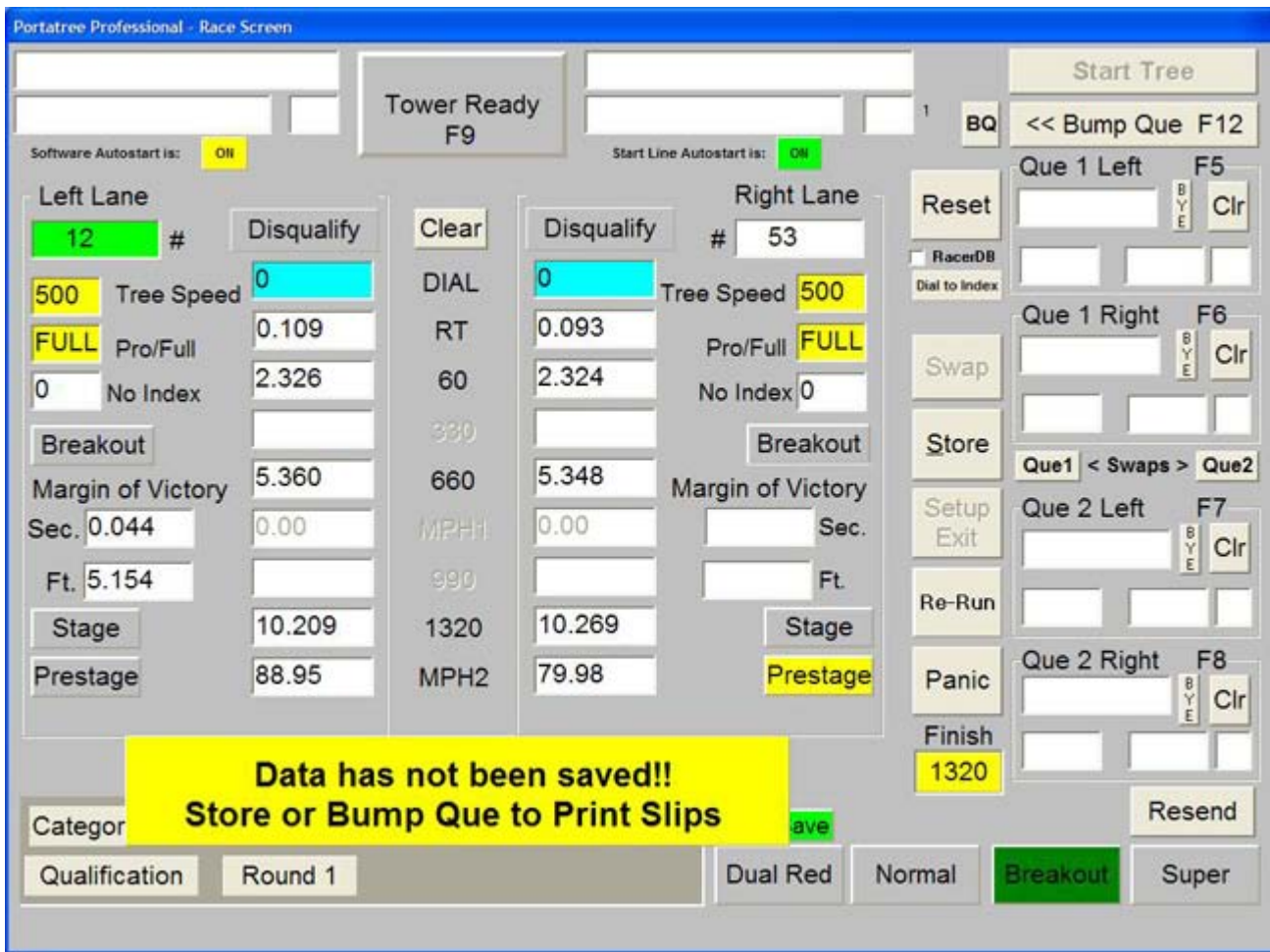
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Once you are on the main screen, you can edit the Dial-In, Tree Type, and Tree Speed only. You can not change the Entry Number. When you are confident that the information on the main screen is correct, then you can click on "Tower Ready" or depress "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 a countdown clock will start when one vehicle is staged and the other just bumps into the Pre-stage. After both vehicles are staged, the light will turn green after the Auto Start Timers are finished. Auto Start Parameters are changed for each category in the category editor. 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). Top Bulb Lock also can be turned Off and On for individual racers by clicking the button over the panel. High Resolution will come on automatically in a close race (.010 seconds or closer with no breakout) or if the breakout is tied to 3 places (.000 seconds). See High Res below.



There is a small panel labeled "AutoSave" above the Dual Red panel which indicates that results are "Automatic Stored". 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 for each category in the Category editor. You can select the 60 foot, 330 foot, 660 foot, or 1320 foot location. If you select ptree, the Eliminator Competition will use the finish selected off of the Pro Box Setup Screen.

