

STARTLINE RACEWAY

SLOT CAR RACING SYSTEM FOR REAL RACES

The software is designed to be very user friendly and enables more time to be spent racing and less time wasted organising by speeding up driver/lane selection and race results. After all racing is what we all want to do

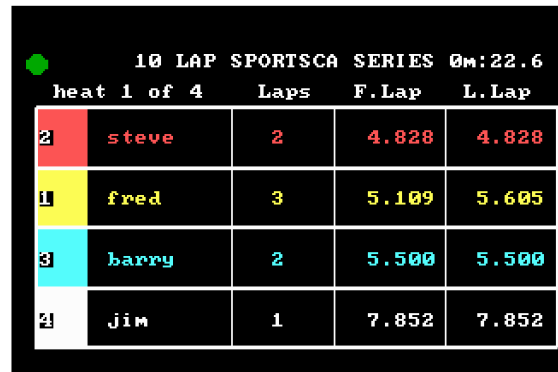
- Menu driven – just scroll up and down the menu and press enter or space bar to select race format.
- Can be customised by the user to suit users track.
- Available in **LITE** version or **FULL** track power control



Actual screen shot

PRACTICE MODE

- Records fastest lap and last lap for unlimited laps.
- Individual lanes can have their laps times reset at any time during practice by either one press of the keyboard or just stopping over the track sensor
- False counts are displayed on screen to notify when a lap quicker than the minimum lap time has been detected



10 LAP SPORTSCA SERIES 0m:22.6				
heat 1 of 4	Laps	F.Lap	L.Lap	
2	steve	2	4.828	4.828
1	fred	3	5.109	5.605
3	barry	2	5.500	5.500
4	jim	1	7.852	7.852

Actual screen shot

POINTS SERIES

- Unlimited number of drivers can be entered
- Drivers names are randomised so that each driver races against as many other drivers as possible
- Two levels of drivers can be entered with each level racing only against drivers within each separate level
- Each driver races on each lane
- Points awarded and totalled at the end of racing
- Race distance can be customised

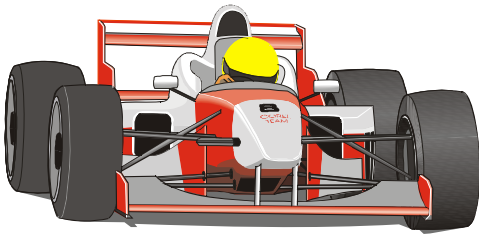
- The screen updates driver positions as each car crosses the line at the end of the cars lap.
- Fastest lap times and last lap times to a thousandth of a second are recorded
- All heats and points totals are stored in a text file for later review.
- All drivers names are randomised again ready for the next series
- Drivers names are stored and can be used in other racing series

- **LITE** version only – no power control

- Should a driver jump the start he loses lap

- **FULL** Version with Power control

- If a driver tries to jump the start lights his track automatically has the power cut for half the minimum lap time at the start of the race.
 - Should a car record a time less than the minimum lap track power is cut to all lanes and the programme asks if the lap time is correct. This allows for corrections to laps to be made during the race.
 - When the leader has completed race distance the power to his lane is automatically cut as he crosses the start/finish line. As each successive car crosses the start/finish line they too have their power cut.
 - Track power automatically returns after 7 seconds for drivers to retrieve their cars and the next heat drivers are displayed on the screen. Drivers / laps / and points can then be edited ready for the next series.



TIMED SERIES

- Similar to Points series except heats are held over a fix time not distance
- Handicap can be added at the start of racing
- Automatically calculates where far round the last lap cars are when time is up
- All drivers laps (including handicaps) are totalled and displayed at the end of each heat

FUEL RACE

- Each team (One team per lane) races once on each lane
- As cars circulate they use up fuel. The quicker the lap the quicker the fuel is used
- To refuel simply stop over the lap counters
- A minimum fuel stop time automatically cuts power to stop 'splash and dashes' ([Full Version](#))
- Fuel load is carried over to the next heat
- If a car runs out of fuel it has its power cut for half the minimum lap time and will continue to have its power cut each lap until the car is refuelled by stopping over the lap counters

Crash & Burn

- Similar to the points series except in order to score points
- ALL cars must complete race distance plus all laps must be quicker than 3 times the minimum lap time (This stops drivers from slowly circulating trying not to come off the track)
- All points are totalled and displayed.

QUICKRACE SERIES

- This is the simplest race series available. It is designed for fast throughput of races with the minimum of fuss. You are offered a choice of 5, 10, 25 or 50 lap races.
- No driver input is required – no points awarded or recorded. Each race starts and ends as per the Points Series.
- Short laps and deslots are detected and displayed on the screen but track remains live

SINGLE CAR RACES

- Each driver or car races against the clock. Ideal for testing a cars performance

SINGLE RACE

- Drivers select which lane they want to race on. Ideal for race offs and championship deciders

UTILITIES MENU

- The utilities menu is where you can customise the software for your personal requirements
- Minimum lap time can be set by user. Ideally this should be set to approximately 75% of the fastest achievable lap time at your track. I.e. if the quickest time possible is 8 seconds per lap then set the minimum lap time to 6 seconds. This is the part of the programme that detects short laps (default is 2 secs)
- 16 Lane colours can customised to your track colours
- Start system can be set to be either live start (track power on with jump starts penalised) or dead start (track power off – all lanes switch on at once) ([FULL Version](#))
- Race results can be reviewed or deleted

SYSTEM REQUIREMENTS

- 486 or better IBM compatible PC with parallel port and EGA/VGA with DOS 3.00 or better plus external 12 DC power supply for the control unit when using the [FULL version](#)



This race programme and hardware has been designed and developed in Australia