

Sensible Laps

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Welcome



Welcome to Sensible Laps

Sensible Laps aims to make RC lap timing simple and easy.
All the options you need with a nice clean interface.

Change Log

[1.0.3] - 2022-03-24

Fixed

- First hit delay implementation

Changed

- Don't show tool tip on race view.
- Main display timer text size.
- Delay timer controls.
- Race control panel.
- Changing a delay time in the schedule view sets the duration and remaining time to the new value.
- Always show the delay time even when paused.
- Updated snap out window to look the same as main view.

Added

- Ability to disqualify a driver from a race.
- Flash the driver that just crossed the line in race view.
- Prompt user when stopping or restarting a race.
- Division reports.
- User can specify when to change race view from last to current in settings.
- Driver progression through current lap can be shown on race view. not replicated through to web views yet.

[1.0.2] - 2022-03-18

Added

- Print incomplete race will print a grid list
- Print un-run round will print a grid list
- New table view for use with streaming services

Changed

- Advanced division options in wizard now has the division name on dialog.
- Import contestants preview list is now editable to correct duplicate transponders and incorrect names.

[1.0.1] - 2022-03-14

Fixed

- Open practice doesn't start properly

Changed

- Results export does not split to days unless specified by the divisions. Export is to the start date of the event.

[1.0.0] - 2022-03-13

Added

- Controlled Practice - finally

Fixed

- Templates disconnecting round race config from parent config

Changed

- Templates and practice are stored as archive to reduce space.
- Old templates will not load properly and should not be used. Please recreate any templates you have.

[0.9.13] - 2022-03-11

Fixed

- Joomla events import now works when entry list split over multiple pages.
- RCSignup manual entries now work.

Added

- Joomla and RCSignup allow auto event name change to selected online event.

[0.9.12] - 2022-02-16

Fixed

- Application crashes when skipping through event

[0.9.11] - 2021-12-12

Fixed

- Lots of small bugs in Sensible Championship UI

[0.9.10] - 2021-12-01

Fixed

- When importing entries through the wizard, all templated classes were removed then recreated (advanced division settings lost).

[0.9.9] - 2021-11-18

Fixed

- When moving entry between split groups, car numbers become out of order.
- When backing up a profile without all expected files, no backup created.

Changed

- Can now change options after event has started, add remove races, change qualy type, start stagger etc.

Added

- Basic schedule report

[0.9.8] - 2021-11-11

Fixed

- Fix crash when applying division options

[0.9.7] - 2021-11-11

Added

- Import entries from online sources.
- Wizard has separate step for importing entries.

Changed

- Event Wizard order of steps, select template step does not include option to import entries anymore.

[0.9.6] - 2021-11-05

Fixed

- Pause button was hidden but could still be clicked mid race, breaks everything.
- Adding unknown contestant was broken.

Added

- Event file now defaults to a new file type sev.x. sev.x is actually just an archived sev saving significant disk space.
- Divisions can now configure their own custom sounds, different from the settings file in case some classes need a different sound setup.

Changed

- Settings file format changed. Sounds split out into separate class so each division can hold their own sound settings.
- Sound settings (actions) pushed together under one tab in settings.

[0.9.5] - 2021-10-27

Fixed

- Personal best lap color in web view when in dark mode is not readable
- Fix AutoComplete Textbox validation error display
- If load event from main menu when wizard is shown, wizard doesn't go away.

Added

- Track Profile Backup and Restore

[0.9.4] - 2021-10-08

Fixed

- Contestant names needed to have the spaces trimmed off.
- Import contestants was not safe. Can still be safer.
- Broken tab item theme.

Changed

- Force name entry to be title case.
- Forcibly change all previous contestants names to title case.
- Forcibly change all events that are opened to have the entry names changed to title case.
- Forcibly change all contestant names to title case when imported via online entry.

[0.9.3] - 2021-10-06

Fixed

- Force event name to serialise to top of file.
- Payment method lost when re-opening event file.

[0.9.2] - 2021-09-08

Fixed

- Position history not updating after lap editing (split missed laps).
- Multi day results, if last race for the day was qualify, upload qualify overall table as results.

- Results web page show bumps like the live page.
- Fix bump line showing on race view when bump reseed not enabled.
- Event mode change button animates when printing entry list fixed.
- Catch broken schedule on event load.
- Catch broken schedule when moving to next race.
- Sensible Championship works again.
- Fix web time remaining display in race running laps mode.
- Don't overwrite race mode/length customisation on event load.

Added

- Fast forward to multiple different positions in the count down.
- Change race length/mode while race is running!

[0.9.1] - 2021-08-10

Fixed

- Fix xmas LCQ being placed before all mains (caused by new classic LCQ logic).

Changed

- Allow more freedom to move races in schedule for xmas event.
- Allow reseed to be re-run on last even and odd xmas mains.

[0.9.0] - 2021-07-26

Fixed

- Results are messed up if the first race in the schedule is skipped. (Appears as multi day event during upload).
- Changing an entry account fee, then hitting the "ok paid" button applies the previously selected fee.

Added

- Now, next to the event reset button is an event finish button. This lets the user complete the event without running all remaining races.
- When marking an entry as paid, the user is now prompted to select payment method from the options of cash or card.

[0.8.9] - 2021-06-17

Fixed

- FTP upload of results now supports Explicit FTP over TLS (SSL).

[0.8.8] - 2021-06-04

Fixed

- Splitting an individual round was not allowed if the delay for that round had started.
- Sometimes the load event menu item is not available.
- Splitting a division if the delay has started on a race for that division, leaves the event in a state where you can't restart it.
- Settings always thinks there's a change to save.

Added

- Accccounting for practice event.

[0.8.7] - 2021-05-03

Fixed

- Handle mains rounds properly that are a combination of split and merged when generating results.

Changed

- Removed old live timing system.
- Removed redundant REST API endpoints.

Added

- Include race start time in result export

[0.8.6] - 2021-04-04

Fixed

- Crash when editing entry in accounting.
- When crash, save practice.
- Crash when changing password in export results via FTP.

Added

- Search and filter function on event accounting.

[0.8.5] - 2021-04-02

Fixed

- Live publish crash while serialising race.

[0.8.4] - 2021-04-01

Changed

- Live publishing now able to use one centralised live portal using MQTT. The old way is still supported... for now.
- Updated third party libraries.

[0.8.3] - 2021-03-09

Fixed

- Changing division name breaks accounting.
- Schedule will build with race types together when divisions have mis-matched number of rounds.

Changed

- Report generation when next round is LCQ

[0.8.2] - 2021-02-26

Fixed

- Lap chart web view was still using old rest api. Changed to websocket.
- Transition between main views was always dumping user back to main view, rather than stepping back to previous view.
- More views with incorrect text colour when in dark mode fixed.
- Sensor data display on web view

Added

- Web views have dark mode, just add mode=dark as query parameter to url
- New web view which is just a banner of the current positions, used as a header for live video streams of races.

[0.8.1] - 2021-02-16

Fixed

- Catch entry import from csv file load failures.
- Classic LCQ strange behaviour with weird splits.
- Top driver callout during race saying the wrong amount of drivers for bump rounds

[0.8.0] - 2021-02-16

Fixed

- Binding error on event options.

Added

- Classic mode LCQ.

[0.7.9] - 2021-01-30

Fixed

- Binding error in palette selector.
- Prevent contestant being dropped from all contestants view into a team based event.
- Massive GUI thread load due to main window layout.
- Accounting, when changing an existing entry class, everything is broken.
- When in dark mode, some views show text in black instead of inverting properly.

Added

- Splash logo at startup.

Changed

- P3Decoder now called Mylaps "RC4".
- Remove async collections and just handle changes to normal collections as per new BindingOperations synchronisation method.
- Change ObservableDictionary to ObservableConcurrentDictionary.
- Some more colour choices are aligned to selected theme.

[0.7.8] - 2021-01-08

Fixed

- Generating race report as PDF doesn't save the pdf. Crashes when trying to open non-existent file.
- Christmas tree options not applied properly (normal final rounds not removed from config when changing event mode).
- Christmas tree finals nerfed when loading event.

Added

- Championship application updated to show extra information, fastest laps and race times for the selected period.
- Show bump line in race display when reseed type is bump (heats, christmas).

Changed

- Event results generation includes slightly more information about races for easier analysis in championship application.

[0.7.7] - 2020-11-26

Fixed

- Accounting, when changing entrant, previously selected entrant details remain (class/transponder)
- Accounting, when selecting a previous contestant, the saved fee structure is not being selected.

Changed

- GUI, drag drop adornment added for all drag drop operations.

[0.7.6] - 2020-11-12

Added

- Event accounting data export to excel
- Division names can be standardised to a list of pre-defined names. Uses the same list as inner divisions.
- Pre-defined list of on road and off road class names.
- Entry import now handles multiple entries per record (class 1, transponder 1, class 2 transponder 2 etc)
- Export accounting data to excel.
- Save export options with ftp connection settings.
- Add option to upload accounting export with results.

Fixed

- AMBrc protocol in SerialDecoder now working.
- AMB20 protocol in SerialDecoder now working.
- Cano protocol in SerialDecoder now working.

[0.7.5] - 2020-10-26

Added

- Add "first hit delay" setting to ignore loop crossings for a fixed amount of time at the start of a race.

Fixed

- Add default account fees if event doesn't have them.

Changed

- Add entry dialog GUI layout, add context menu to add another division.

[0.7.4] - 2020-10-22

Fixed

- Add new racer via accounting view.

Changed

- Updated help file with join division information

[0.7.3] - 2020-10-20

Added

- Join two divisions together.

Fixed

- Edge case: after split, event is stuck and can't be resumed.
- Edge case: web socket server crashes application when serialising current race.

Changed

- Update referenced libraries
- remove unused references (associated with rcsignups)

[0.7.2] - 2020-09-11

Changed

- Accounting now allows multiple fee types (member/non-member/free etc).
- Retain last fee type against contestant for future events.
- Help file updated.

[0.7.1] - 2020-09-01

Added

- Show "last used in" in auto complete suggestion box when adding entry to event.
- Added back missing API endpoints for mobile app development.
- Manage entry payments/accounting.
- Add entry via new accounting view, allows entering into multiple classes at once.

Fixed

- Maximise window doesn't cover the windows task bar.
- Results are incorrect when a driver is bumped mid mains

Changed

- SensibleLaps.Core remove weak event manager usage to remove all windows dependencies (mobile usage of library).
- Export results to file now allows inclusion of practice and uses similar popup to export to ftp.

- Some minor GUI tweaks to make changing transponder number easier, adding removing divisions in wizard is clearer.

[0.7.0] - 2020-07-14

Fixed

- Fix hard crash when generating race report.

[0.6.9] - 2020-07-12

Fixed

- Fix next race starting even though event is paused after replaying a race.
- Fix display of replaying race in schedule.
- Fix Christmas tree.
- Fix auto name event when opening from template.
- Fix missing voices.

Added

- Prompt to save if starting unsaved event.
- Add link in favourites to templates folder when saving event.

[0.6.8] - 2020-06-13

Fixed

- Fix crash on event complete.
- Fix missing sensor data (revert observable dictionary logic).
- Fix broken bindings in event schedule.

[0.6.7] - 2020-05-20

Fixed

- Double announce next race when skipping in schedule.

[0.6.6] - 2020-05-03

Fixed

- Change all race lengths pop up appears under current pop up when accessed through event wizard.
- When removing a contestant, if not removed from all race results, the contestant can be re-added and break everything. (The Duffy scenario).
- Crash when trying to import entries while file open in another program.
- Crash when importing from excel and transponders are stored as numbers not strings.

Changed

- When removing an entry, user is asked to confirm removal. Entry is removed from all existing race results (no longer an option).
- Updated third party packages.

[0.6.5] - 2020-04-29

Added

- Password protected settings.
- Ability to upload practice with event to results page.

Fixed

- Dispose of web socket server properly.
- Proper focus is given to text entry on add contestant dialog on open.
- Installer .net version check.
- Track profile selection not working.

[0.6.4] - 2019-03-14

Fixed

- Crash at startup if config folder not present.
- Reseed after fixing missed transponder.
- Add new entry from missed transponder.
- Non scrolling lap list in lap editor dialog.

Changed

- Snackbar implementation changed to MVVM pattern.
- Updated third party libraries to latest version.
- Change local web server to use websockets.
- Fix local web view not working on internet explorer.

[0.6.3] - 2020-01-04

Fixed

- Skipped (un-run) race causes multiple days when exporting results.

[0.6.2] - 2019-12-20

Fixed

- Crash when adding new entry (invalid null check).

[0.6.1] - 2019-12-13

Added

- Option to create multiple track profiles. each profile has unique general settings, theme settings, simulation settings and FTP settings.
- Auto update from web.

Fixed

- When only one driver to be announced in top drivers message, fix grammar.
- Crash when changing lap announcement setting and no current race set.
- Incorrect event assignments.
- Remove redundant next race message that's never called.
- Performance improvements.
- Save file size reduction.

[0.6.0] - 2019-10-06

Added

- Print overall results points tables. Rather than relying on the results from the last race of the division.
- Special delay messages for announce next race, announce marshals for next race and announce drivers for the next race.

Fixed

- web results when multi day and event is complete now works
- web results show all entries in a division for qualy but not for mains. mains shows the main results

##[0.5.9] - 2019-10-05

Fixed

- Manually re-ordering entries will start event
- Results incorrect for late entries
- web results show qualifying results if generated for a partially complete event
- web results show all entries in a division, not just the a main

##[0.5.8] - 2019-10-03

Added

- Seperate time setting for delays between rounds.
- Context menu item on race in event management to "show in schedule".
- Import entries to existing open event.
- Import entries from excel during wizard (replaces rcsignups event creation).
- Export paritally complete event to FTP.

Changed

- Schedule view allows more control over selected race (change race settings as well as delay and reseed settings)
- Tweak tree view in event management to have greater hit detection for context menus.
- rcsignups event creation in wizard replaced with excel file import.
- Modifying race config in division options now more intuitive.
- Race names can be changed in division/event config.

Fixed

- Stop message box popup when division name cleared.
- Fix setting delay time in wizard does nothing to schedule.
- Give context menu back to races that are part of a split round.
- Contestant consolidation finds and fixes duplicate transponders as well as names.