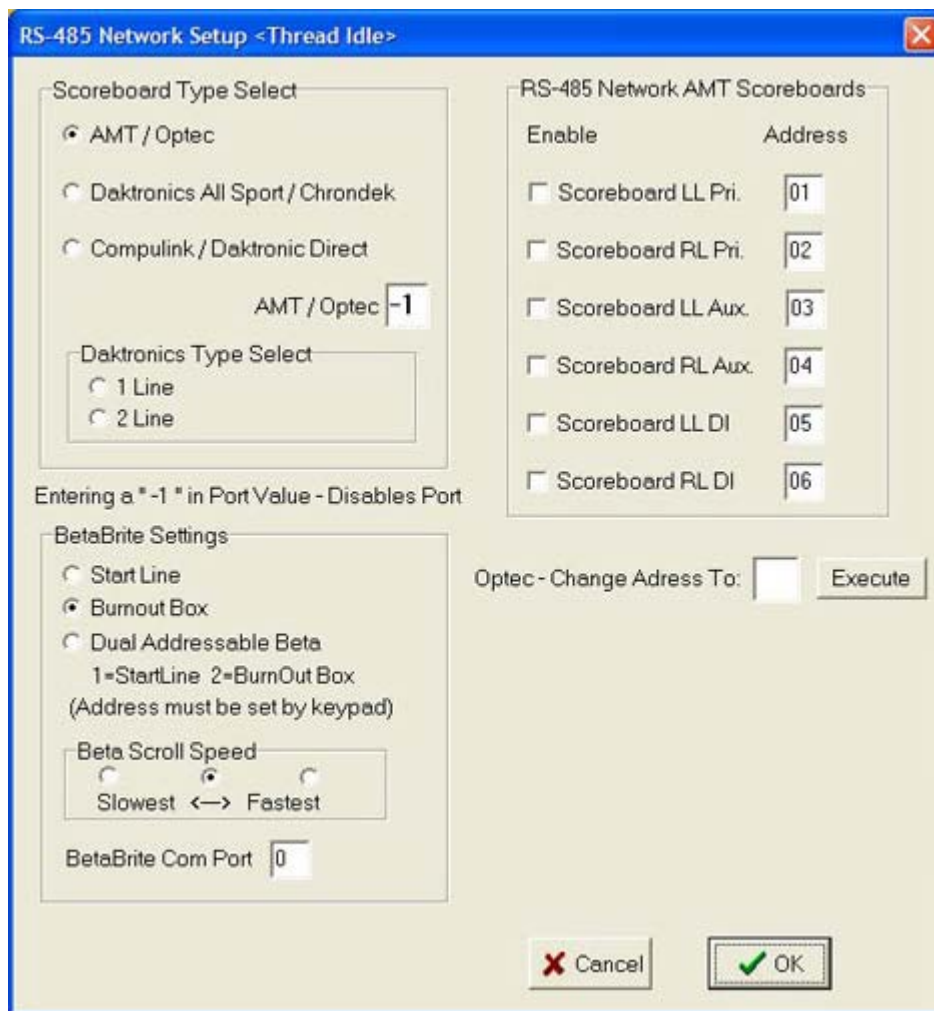
The rest of the Race Screen has various buttons to Reset the Race in case one vehicle does not finish or Reset the Tower Ready if the race has not started yet (This would allow you to change incorrect data and send a Tower Ready again). If Breakout is on the Breakout Panels illuminate Red if a vehicle 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. 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. If the race has not been run, they will indicate "NO SHOW" instead of disqualify. There is also 2 boxes that provide MOV in 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 !!

