

Orbits 2 Easy Operator v.2

Con Peplowski (2005)

When Orbits 2 is running, take a look at the screen. You have three tabs across the top: Registration, Timing, and Processing. Registration is where you select the track and event, add competitors, list and update track records, create Groups and Runs or View the Time Schedule. The View Schedule is nice because you can see if you have all your runs for a group and if they are in order. The Timing Tab screen has the name of the event across the top. If it is the wrong event go back to the registration tab and select the correct event. Under that on the Timing screen you have 'Select a Run'. Here is where you select the session (run) you want to time. In the Left Column of the window you have other view options, the Passing Counter (if you want to display the passing counter just double click it), print options, the familiar "flags" to start and set during a session, and finally a decoder indicator. When you connect to an operating decoder you will see the info for the decoder filling in a small screen at the bottom. You also will see that the NO DECODER CONNECTED in red on the bottom left screen now says DECODER CONNECTED in green.

The clock is really good to use when you are working on one run and then go back to do something else. You can click on the clock and it will automatically take you back to the run that is in progress. Make sure your decoder is running on a UPS, so if you lose power or the connection to the running decoder, when you restart a screen will pop-up saying a session is running and these are the passings and you then restore those passings by clicking on the restore button and you are back to running normally (note – there are some cases where this does not work).

Setup:

Before the event starts, the Chief has set up the Event, the runs (all sessions each group will be on track), the Competitor Database that lists all drivers and their transponder and member numbers, hometown, region, car number, classes, etc. Also, the first run when each group goes out should be populated with the drivers expected to be in the group. You can confirm this by going to the registration tab and selecting the run. The list of drivers will appear in the large window on the right side below the run name and time and other details. On the Timing tab, the drivers entered in the run appear in the rightmost panel. If the run has no drivers, ask a Chief for help in bringing up the Competitor database, selecting all the classes that are in the group, and then on the registration tab "drag" the competitors into the run.

Timing:

Click the Timing Tab. Make sure you see that your decoder is connected before every session. If it isn't go to Decoder on the left column and select how connected and connect it. Make sure that you have a taper sitting along side of the AMB operator. Before the session starts make sure that the Green Flag is bright, and that the "stop" button is grayed out. If the "Stop" button is bright red and the Green flag is grayed out, then the previous session is still running – you MUST locate and STOP the previous session before the system lets you start this run! Before cars get to the timing line, coordinate with the other timers on starting the clock (3-2-1-start), to get the clocks close to each other. If this is not possible, make sure to start the transponder system before the first car crosses the loop, even if you are not synchronized. Have the taper and operator together verify that all the cars on the tapers tape is on the AMB system and in the right order. If they aren't then make sure you know that the tape is correct by using other tapes and then assign transponders to registered cars that did not appear on the passings, and add entries for cars after informing a chief of a possibly "unregistered" car. Mark on the correct tape next to the car # that has been edited in Orbits – so you have a record of the changes you

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made. This is a good practice when trying to figure out at the end of the session if you made all your corrections to the database. **Make sure when you edit a competitor or add a competitor that when you edit any competitor details you click on both boxes on the bottom left, to update BOTH the run AND the Database**, if not done your database is not updated. If you have a new track record (ONLY during a Race run) the system will give you a pop up when it happens and ask you if you want to accept this record. Write down the class you can tell the chief a new record was set, then say yes and the record will update your track records file and an Announcement will be added to the run.

On the bottom of the Timing screen is what we refer to as tapes or the run order of cars crossing the loop. If you are running photocells into the decoder, each block will be outlined in yellow meaning that there is a photocell time also for that car. Another thing is if you put your mouse over a passing line number on the left side of the passing screen it will give you a synopsis of that competitor without having to highlight that competitor and sliding the slide bar over to see everything on that line. On the passing screen you can also highlight a competitor to invalidate passing, validate passing, transponder switch, delete passing, show competitor passings. The window on the right shows your "as of now" results. Make sure there are no duplicates and no classes that don't belong in this run.

When you get unrelated transponders or photocells, determine whom they belong to by comparing to your taper, then double click on the passing line and select the competitor or create a competitor. At the bottom of that window you will see the two boxes, one is to update to the database and the other is to update only to the Group. You should select both. If you see a competitor in the passing file that does not show up on the Results window of the screen then click on Hidden Competitors and select and right click on them and select Unhide. They now will show up on the results. This can happen if you Switch Transponders.

Pull sheets are a mechanism used to correspond the Transponder system with the other tapers and timing system. Each time the Chronomix operator yells "Pull", write down the passing number next to the tape number. If an Auditor needs help from the transponder system, use your pull sheet to select the passings to print: find the number on the pull sheet that corresponds to the tape number they are asking for; add one to the previous pull number and select that line on the passings (left click the mouse on that line); Hold down the shift key and left click on the passing number that corresponds to the tape being requested; right click and "print passings" **MAKE SURE TO CLICK ON SELECTION**, then print. Write the tape number at the top of the sheet.

End of Session

The most important thing to do is STOP the run – click on the STOP button on the lower left of the Timing tab. Your chief should have left a sheet describing what print outs are needed at the end of the session. Organize your tapers' tapes in order, add to the "pull sheet", make sure to keep the sheet of all changes you made on top, and give this to your Results Chief. Last, select the Registration tab. Make sure the group you just ran is showing. Display the Competitor database and move it so you can still see the competitors in the run, Select all the competitors in the run, then drag them into the Competitor Database: you may see a pop-up that asks if you should MOVE or COPY – make sure to say "COPY". Close the competitor database. Select all competitors in the run again, but this time copy the run into the GROUP, to update there, then copy from the GROUP to the next RUN. This step ensures that all changes made during the run are now in the database, and ready to be used for the next run.