[0.5.7] - 2019-09-13

Added

- Bulk set race lengths in options view via context menu

Changed

- Floating popup buttons now less eager to pop out, need mouse over

Fixed

- Race web view not updating when displaying last race (incorrect index condition)

[0.5.6] - 2019-09-07

Changed

- Change minimum window height to work on lower resolution displays (1366x768)

Fixed

- Settings speech, text to speech crash when testing sounds if voice not selected.

[0.5.5] - 2019-08-24

Added

- Export results now handles SFTP as well as FTP.

Fixed

- Inner divisions reporting bug.
- Convert unknown contestant phonetic name.

[0.5.4] - 2019-08-21

Added

- Licensing.
- Car ID captured with each passing. Not used yet.
- Live timing publishing.
- Local web view matches live time publishing, allows navigation through schedule.
- Divisions can be grouped by days for multi day events to aid with scheduling.

Fixed

- Crash on completed event if division detail view active.

[0.5.3] - 2019-05-15

Added

- Contextual Help (F1)

Fixed

- When splitting a division that is partially complete, the qualifying order is incorrect.
- When splitting a division that is partially complete, any entries that were added later are missing after the split.
- No stagger qualifying sound fixes.

[0.5.2] - 2019-04-23

Changed

- Update to .Net 4.7.2.
- Update to latest version of Migradoc.
- Update to latest version of Material Design.
- Update testing framework version.

[0.5.1] - 2019-04-05

Added

- Customisable race announcements in settings.

Changed

- Update installer (remove unused folders).
- Settings files and folder moved to local app data as common app data is read only for non admin users.

Removed

- Popup messages regarding decoder connection state.

Fixed

- Race replay anomalies.

[0.5.0] - 2019-02-19

Fixed

- Excel export missing positions.
- Race top driver announcement at start of race when race time matches or is multiple of periodic time.
- First runner status for team races.

[0.4.9] - 2019-01-04

Fixed

- Double countdown call during race.

[0.4.8] - 2018-12-27

Added

- P3 decoder tools.
- More control on simulation targets.

Changed

- Race announcements uses action engine (moving toward customisable announcements feature).
- Decoder name display.
- Layout and description of event mode button.

Fixed

- Simulation doubles practice entries on load.
- Teams being saved as previous contestants.

- Simulation settings updates with teams properly.
- Incorrect qualifying order on newly added rounds.
- Null reference when practice laps displayed.
- Practice lap count data incorrect labels.

[0.4.7] - 2018-12-07

Added

- Can now change transponder mid/post race and race will be corrected as though run from the start with that transponder.
- Multiple decoder support (split laps).
- Practice specific lap chart web view.

Changed

- Add entry dialog now uses auto-complete box for transponder selection.

Fixed

- Lap chart qualifying positions and colours.
- Contestant modifications not being saved.
- Web display alignment issue.

[0.4.6] - 2018-10-27

Fixed

- Headsup point allocation.
- Top qualifier tagging in reports.
- Lap chart data update and position announcement.
- Qualifying lap chart bug.

[0.4.5] - 2018-10-12

Fixed

- Missing chart.js from web deployment.

[0.4.4] - 2018-10-12

Added

- Qualifying without start stagger

[0.4.3] - 2018-09-21

Added

- Sensible Championship.

Fixed

- Team race bugs

[0.4.2] - 2018-09-08

Changed

- Results export (division modes).

Fixed

- Lapchart webview.

[0.4.1] - 2018-08-31

Fixed

- Split on part run null exception.
- Delay action assignment qualify/not qualify bug.

[0.4.0] - 2018-08-24

Added

- Christmas tree, headsup, heats and classic division modes.

Changed

- Huge change to event structure (event mode).

Fixed

- Lapchart ordering problems.

[0.3.3] - 2018-06-17

Added

- Persistent practice.
- Practice mode.

Changed

- Move previous contestants to standalone file rather than being part of general settings.

[0.3.2] - 2018-04-20

Added

- Allow moving forward and backward through schedule.

Changed

- Options layout

Fixed

- Deserialisation bug.
- Manual reorder dialog layout.

[0.3.1] - 2018-03-31

Added

- Customisable Sounds.
- Customisable delay actions.

Changed

- Auto build schedule changes.

[0.3.0] - 2018-03-25

Fixed

- Purge autosave at startup if directory doesn't exist.

[0.2.9] - 2018-02-26

Added

- Auto save on race completion.

Changed

- Full layout/GUI redesign (Material Design).
- All windows converted to dialogues/

[0.2.8] - 2018-02-25

Fixed

- Reset messing up qualifying order and race order.

[0.2.7] - 2018-02-17

Added

- Show export progress.
- Team member total time added to race view.

Fixed

- Fix team laps, member laps not being started properly.
- Team laps sensor data display.

[0.2.6] - 2018-02-12

Added

- Allow transponder change for team members.

Fixed

- Only serialise when web server running (performance).
- Huge web API performance improvement.

[0.2.5] - 2018-02-04

Fixed

- Nested tooltips (.net bug causing crashes).
- Event load problem.
- Crash on start if selected voice is not available.

[0.2.4] - 2018-01-06

Changed

- Extra randomness in simulation

[0.2.3] - 2017-12-29

Added

- Inner divisions tagging.

[0.2.2] - 2017-10-27

Changed

- Upload event option in results export set to true by default.

Fixed

- Division result order.

[0.2.1] - 2017-08-19

Added

- Sensor data in web view.

Changed

- Schedule layout.

Fixed

- Race complete crash.

[0.2.0] - 2017-08-17

Added

- Export results.

- P3 decoder now unlocks to show sensor data.

[0.1.9] - 2017-08-11

Added

- Entries import.

[0.1.8] - 2017-07-26

Added

- Simulation control panel.

Fixed

- Wizard bugs.

- Wizard not building event properly.

[0.1.7] - 2017-07-09

Added

- Race gaps.

[0.1.6] - 2017-04-07

Fixed

- Web lap chart display issues.

[0.1.5] - 2017-04-02

Added

- Split lap zero.

Changed

- More precise timing system.

Fixed

- Fix lap chart positions.

- Update timer to use properly formatted values.

[0.1.4] - 2017-03-15

Added

- Consolidate previous contestants on load.

Changed

- Predictive pace adjustment when qualifying using total race time.

Fixed

- Qualifying sorting when using total race time and staggered starts.

[0.1.3] - 2017-02-18

Added

- Lap editing.

- Penalties.

- Split laps (from missed transponder hit).

- Manual resort of entries.

- Graphic display that driver has started (first hit seen).

Changed

- Update to .Net 4.6.1.

- Default to mains counting first hit.

Removed

- Qualifying pace time text decorations.
- Checker background on finished laps.

Fixed

- Transponder change/lap chart bug.
- Total application crash bug.

[0.1.2] - 2017-02-03

Added

- Catch any and all crashes and create a crash dump.

Fixed

- More memory leaks.

[0.1.1] - 2017-01-15

Added

- Excel export of race laps.

Fixed

- Re-enable race finish buzzer.
- Update display on race complete.
- Pad race time display.
- Memory leaks.

[0.1.0] - 2017-01-05

Added

- Excel export of race laps.
- Skip forward in schedule.
- Auto load correct web view (team/individual).

Changed

- Total laps calculation.

Fixed

- Re-enable race finish buzzer.
- Update display on race complete.
- Pad race time display.
- Memory leaks.
- Base event config change.
- Position announcements.
- Race laps display on completion.

[0.0.9] - 2016-12-17

Fixed

- Remove team member not removing entry properly.

[0.0.8] - 2016-12-16

Added

- Enduro/Team races.

Fixed

- Delay reset should reset everything.

- Race display not updating properly on race complete.

[0.0.7] - 2016-11-25

Fixed

- Cano decoder unhandled exceptions.
- sim decoder settings change bug.

[0.0.6] - 2016-11-25

Added

- Installer.

Changed

- Single instance handling.

Fixed

- Cano decoder unhandled exceptions.
- Simulation decoder settings change bug.

[0.0.5] - 2016-10-05

Added

- Delays in practice simulation.

Changed

- REST API changes.
- Web server (different library).

Fixed

- Double talk.
- Event rebuild after event has started.

[0.0.4] - 2016-10-05

Added

- Event Schedule.
- RC Signup scraping.
- Contestant management.
- Better event/race control.
- Show/hide sensor data.

Changed

- PDF output filename.

Fixed

- Don't attempt function unlock on decoder.

[0.0.3] - 2016-09-11

Added

- P3 Decoder.
- Simulation.
- Web View.
- Change transponder number.
- Race can be laps or time.
- Reporting.
- Auto print.
- Division movement options.
- Event wizard.

Changed

- .Net version to 4.5.1.
- Model moved into separate library.

Fixed

- Load event exception.

[0.0.2] - 2016-02-13

Added

- Drag drop in base event config.
- Humanize text to speech.
- Load/Save events and templates.
- Split division.
- Event management.
- Cano decoder.

Changed

- Theming.
- Race layout.
- System time to decoder time.

Fixed

- Double talk.

[0.0.1] - 2016-02-11

Added

- Initial release.

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Getting Started

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System Requirements

Minimum Requirements

OS	Windows 7/8/10/11
.Net Framework Version	4.7.2
CPU	Intel Core Gen 2
RAM	8GB

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Installation

Created with the Personal Edition of HelpNDoc: [Single source CHM, PDF, DOC and HTML Help creation](#)

Getting help

Help in Sensible Laps is contextual, simply hit the F1 key and this help document will open.

Created with the Personal Edition of HelpNDoc: [Easily create PDF Help documents](#)

Interface

Created with the Personal Edition of HelpNDoc: [Produce online help for Qt applications](#)

Event Wizard

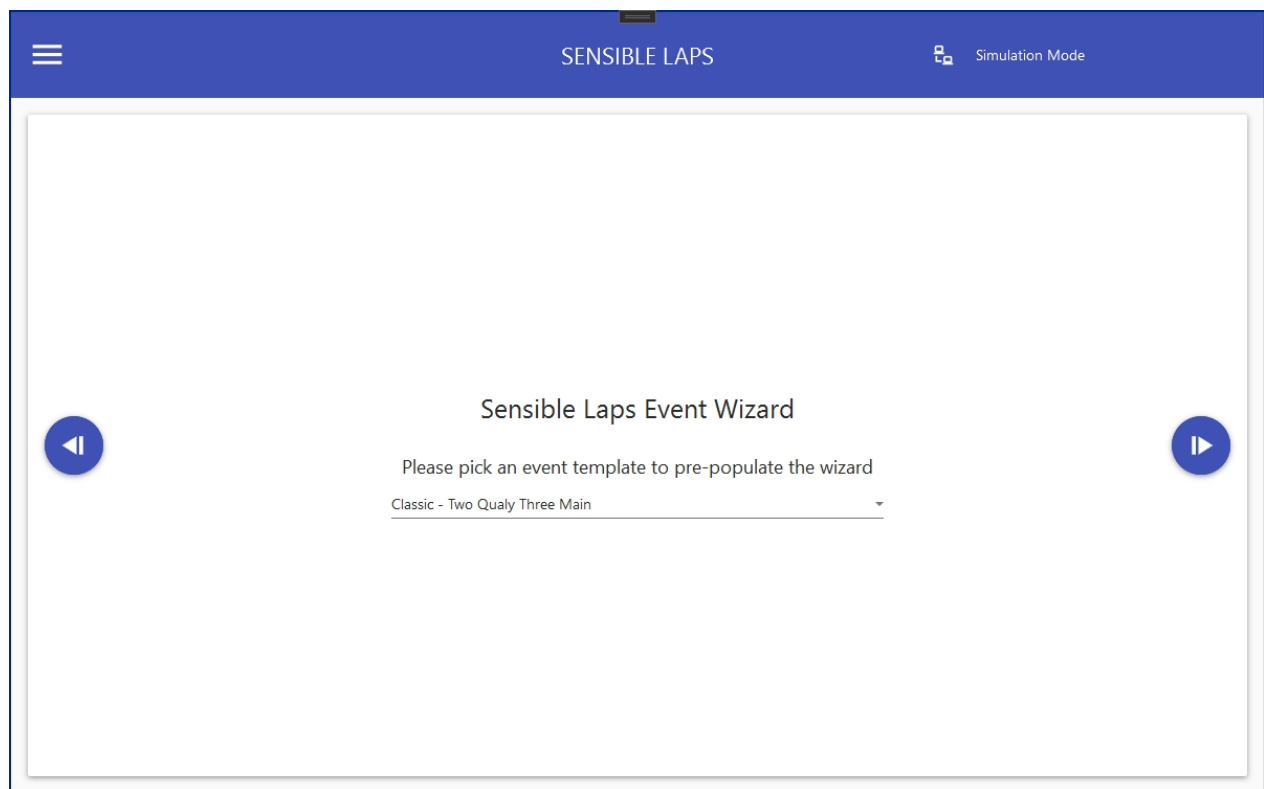
The event wizard is used to guide the user through the creation of a new event from a template.

All the settings chosen during the wizard can be modified through the Sensible Laps event management and schedule tabs.

Created with the Personal Edition of HelpNDoc: [Free Web Help generator](#)

Template Selection

The first step of the event wizard is to choose a template. Any templates saved in the template folder are available in the drop down menu. See *Loading and Saving events* to learn more. The chosen template simply provides a starting point for the remaining wizard steps.



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Event Name and Mode

Next, an event name is required. The default name is generated from the current date.

The event mode can now also be selected. Most events will be run in basic mode. See *Event Mode* for more details.

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Import Entries

On this step, you can choose to import entries from an external source, the options are:

- Excel/CSV
- RC Signups
- Joomla Event Booking

Duplicate entries (same name or same transponder used in the same class) are marked in **red** in the preview entry list.

Excel/CSV

Entries can be taken from an excel spreadsheet/csv file. This is useful if you are using google forms or some other online entry system that exports to a spreadsheet.

The expected column headings are Name, Transponder and Class.