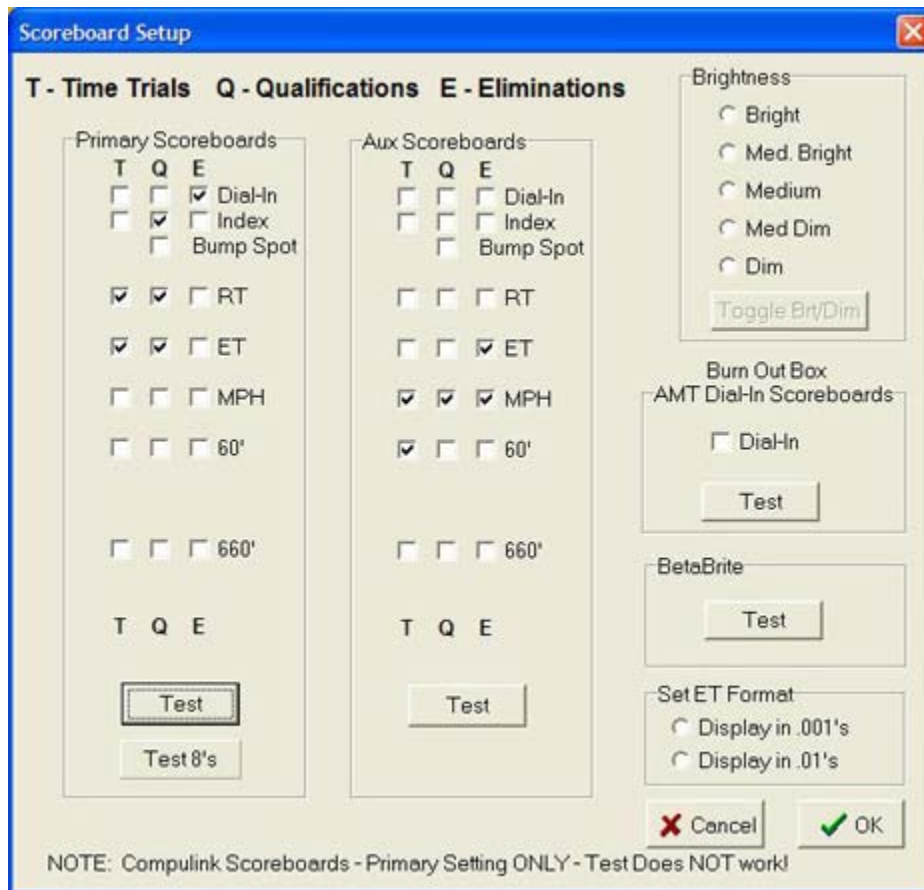
As the race progresses, the information appears on the screen as it is reported from the Eliminator Competition. The MPH (KPH) is calculated by the P.C. and appears instantly after the 660 foot or 1320 foot is captured. If a driver "Red Lights" the background on that lane will be changed to Red. If the 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.

SCOREBOARD/DIAL-IN Port Settings

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. This section is for setting up the com ports to drive scoreboards or betabrite Dial In Boards.

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





SCOREBOARD/DIAL-IN Setup

The scoreboard information can be setup differently for Time Trials, Qualification, and Elimination Runs. You can click on any information that you would like to see on the scoreboards and it will appear on the boards as it comes in. If you select MPH and ET on the same board, after the race is over, the ET will flash first for 2 seconds and then the MPH for 2 seconds and then again ET then MPH. They synch up so both ET's and MPH's are flashed on at the same time. You can change the time between the changes in "Computer Setup" on the Drag race Computer. Click on it at the Main Screen. Look for [Scoreboards Oscillation] and the default is 2000. The 2000 stands for 2000 milliseconds or 2 seconds. If you want to change the time to 1-½ seconds, then you should change the 2000 to 1500. The scoreboard test is conducted at the setup screen as well. Make sure that you have selected the scoreboards in Com Port setup before you do the test.

LOCAL TIME SLIP PRINT STRINGS

You can set up your time slip message here or at the P.C. that is actually connected to the time slip printer. If you decide to print directly from the Gold Box, then you have to set up the time slip messages in this program. Click On Setup -- then Time Slip Printer Text at the main screen. (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 through the serial port on the Portatree Professional or used by the P.C. that is actually connected to the time slip printer. The Port on the Portatree Professional is your emergency backup printer if all else fails. 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). If you are printing from another P.C., it will pick up the weather information from the results file so it very important that you connect to the weather station on the Drag Race Computer and make sure that it is connected and working properly.

Printer Setup

Header Line 1: Lebanon Valley Dragway
Header Line 2: Championship N.H.R.A. Drag Racing
Header Line 3: Route 20 -- West Lebanon, NY
Header Line 4:
Header Line 5:
Header Line 6:

Copies Per Printer
 One Copy
 Two Copies

Test Printer(s)

60 Foot Text: ---60 Foot--- Enable
660 Text: ---660 Foot--- Enable
MPH2 Text: ----M.P.H.---- Enable
1320 Text: ---1/4 Mile--- Enable

Enable Printing on Pro Box
 Enable Weather Printing
Weather file path and name
Wx.Txt
Test Weather

Footer Line 1: Next Saturday -- Mopar Mania
Footer Line 2: Sunday is a Regular Points Day
Footer Line 3:
Footer Line 4:

Cancel
OK

Technical Assistance

Due to the large number of tracks that Portatree services, it is important that any technical assistance be provided in an efficient manner. If you have any difficulty with this software, you should list out your questions 1 at a time and then E-Mail them to tech@portatree.com. If you have an emergency, you should fax or call shortly after the E-Mail is sent and bring it to our attention that you require assistance. If you E-Mail is specific, we can get a head start on helping you. All calls to the tech department should be made to (508) 278-2189 Ext. 8.