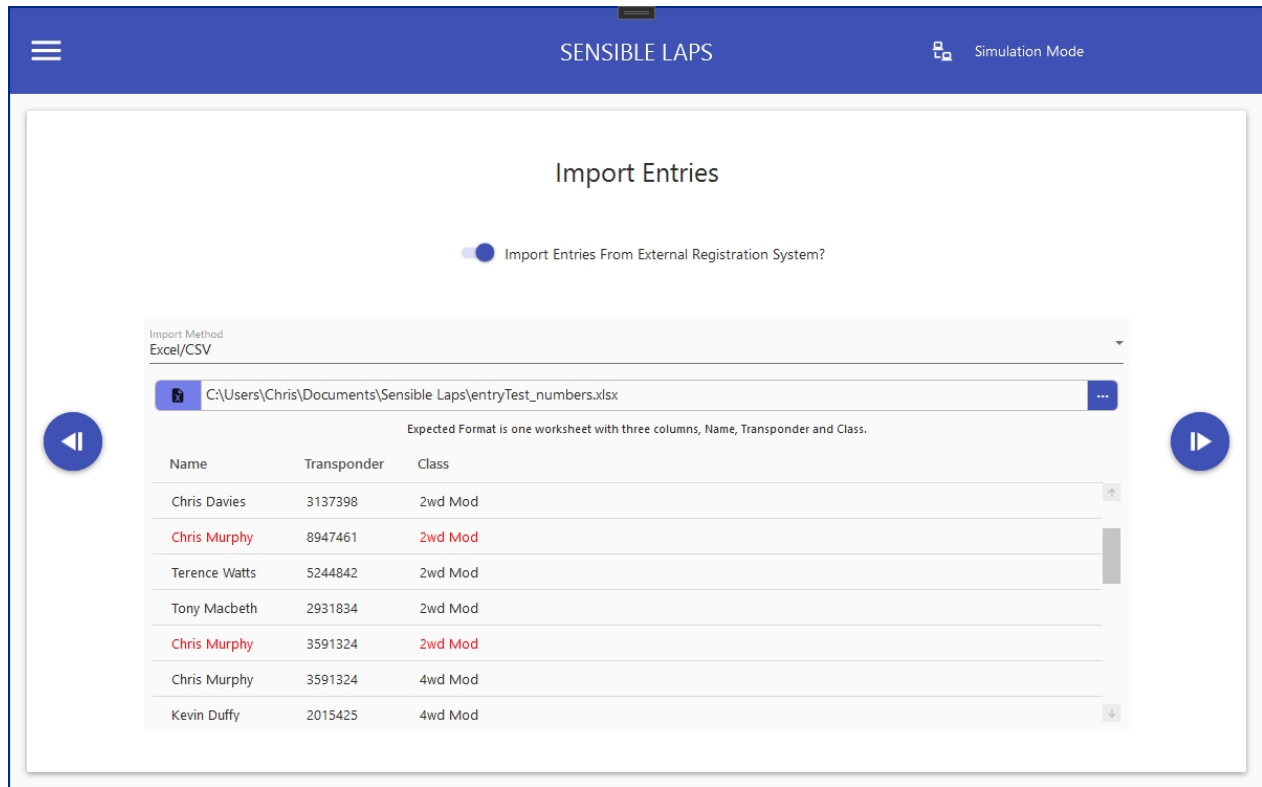
You can also import a file with multiple class entries for one name with a format like
Name, Class 1, Transponder 1, Class 2, Transponder 2, Class 3, Transponder 3

Column order is not important, extra columns will be ignored. The column names are not case sensitive. Name column must be called name. First Name and Last Name are also accepted.

Class column can be called class or division.

Transponder column can be called transponder or tx.

Once the entries are fetched they can be modified in the table on this view if required, before proceeding.



Import Entries

☐ Import Entries From External Registration System?

Import Method
Excel/CSV

C:\Users\Chris\Documents\Sensible Laps\entryTest_numbers.xlsx

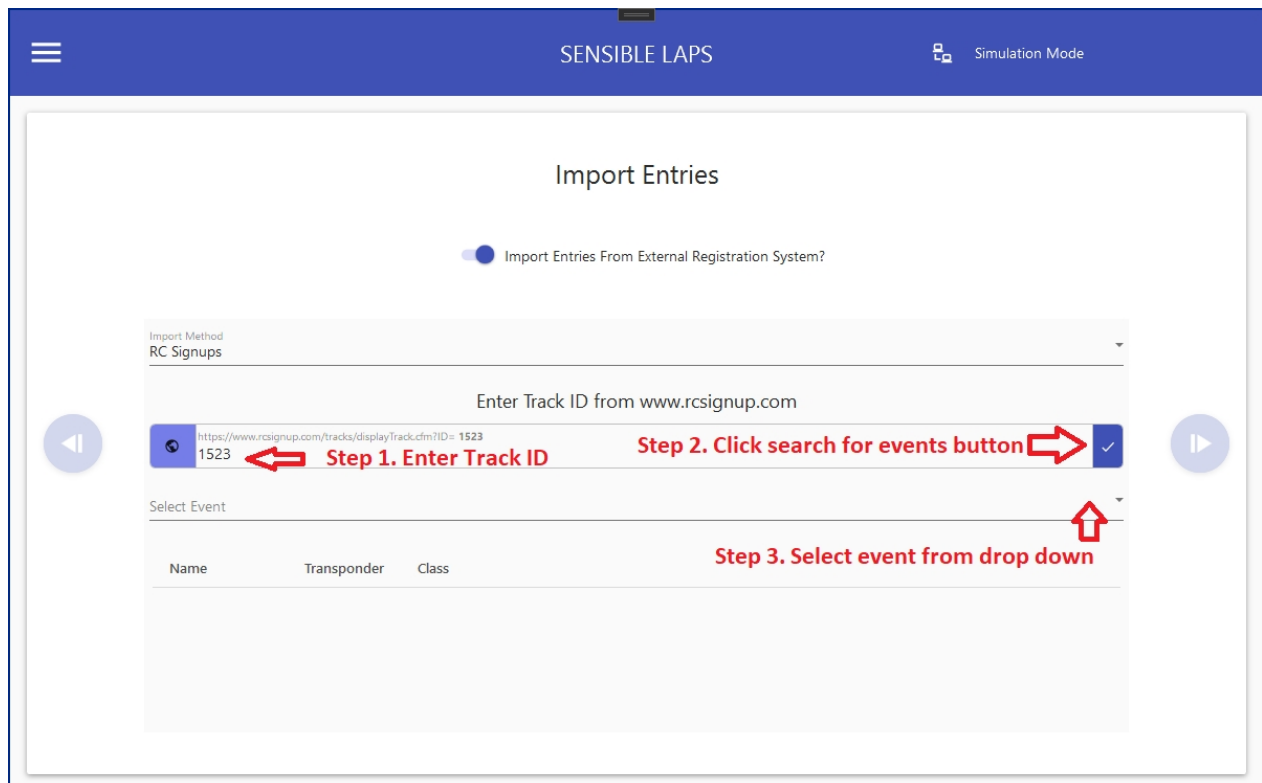
Expected Format is one worksheet with three columns, Name, Transponder and Class.

Name	Transponder	Class
Chris Davies	3137398	2wd Mod
Chris Murphy	8947461	2wd Mod
Terence Watts	5244842	2wd Mod
Tony Macbeth	2931834	2wd Mod
Chris Murphy	3591324	2wd Mod
Chris Murphy	3591324	4wd Mod
Kevin Duffy	2015425	4wd Mod

RC Signups

www.rcsignups.com is a great site for organising your events and allowing your entrants to enter online.

simply put the track id into the entry box and click the get events button



Import Entries

☐ Import Entries From External Registration System?

Import Method
RC Signups

Enter Track ID from www.rcsignup.com

https://www.rcsignup.com/tracks/displayTrack.cfm?ID= 1523
1523

Step 1. Enter Track ID

Step 2. Click search for events button

Select Event

Step 3. Select event from drop down

Name	Transponder	Class
------	-------------	-------

Joomla Event Booking

Steps are the same as for RC Signups, except instead of a track id, the url of the clubs hosted joomla events page should be entered.

The screenshot shows the 'Import Entries' dialog box in the Sensible Laps application. The dialog has a blue header bar with the application name 'SENSIBLE LAPS' and a 'Simulation Mode' button. The main content area is white and contains the following elements:

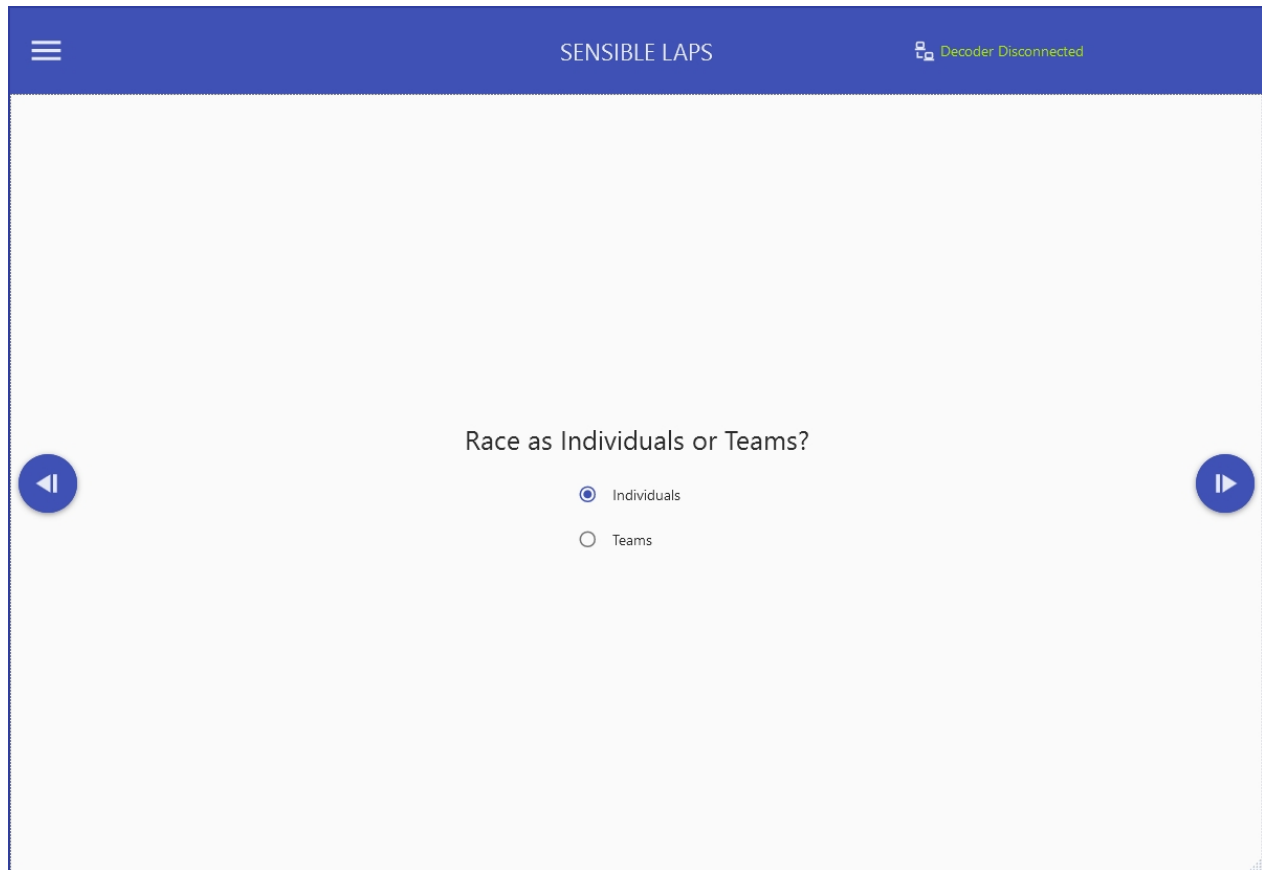
- A toggle switch labeled 'Import Entries From External Registration System?' which is currently turned on.
- A dropdown menu labeled 'Import Method' with 'Joomla Event Booking' selected.
- A text input field labeled 'Enter Address for Club Event Bookings Site' containing the URL 'https://morbc.org.au/morbc30/index.php'.
- A 'Select Event' dropdown menu.
- A table with three columns: 'Name', 'Transponder', and 'Class'.

Navigation arrows (back and forward) are visible on the left and right sides of the dialog box.

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Individual/Team Selection

It's possible to race as individuals or teams. Teams are usually used for enduro style events.





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Basic Event Configuration

In basic mode, options are set for the event, in advanced mode, options are set per division. The screen below shows the wizard screen for basic mode.

Here you can choose the division mode and point structure, as well as the qualifying and mains settings. See Event Configuration for more details.

 SENSIBLE LAPS  Simulation Mode

Event Configuration

MODE

Division Mode
Classic

Point Structure
TQ 0, Win 1 (IFMAR)

PRACTICE SETTINGS

Practice Type
Rocket Round

Practice Format
Fastest Consecutive X Laps

Start Stagger
0

Laps
3

QUALIFYING SETTINGS

Qualifying Type
Rocket Round



Qualifying Format
Total Race Time

Start Stagger
2

MAINS SETTINGS

Drop Worst
1

Next the race specific settings can be set, such as race length and mode (laps/time).

 SENSIBLE LAPS  Simulation Mode

Race Configuration

PRACTICE RACES

Name	Mode	Length
Practice 1	Time	10

QUALIFYING RACES

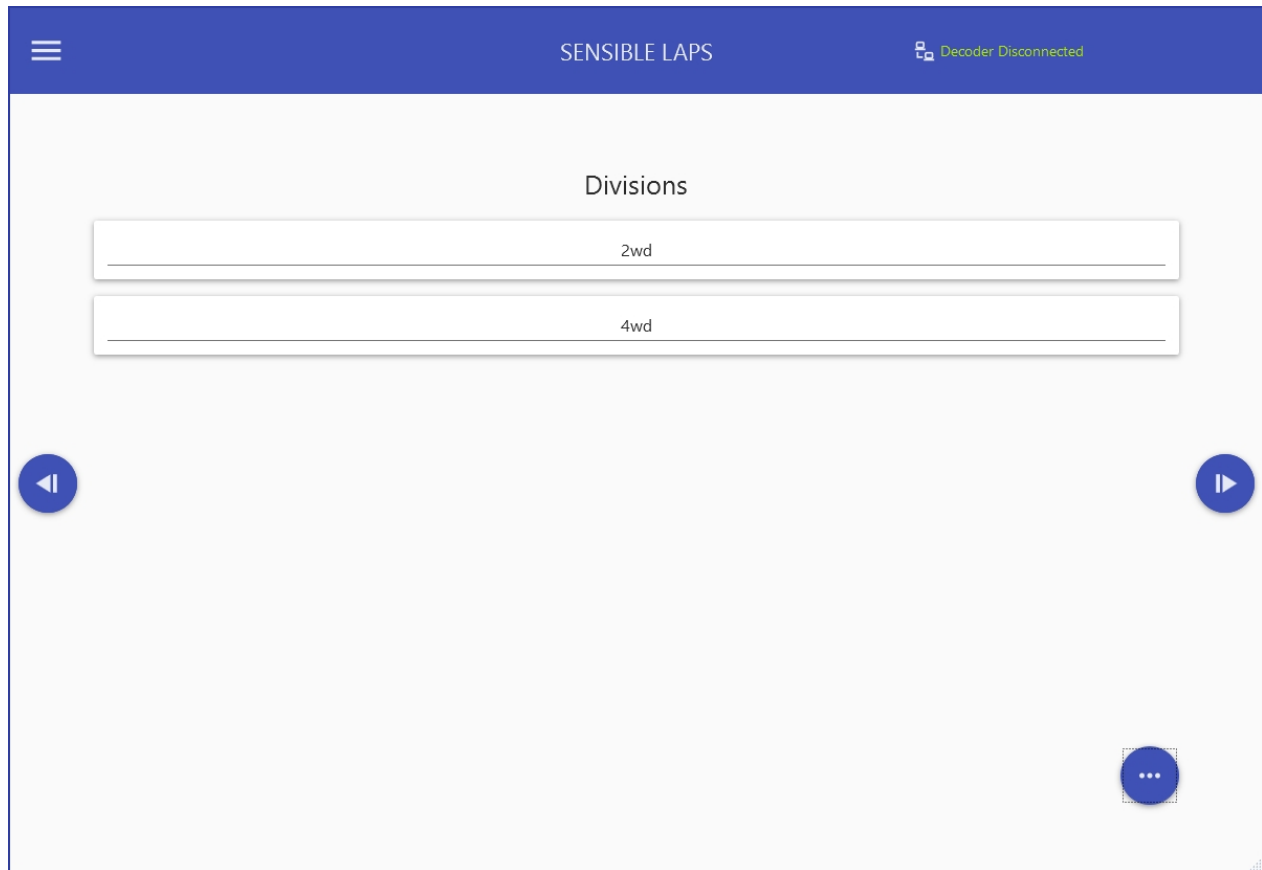
Name	Mode	Length
Qualifying 1	Time	5
Qualifying 2	Time	5

MAIN RACES

Name	Mode	Length
Main 1	Time	5
Main 2	Time	5
Main 3	Time	5

following the race specific settings, the divisions can be created. Divisions can be added and removed via right click or the action button on the bottom right.

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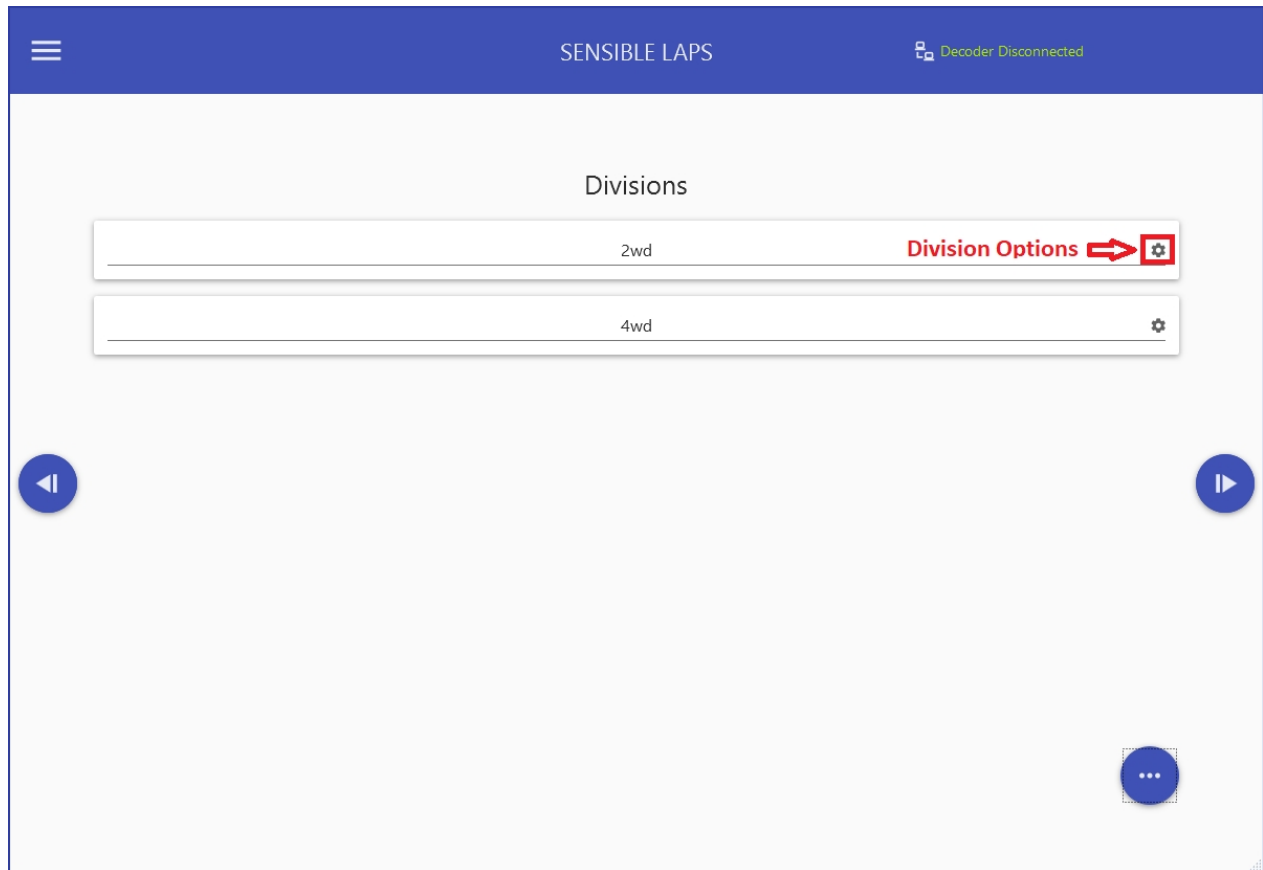
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Advanced Event Configuration

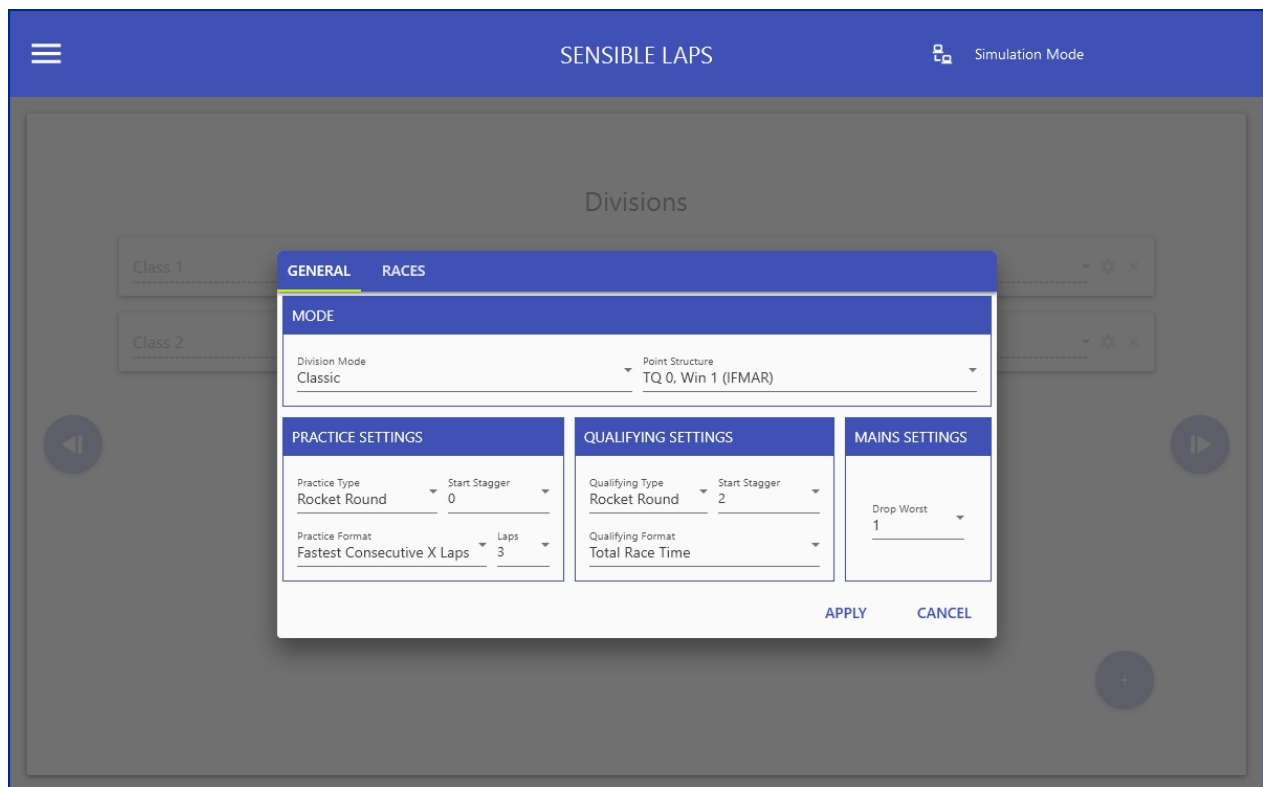
After choosing advanced mode, the division selection screen is shown.

As opposed to the basic mode, Divisions in advanced mode have a configuration button that allows each divisions settings to be changed uniquely.

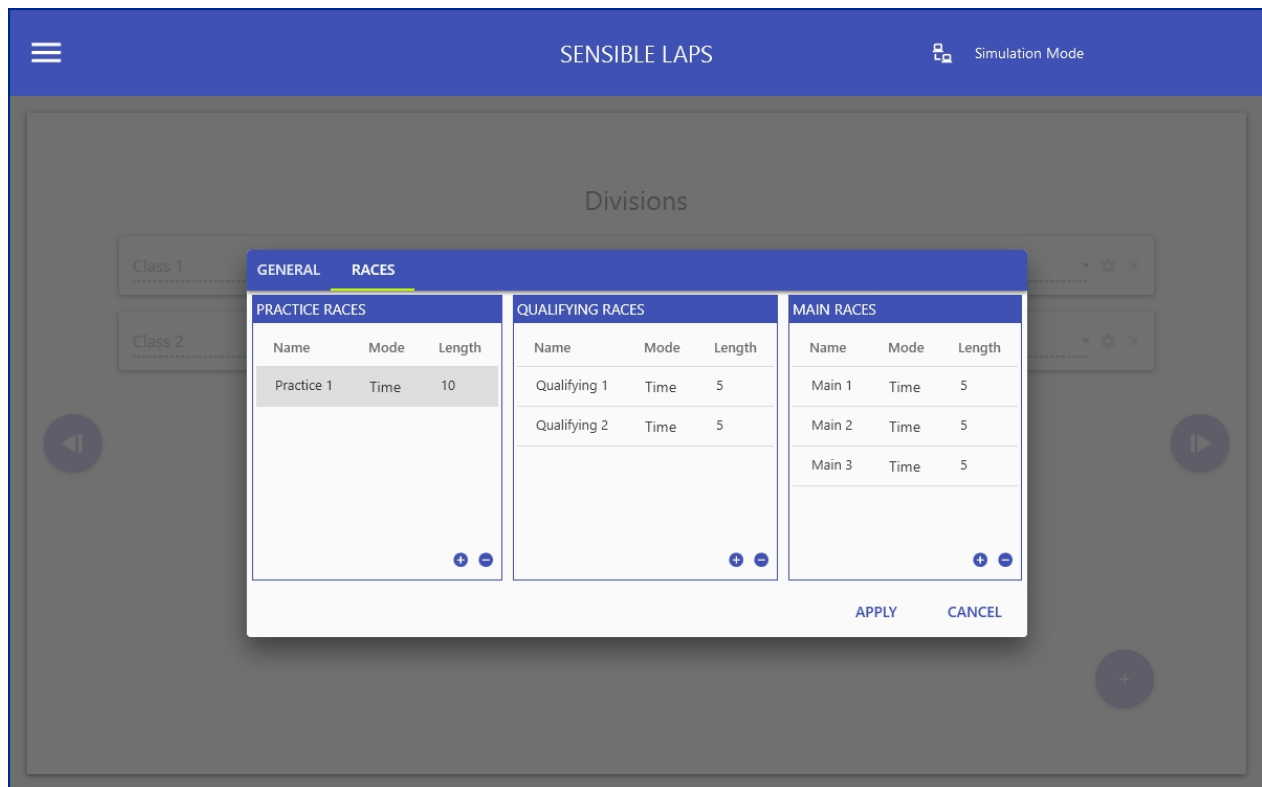
Divisions can be added and removed by right clicking or from the action button on the bottom right.



Shown below is the configuration dialogue for the specific division.



The races tab allows configuration race specific settings for the specified division.



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Delay Times


The default delay times can be configured here.

Every race is preceded by a delay. This setting is the default time in minutes of that delay.

The delays can be customised later on the schedule.

There is a setting for the delay between races and between rounds.


 SENSIBLE LAPS  Simulation Mode 



Delay Times



Choose the default delay time between races. This can be changed later in the schedule.

Time Between Races (minutes)	Time Between Rounds (minutes)
<div><div>↑</div><div>3</div><div>↓</div></div>	<div><div>↑</div><div>5</div><div>↓</div></div>



Schedule Preview

The event schedule is shown, based on the preceeding options.



 SENSIBLE LAPS 

Event Schedule

DELAY	RACE	RESEED
🕒 03:00	🏎️ 2wd - Qualifying 1 - 05:00	⚙️
🕒 03:00	🏎️ 4wd - Qualifying 1 - 05:00	⚙️
🕒 03:00	🏎️ 2wd - Qualifying 2 - 05:00	⚙️
🕒 03:00	🏎️ 4wd - Qualifying 2 - 05:00	⚙️
🕒 03:00	🏎️ 2wd - Main 1 - 05:00	
🕒 03:00	🏎️ 4wd - Main 1 - 05:00	
🕒 03:00	🏎️ 2wd - Main 2 - 05:00	
🕒 03:00	🏎️ 4wd - Main 2 - 05:00	
🕒 03:00	🏎️ 2wd - Main 3 - 05:00	
🕒 03:00	🏎️ 4wd - Main 3 - 05:00	

Please select a phase of the event on the left to edit it's details

Select an item in the schedule to view it's details on the right

 SENSIBLE LAPS 

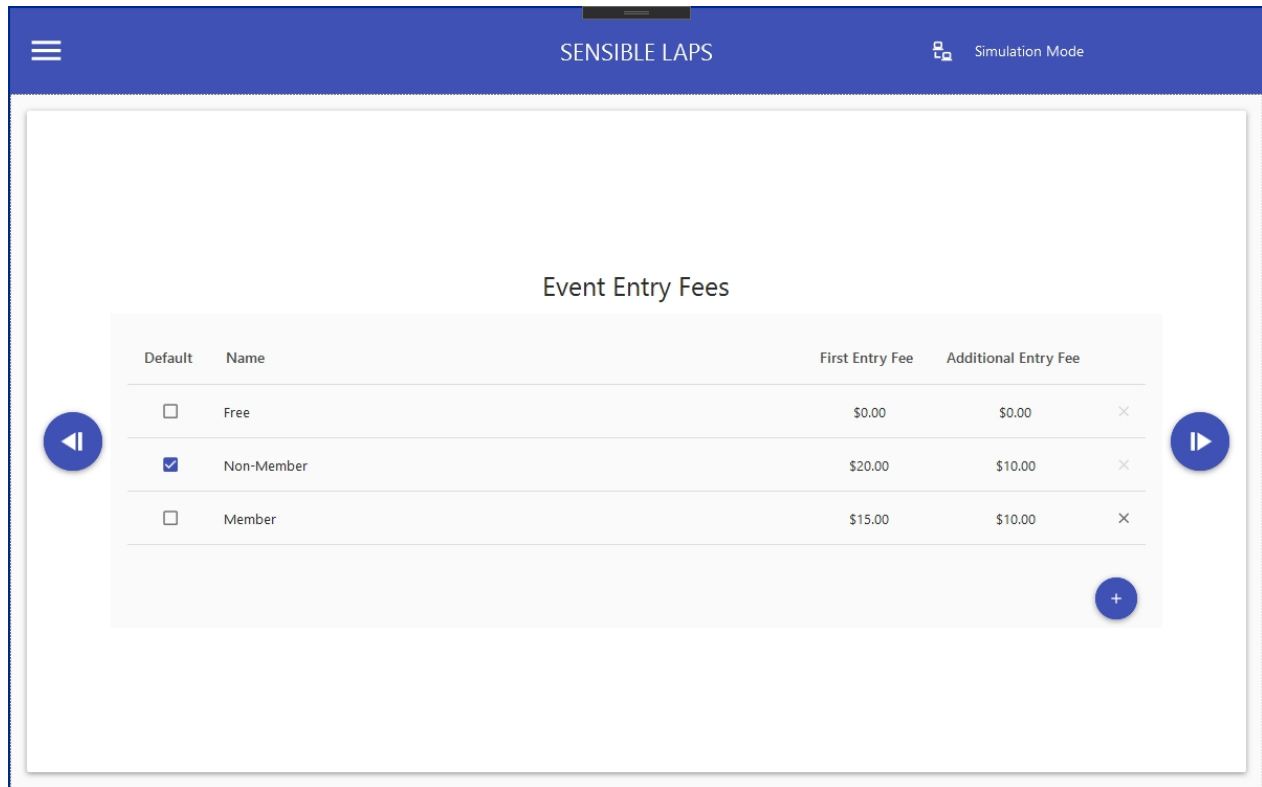
Event Schedule

DELAY	RACE	RESEED	2WD - QUALIFYING 1
🕒 03:00	🏎️ 2wd - Qualifying 1 - 05:00	⚙️	Pre-Race Delay Duration (m) 3
🕒 03:00	🏎️ 4wd - Qualifying 1 - 05:00	⚙️	<input checked="" type="checkbox"/> Reseed Enabled
🕒 03:00	🏎️ 2wd - Qualifying 2 - 05:00	⚙️	<input type="radio"/> Sub Division
🕒 03:00	🏎️ 4wd - Qualifying 2 - 05:00	⚙️	<input type="radio"/> Entire Division
🕒 03:00	🏎️ 2wd - Main 1 - 05:00		<input type="radio"/> Bump
🕒 03:00	🏎️ 4wd - Main 1 - 05:00		
🕒 03:00	🏎️ 2wd - Main 2 - 05:00		
🕒 03:00	🏎️ 4wd - Main 2 - 05:00		
🕒 03:00	🏎️ 2wd - Main 3 - 05:00		

Event Fees

Fees for the event can be modified here, as well as choosing a default entry fee for the event.

If the contestant has a stored fee type and that fee is in the event, it will take precedence over the selected default fee.



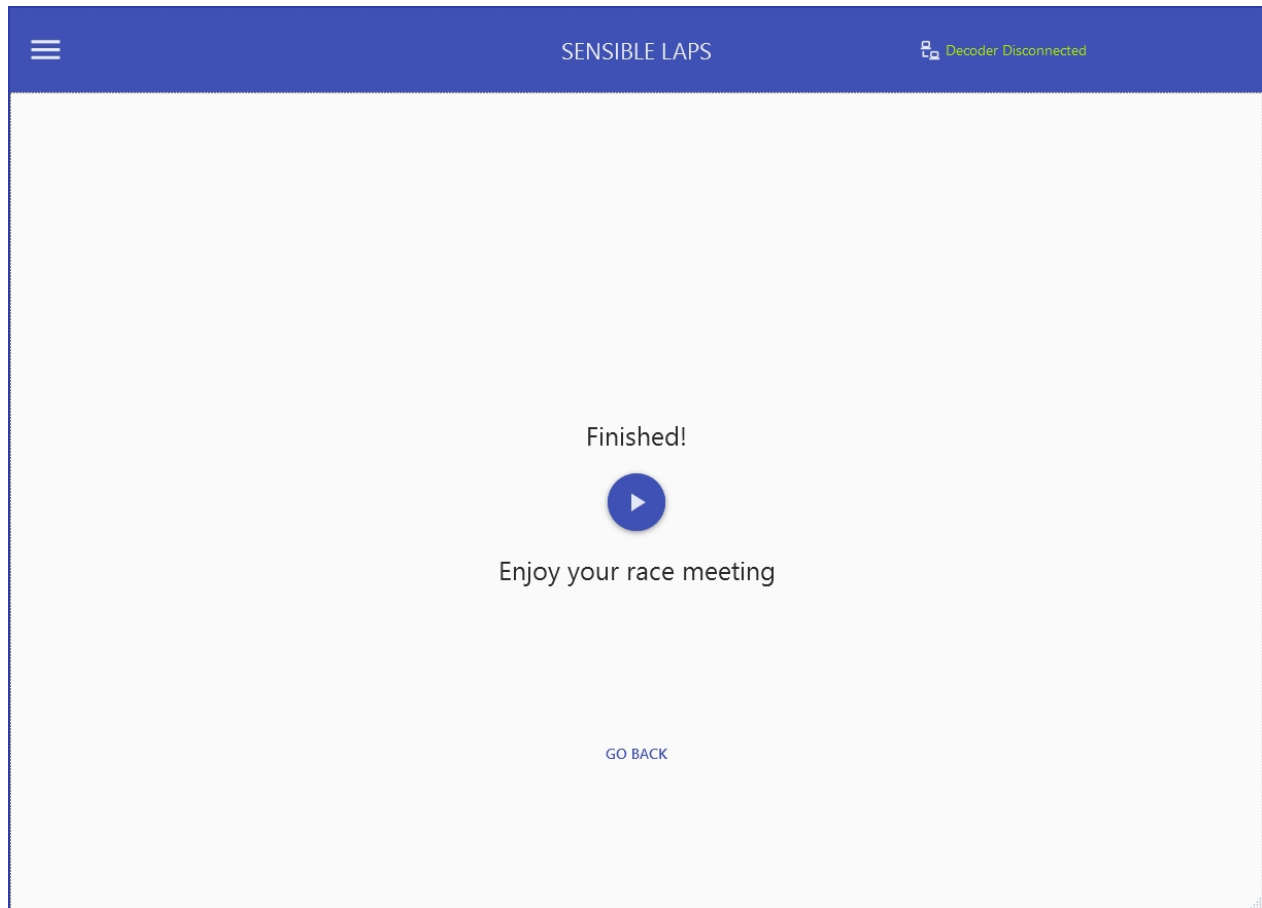
The screenshot shows the 'Event Entry Fees' dialog box within the Sensible Laps application. The dialog has a title bar with a menu icon, the text 'SENSIBLE LAPS', and a 'Simulation Mode' button. The main content area is titled 'Event Entry Fees' and contains a table with four columns: 'Default', 'Name', 'First Entry Fee', and 'Additional Entry Fee'. The table lists three fee types: 'Free', 'Non-Member', and 'Member'. The 'Non-Member' row is selected with a checked checkbox. Navigation buttons (back, forward, and add) are visible around the table.

Default	Name	First Entry Fee	Additional Entry Fee
<input type="checkbox"/>	Free	\$0.00	\$0.00
<input checked="" type="checkbox"/>	Non-Member	\$20.00	\$10.00
<input type="checkbox"/>	Member	\$15.00	\$10.00

Finish

The wizard is complete! click the big play button to leave the wizard and load the event.

On completion, practice mode will be enabled.



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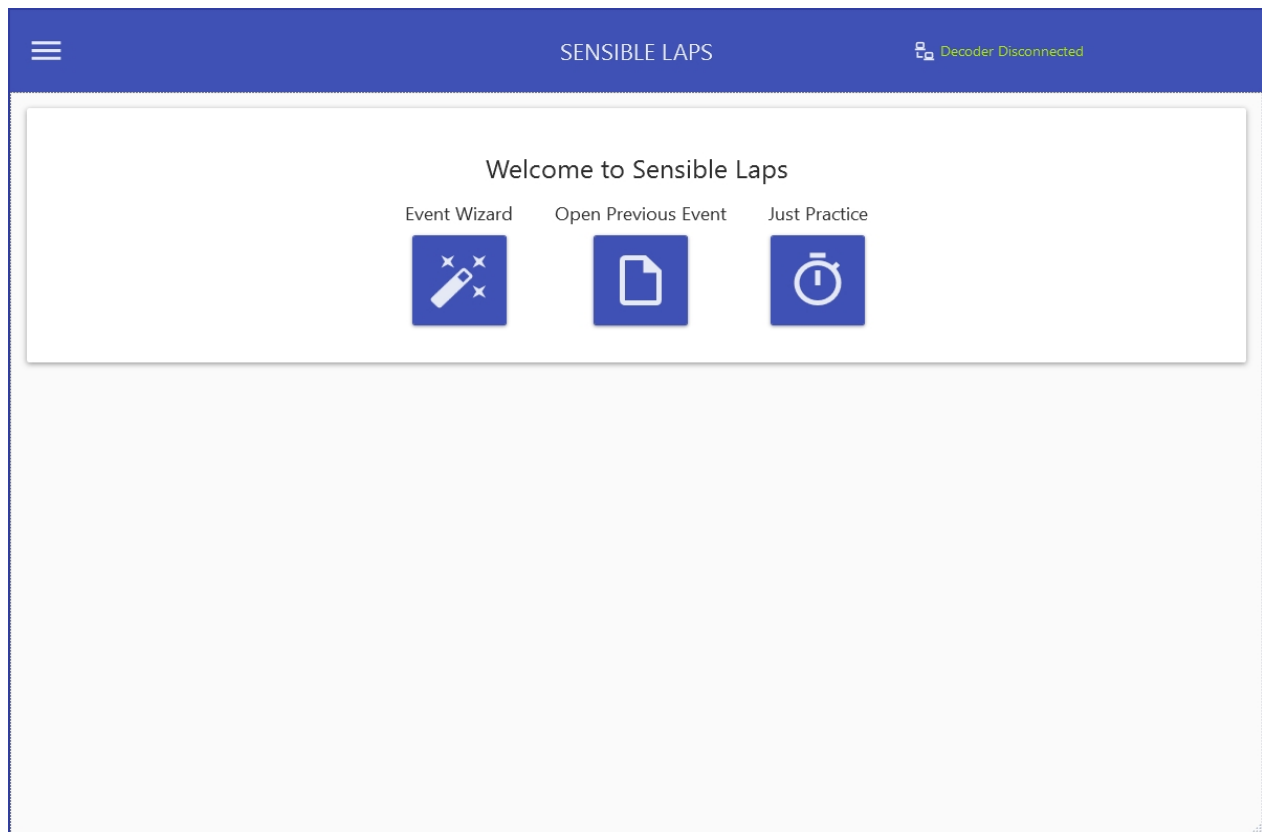
Main View

Sensible Laps starts with the view shown below

From this screen, the user has the following three options

1. Create an event using the event wizard.
2. Open an existing event.
3. Just practice

The *Menu* is available by clicking the hamburger icon on the top left side of the screen



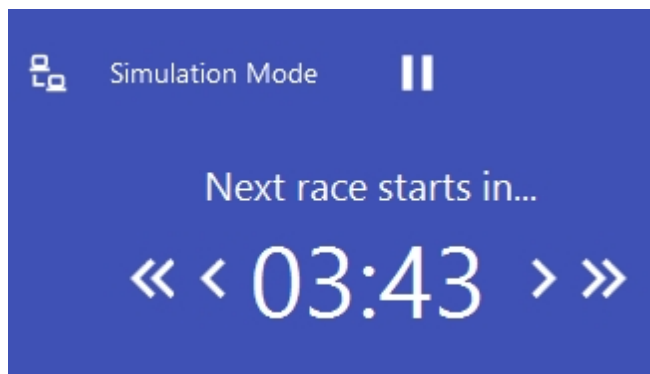
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Control Panel

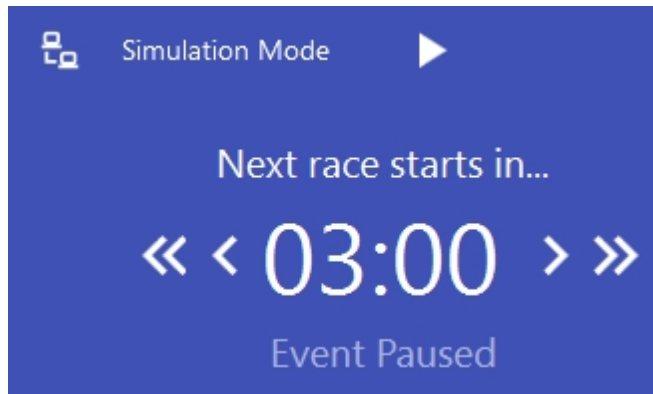
Once an event is loaded, the main control panel becomes available. The control panel is located on the top right of sensible laps.

 The play button will start the currently loaded event. The first un-run delay in the schedule is started.

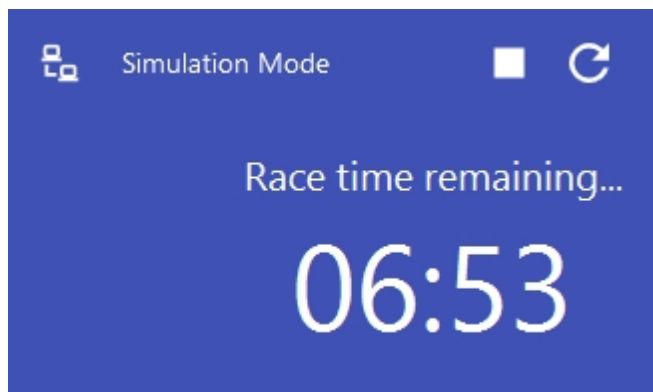
While the delay is counting down, the event can be paused, or the delay can be moved forward and back in small and large increments as defined in *General Settings*.



When paused, "Event Paused" will be displayed. To resume, click the play button.



When the race is running, it can be stopped, or restarted. Restarting the race, restarts the pre-race delay too.



When the race time is complete, if some drivers can not finish, Sensible Laps will wait for two minutes and automatically stop and complete the race.

If all running drivers are finished, it is safe to simply hit the stop button to move into the next delay.

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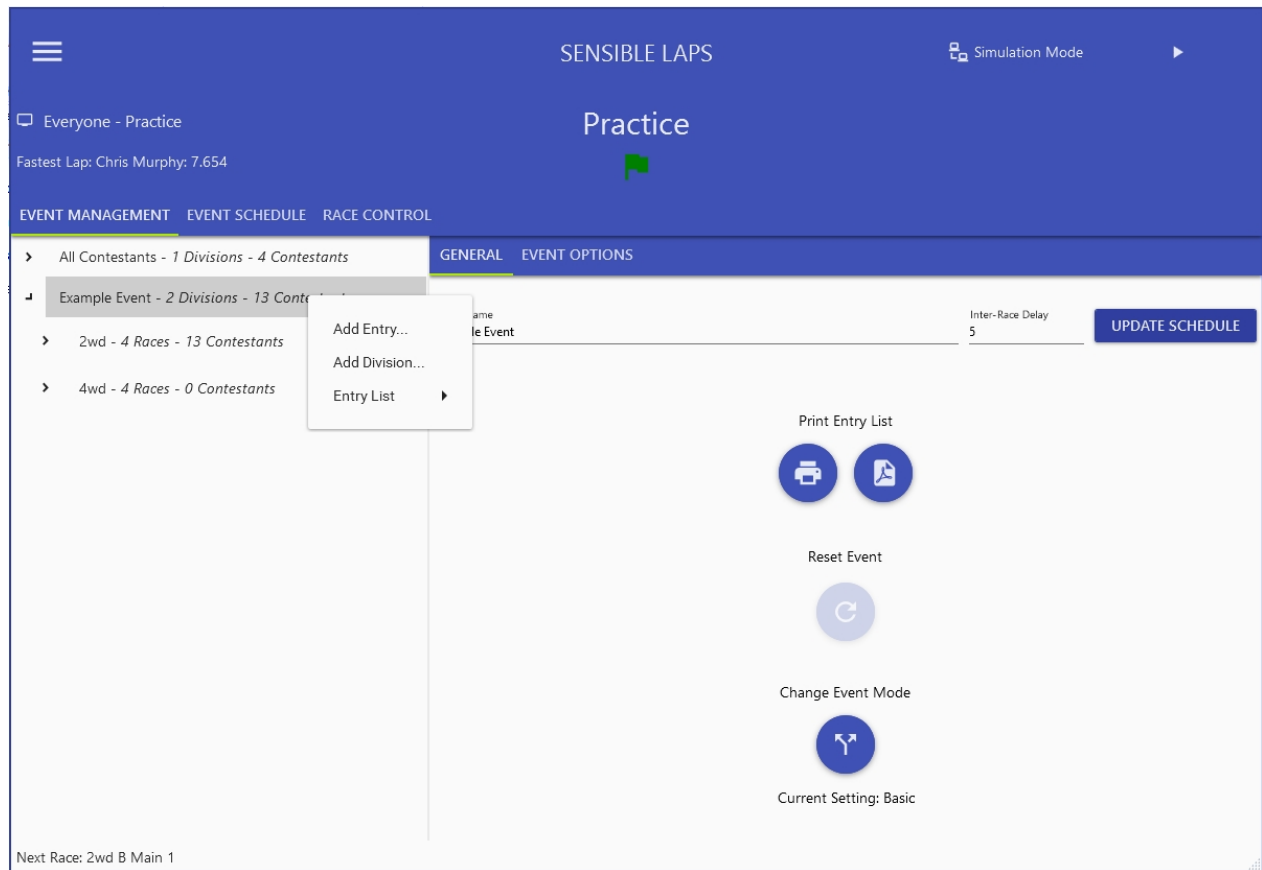
Event Management

The event management tab allows modification of event settings.

The left hand side shows a tree view of the current events. Listed at the top is the all contestants event which contains the practice race.

Selecting an item on the left will show it's details on the right.

Right clicking elements on the left gives a context menu specific to that item. For example, right clicking on an event gives a menu item to add a new division, add an entry or print the current entry list for that event. Right clicking a division gives the option to split or merge that division.

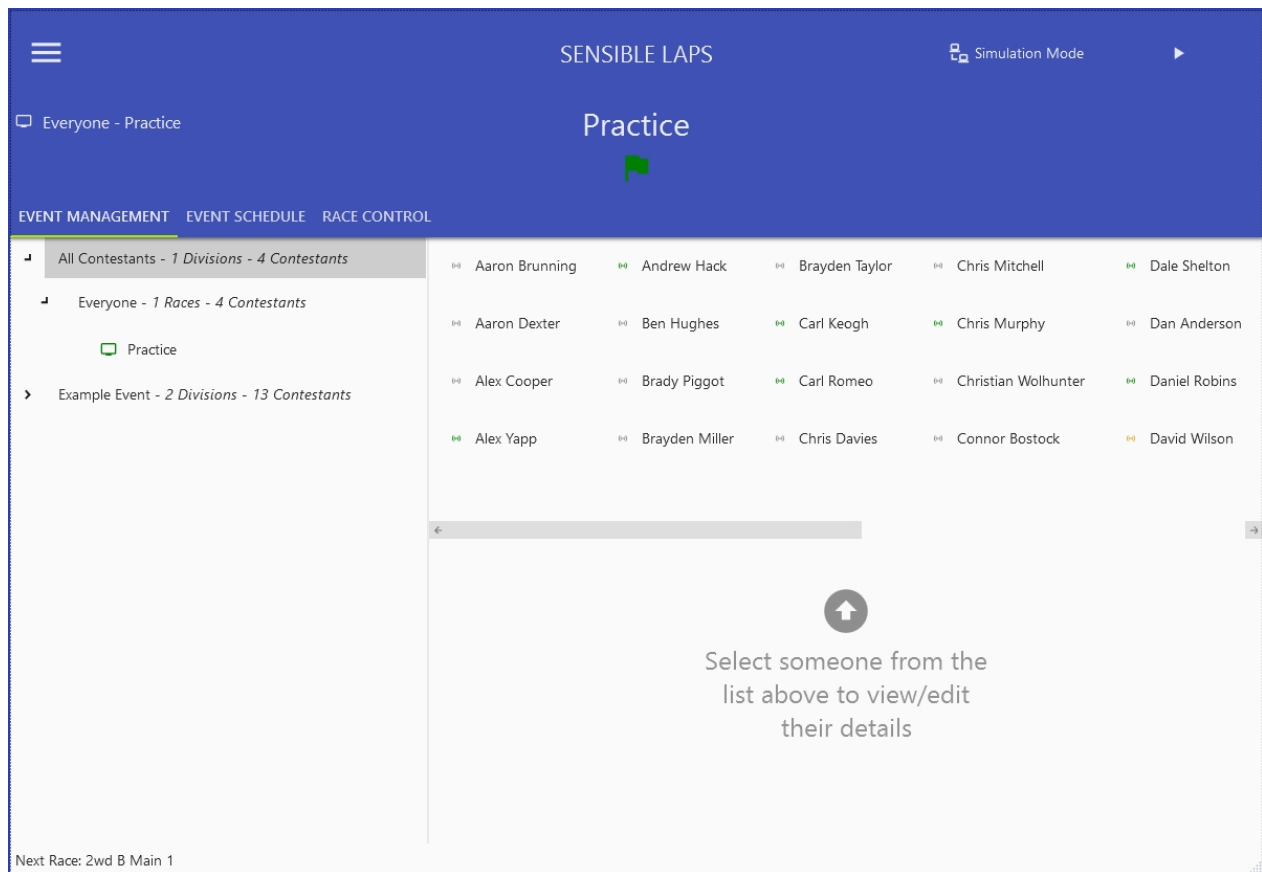


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All Contestants

The all contestants view shows all previously entered contestants.


The icon beside the contestants name shows if they are entered in the currently loaded event (green) or if they have been seen in the current practice session (yellow).



Selecting a previous contestant allows modification of the transponders listed against that person and the text used for text to speech for that person.

Transponders can be added and removed from a contestant using the add remove buttons   , transponders can also be dragged from one contestant to another.

Modifying a transponder is only possible if that transponder is not currently in use (seen in practice or entered in the current event).

Changes to the contestant name or phonetic name must be saved using the save button  .

Changes can be undone using the undo button  .

Contestants can be deleted using the delete button  , but only if they haven't been seen in practice and are not entered in the current event.

SENSIBLE LAPS

Simulation Mode

Practice

Everyone - Practice

Fastest Lap: Rod O'Neil: 7.736

EVENT MANAGEMENT | EVENT SCHEDULE | RACE CONTROL

All Contestants - 1 Divisions - 4 Contestants

Aaron Brunning	Andrew Hack	Brayden Taylor	Chris Mitchell	Dale Shelton
Aaron Dexter	Ben Hughes	Carl Keogh	Chris Murphy	Dan Anderson
Alex Cooper	Brady Piggot	Carl Romeo	Christian Wolhunter	Daniel Robins
Alex Yapp	Brayden Miller	Chris Davies	Connor Bostock	David Wilson

Name: Chris Murphy

Phoenetic Name: Chris Murphy

Transponders

8947461	2wd
2496865	4wd

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Event Detail

The event detail view shows event specific options.


The entry list, schedule and results can be printed or saved to PDF.

The default delay time can be changed, if changed the update schedule button will apply the default delay time to all delays in the schedule.


The event can be reset (all races are reset)



The event can be finished (any un-run nraces set to complete)

The event mode can be changed between basic and advanced.



SENSIBLE LAPS

 Simulation Mode


GP Buggy - C Practice 1

Race Length: 7m

Race Start: Rolling

Format: Fastest Consecutive 3 Laps

Racing



Race time remaining...

02:00

EVENT MANAGEMENT
ACCOUNTING
EVENT SCHEDULE
RACE CONTROL

> All Contestants - 1 Divisions - 4 Contestants

> 2022 WA 1/8 State Titles - 7 Divisions - 42 Contestants

GENERAL
EVENT OPTIONS

Event Name

2022 WA 1/8 State Titles

Inter-Race Delay



4

Inter-Round Delay



5

UPDATE SCHEDULE



Print Entry List


Print Event Schedule


Print Event Results


Reset Event



Finish Event



Change Event Mode



Current Setting: Advanced

If the event mode is set to Basic, the event options are available on a seperate tab in this view.

The options has a further two tabs, general options and race specific options.

Sensible Laps

Simulation Mode

Everyone - Practice

Fastest Lap: Chris Murphy: 5.054

Practice

EVENT MANAGEMENT | EVENT SCHEDULE | RACE CONTROL

> All Contestants - 1 Divisions - 6 Contestants

< Example Event - 2 Divisions - 13 Contestants

> 2wd - 5 Races - 13 Contestants

> 4wd - 5 Races - 0 Contestants

GENERAL | EVENT OPTIONS

GENERAL | RACES

MODE

Division Mode
Classic

Point Structure
Zero points for first

QUALIFYING SETTINGS

Qualifying Type
Rocket Round

Start Stagger
2

Qualifying Format
Total Race Time

MAINS SETTINGS




Drop Worst
1

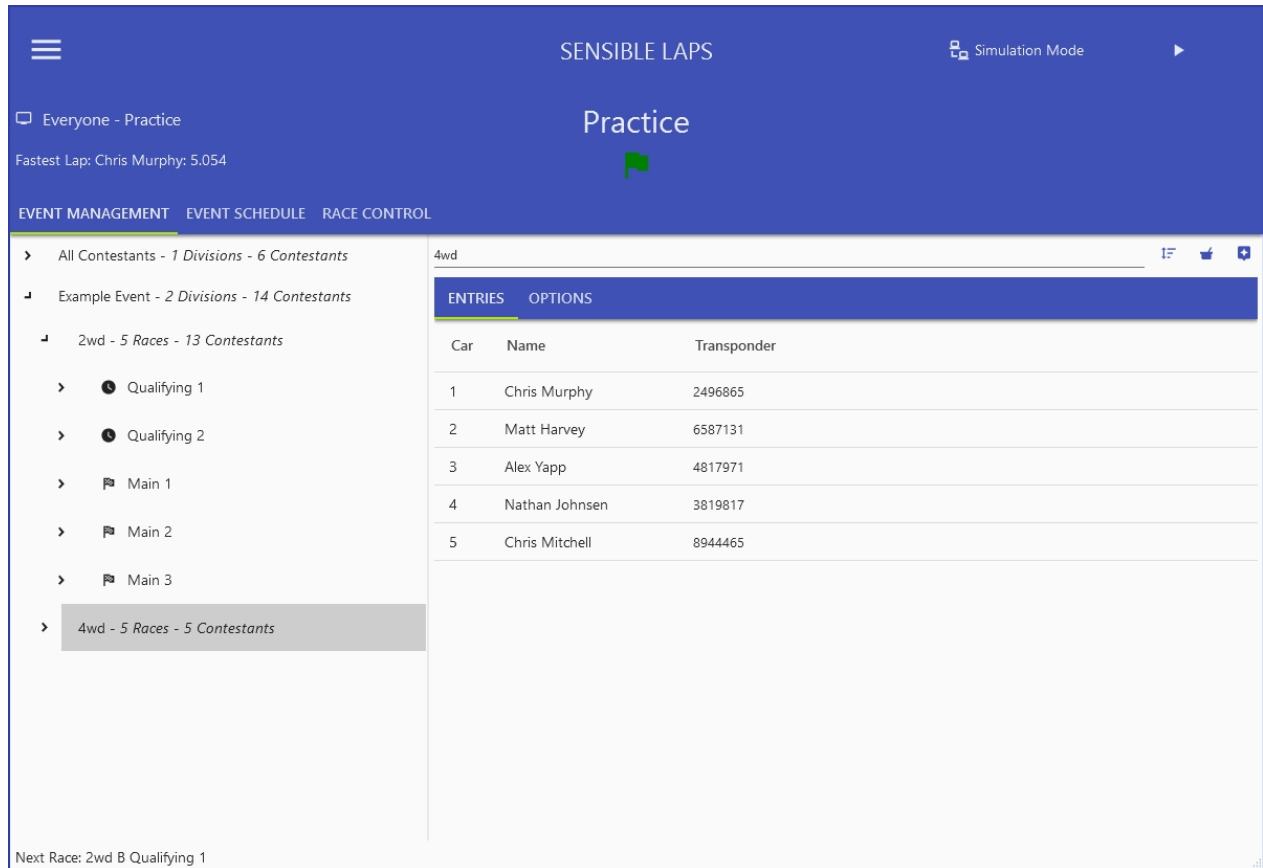
APPLY CANCEL

Next Race: 2wd Qualifying 1

Division Detail

The division detail shows the current entries in the division, listed in the current qualifying order.

The entries can be manually re-ordered , randomly re-ordered  and each contestant can have an "inner division" tag assigned , see *Inner Divisions* for more detail.



The screenshot shows the 'Practice' mode interface for Sensible Laps. The top bar includes a menu icon, the title 'SENSIBLE LAPS', and a 'Simulation Mode' button. Below the top bar, the 'Practice' section displays 'Everyone - Practice' and 'Fastest Lap: Chris Murphy: 5.054'. The main content area is divided into three tabs: 'EVENT MANAGEMENT', 'EVENT SCHEDULE', and 'RACE CONTROL'. The 'EVENT MANAGEMENT' tab is active, showing a tree view of events. The selected event is '4wd - 5 Races - 5 Contestants'. The right panel shows the 'ENTRIES' tab for this event, displaying a table of contestants.

Car	Name	Transponder
1	Chris Murphy	2496865
2	Matt Harvey	6587131
3	Alex Yapp	4817971
4	Nathan Johnsen	3819817
5	Chris Mitchell	8944465

Next Race: 2wd B Qualifying 1

If the event mode is advanced, the division options are available on a separate tab.

If the division is split (split into A, B, C etc groups) then the view shows options to move each contestant to an alternate group.

☰

SENSEBLE LAPS

Simulation Mode ▶

Everyone - Practice

Fastest Lap: Chris Murphy: 5.054

EVENT MANAGEMENT | EVENT SCHEDULE | RACE CONTROL

2wd

15

🔖

+

ENTRIES

OPTIONS

Car	Name	Transponder	Group Movement	
A Group				
1	Nathan Johnsen	8595149	→ Group B	→ Group C
2	Dale Shelton	2238554	→ Group B	→ Group C
3	Andrew Hack	7669062	→ Group B	→ Group C
4	Rod O'Neil	5036204	→ Group B	→ Group C
5	Daniel Robins	4654878	→ Group B	→ Group C
B Group				
1	Chris Murphy	3591324	→ Group A	→ Group C
2	Carl Romeo	5034835	→ Group A	→ Group C
3	Terence Watts	5244842	→ Group A	→ Group C

Next Race: 2wd C Qualifying 1

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Race Detail

The race detail screen shows the same view as when the race is running through the race control view.

The race mode (time or laps) and the race length can be changed on this view, but only if the race hasn't been started.

Join Divisions

Sensible Laps

Simulation Mode

Everyone - Practice

Fastest Lap: Aiden Turbett: 29.760

Practice

EVENT MANAGEMENTACCOUNTINGEVENT SCHEDULERACE CONTROL

> All Contestants - 1 Divisions - 4 Contestants

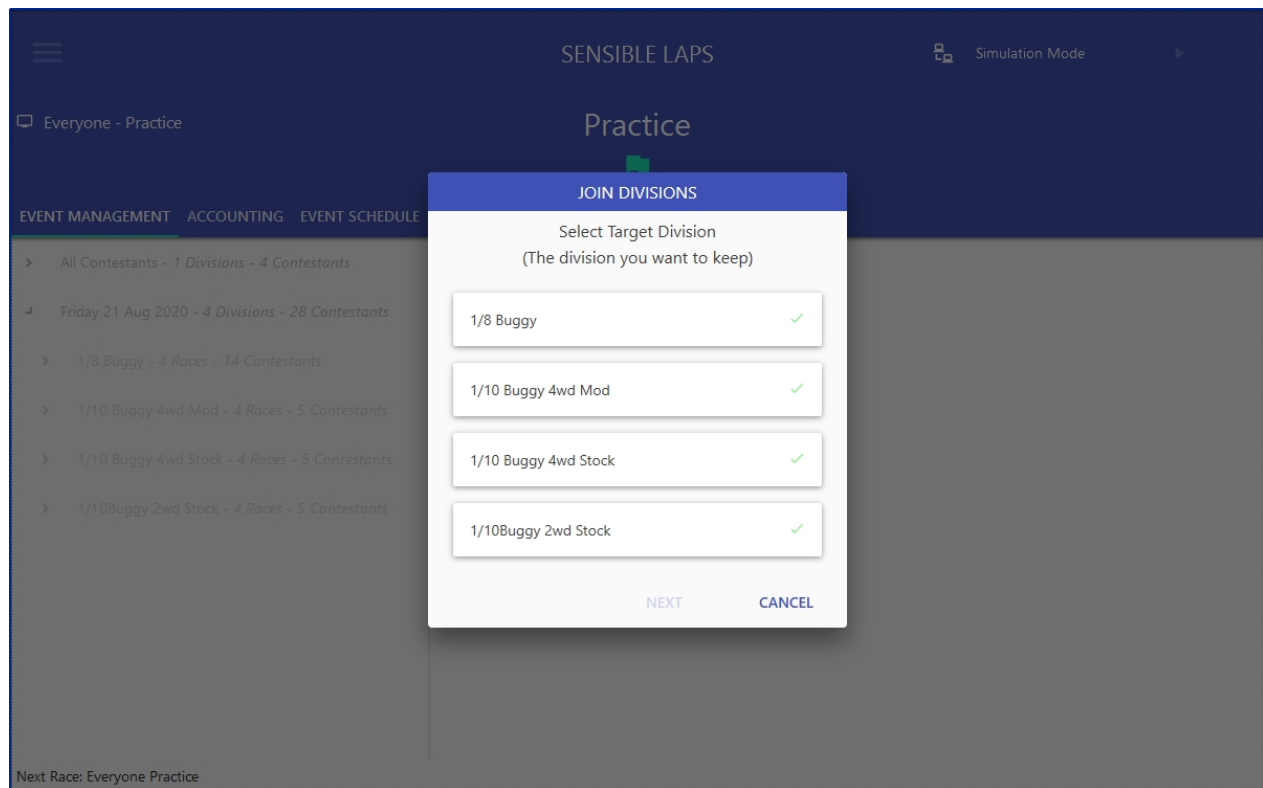
> Friday 21 Aug 2020 - 4 Divisions - 28 Contestants

- > 1/8 Buggy - 4 Races - 14 Contestants
 - Add Entry...
 - Add Division...
 - Join Divisions...
 - Import Entries...
 - Entry List ▶
- > 1/10 Buggy 4wd Mod - 4 Races - 20 Contestants
- > 1/10 Buggy 4wd Stock - 4 Races - 20 Contestants
- > 1/10 Buggy 2wd Stock - 4 Races - 20 Contestants

Next Race: Everyone Practice

The first screen is to select the target division. This is the division that will be kept. The green tick shows that the division is valid for being a target. The requirements are:

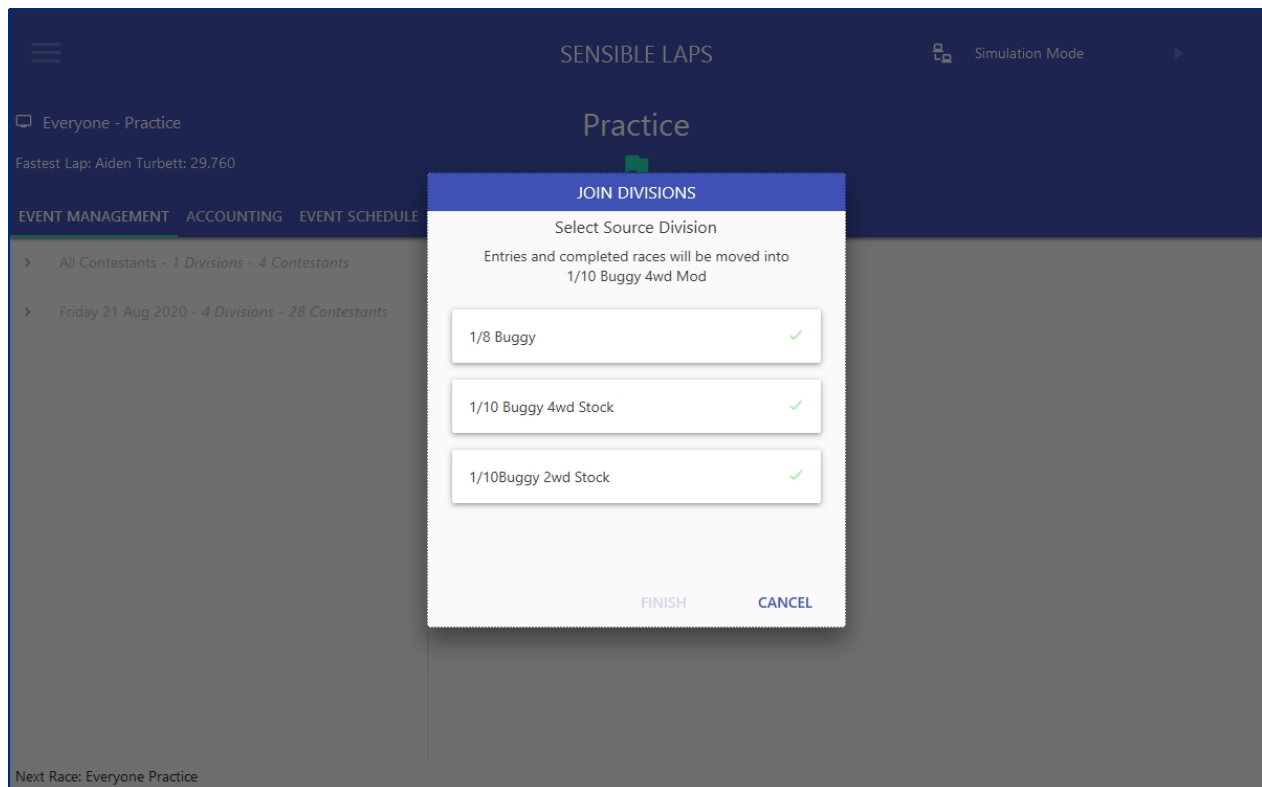
- No completed mains
- No partially complete rounds



Next is to select the source division. This division will be removed after all the entries and completed races have been moved to the target division.

A green tick shows that the division is a valid source. The requirements are:

- No completed mains
- No partially complete rounds
- No matching transponders in target division
- No matching name in target division
- Last complete race is same round as target



Any completed races will be added into the matching round (eg Qualifying 1) as though the round was split. The target division race will be group A, the source will then be group B. The reseed is run after the join to ensure correct qualifying order.

If the division entry count is too large, the remaining rounds may need to be split.
If the target division is already split, the entries will be distributed evenly through the unrun races.

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Event Accounting

The event accounting tab lets you manage entrant payments.

The entry fee and subsequent entry fee are saved per project, however there are default values applied to a new event, located in *General Settings*.

The fees are viewable for the current active event or the current practice session. Change between using the drop down at the top.

Practice selected shown below

The screenshot shows the 'Practice' screen for 'Everyone - Practice'. The header includes a menu icon, 'SENSIBLE LAPS', 'Simulation Mode', and a play button. Below the header, there's a navigation bar with 'EVENT MANAGEMENT', 'ACCOUNTING', 'EVENT SCHEDULE', and 'RACE CONTROL'. The main content area shows 'Accounting for event Practice' with a dropdown arrow. Below this, there are links for 'Edit Event Entry Fees', '+ Add Entry', and a document icon. A search bar 'Filter entries by name' is present. The table below lists participants with their 'Entered in' category, 'Total', 'Paid', 'Owing', and 'Actions'.

Name	Entered in	Total	Paid	Owing	Actions
Adam Cumpsty	Everyone	\$5.00	\$0.00	\$5.00	[Mark as paid] [Edit]
Dale Shelton	Everyone	\$5.00	\$0.00	\$5.00	[Mark as paid] [Edit]
Dan Kearney	Everyone	\$5.00	\$0.00	\$5.00	[Mark as paid] [Edit]
Daniel Robins	Everyone	\$5.00	\$0.00	\$5.00	[Mark as paid] [Edit]

Next Race: Class 1 Qualifying 1

Current event selected shown below

The screenshot shows the 'Practice' screen for 'Wednesday 6 Jan 2021'. The header is identical to the previous screenshot. The main content area shows 'Accounting for event Wednesday 6 Jan 2021' with a dropdown arrow. Below this, there are links for 'Edit Event Entry Fees', '+ Add Entry', and a document icon. A search bar 'Filter entries by name' is present. The table below lists participants with their 'Entered in' category, 'Total', 'Paid', 'Owing', and 'Actions'.

Name	Entered in	Total	Paid	Owing	Actions
Aaron Brunning	GP Buggy	\$15.00	\$0.00	\$15.00	[Mark as paid] [Edit]
Adam Cumpsty	GP Buggy	\$15.00	\$0.00	\$15.00	[Mark as paid] [Edit]
Aiden Turbett	GP Buggy	\$15.00	\$0.00	\$15.00	[Mark as paid] [Edit]
Alex Yapp	GP Buggy	\$10.00	\$0.00	\$10.00	[Mark as paid] [Edit]
Ally Beaman	GP Buggy	\$15.00	\$0.00	\$15.00	[Mark as paid] [Edit]

Next Race: GP Buggy C Qualifying 1

The fees available for the event can be modified by clicking [Edit Event Entry Fees](#)

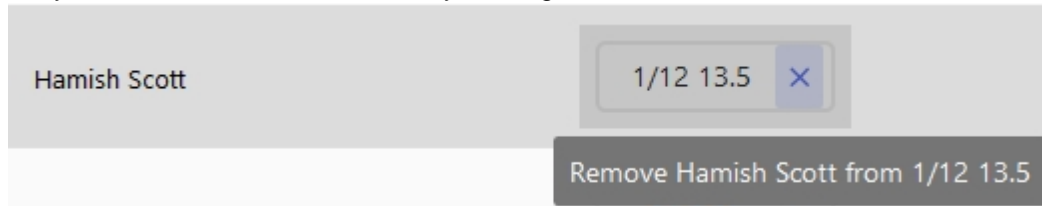
New entries can be create on this screen by clicking the add new entry button [+ Add Entry](#)

Quick actions for each entry are:

[\[Mark as paid\]](#) Mark as paid

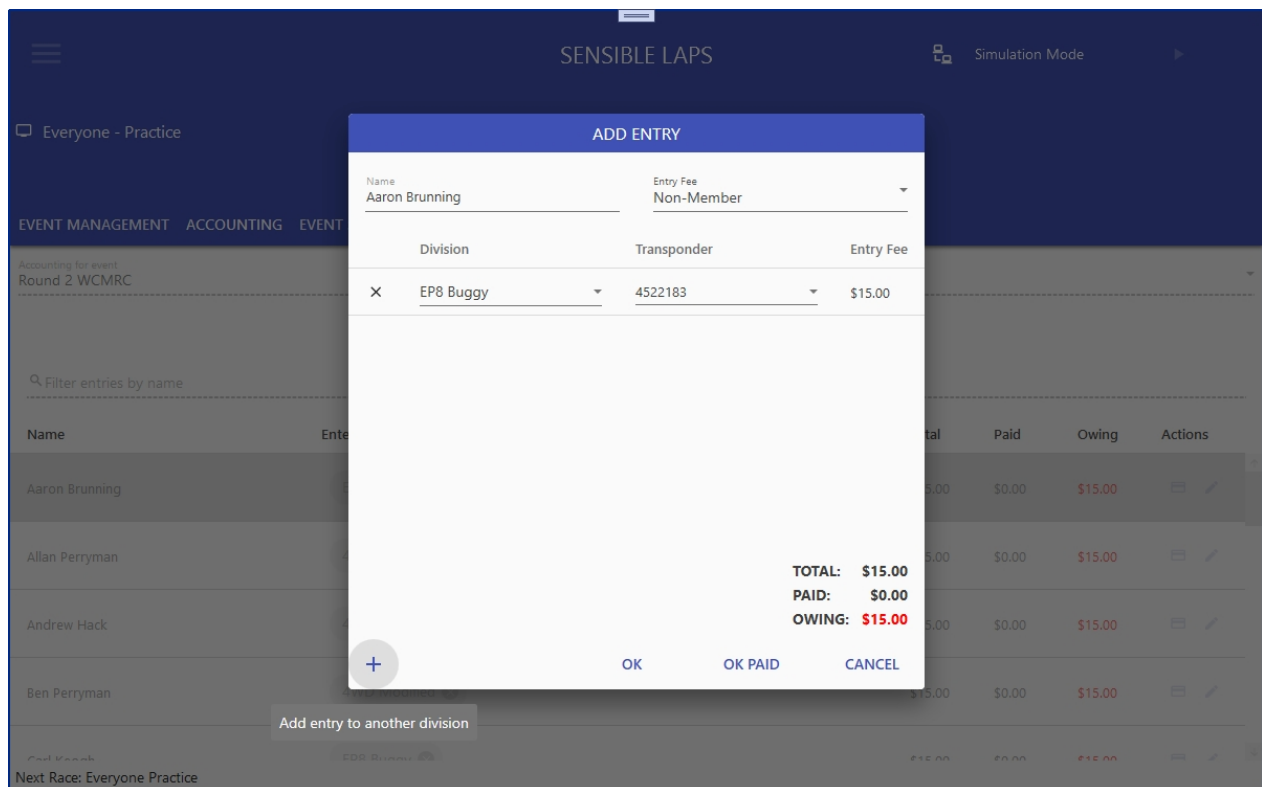
 Edit Entry

Entry into a division can be removed by clicking the remove button on that division




If the entry is the last or only division the contestant is entered in, the contestant is removed from the event.

The Add/Edit entry popup is shown below



The entry will be made with the selected entry fee, if the fee is a system default and different from what is stored for that contestant, you will be asked if you want to update the fee associated with the contestant.

Entry to an additional division can be made by clicking the add button 

Removing an entry can be done by clicking the delete button next to the entry 

The entry can be added to the event as paid or added as still owing.

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Event Schedule

The event schedule shows the linear progress of the event.

The left pane shows the list of races to run, top to bottom, with their pre-race delay and the type of reseed if any that will occur post race.

The currently active schedule item is highlighted in the theme accent colour.

Schedule items can be dragged and dropped to change their order, but only within the current round.

The screenshot displays the 'SENSIBLE LAPS' software interface. The top navigation bar includes a menu icon, the title 'SENSIBLE LAPS', and a 'Simulation Mode' toggle. The main content area is divided into two sections. The left section, titled 'EVENT SCHEDULE', lists various race events with their start times and durations. The first event, 'GP Buggy - C Practice 1', is highlighted in yellow, indicating it is the current active race, with a remaining time of 02:56. Below this, a list of other races is shown, including 'GP Buggy - B Practice 1', 'GP Buggy - A Practice 1', 'GP Truggy - Practice 1', 'EP Buggy - B Practice 1', 'EP Buggy - A Practice 1', 'GP Buggy - C Qualifying 1', 'GP Buggy - B Qualifying 1', and 'GP Buggy - A Qualifying 1'. The right section, titled 'GP BUGGY - C QUALIFYING 1', contains three sub-panels: 'DELAY' (Pre-Race Delay: 6 mins), 'RACE' (Name: C Qualifying 1, Race Mode: Time, Race Length: 7 mins), and 'RESEED' (Reseed Enabled: checked, Sub Division selected). A 'GO HERE NOW' button is located at the bottom right of the right section.

Any schedule item can be selected and the schedule can be moved to that item by clicking the "go here now" button.

If the new schedule item has already been run, the user is prompted on whether to rerun just that one race, or whether to rerun the entire schedule from that point.

If the new schedule item is after the current race, all races in between the current and new are set to complete.

Race Control

The race control tab shows the currently running race.

</

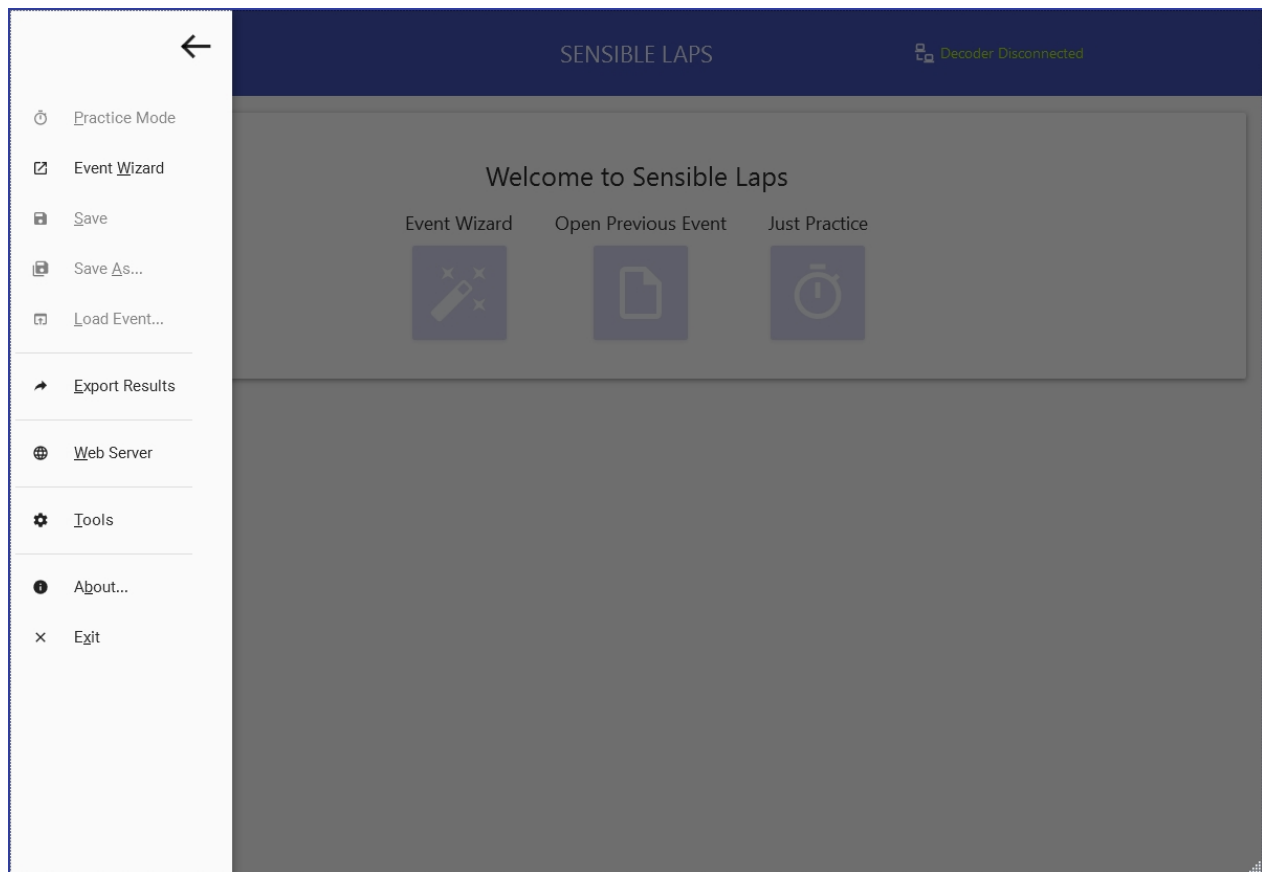
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Menu

The main menu is available by clicking the hamburger icon on the top left of the main interface



The menu offers practice mode toggle, load and save options, access to the event wizard, results export, web server control, access to settings and the about dialogue.



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Loading and Saving events

Sensible Laps events are saved to a JSON formatted file with the extension .sev (sensible laps event) or a compressed version to save storage space .sevx. The default is sevx and is strongly recommended.

An event can be saved as a template (no entry information is stored in a template). The extension is .setx (sensible event template).

Events can be loaded from either file type.

Once a new event has been saved using save as, or if an event has been loaded from an sev/sevx file, the save option is available, which simply saves over the top of that existing file.

Once an event is saved, the autosave feature (if enabled) will automatically save the event on completion of each race.

The autosave feature also saves a separate copy named by the last race that completed in the Documents\Sensible Laps\autosave\ folder. This folder is automatically purged of old files on startup.

Some standard templates are stored in %localappdata%\Sensible Laps\Templates. These are the templates offered in the event wizard. you can add your own templates to this folder and remove the defaults. If there are no templates in that folder, the default will be regenerated and saved there again.

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Web interface

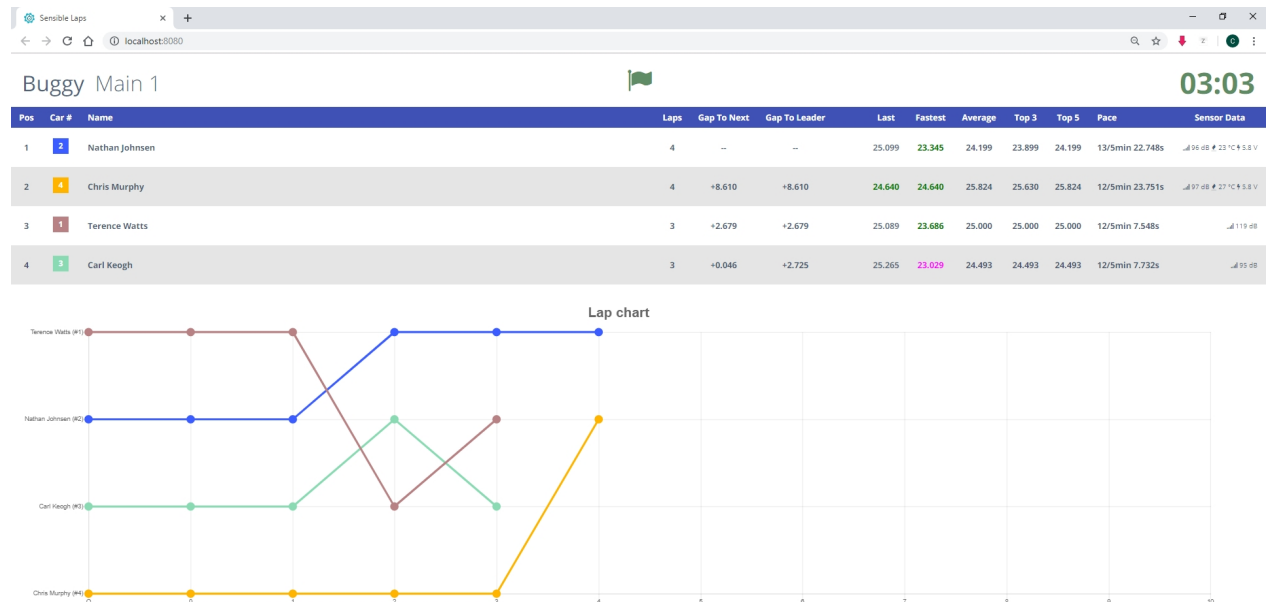
If the web server is enabled in *Settings*, Sensible laps will run its own web server, listening at the port specified in *Settings*.

This web server will show the current race progress and can be accessed from multiple other devices (check your windows firewall settings for the port assigned in Settings).

This is different from the Live publishing and is only available locally.

This local web service allows the use of TV screens around the facility to show the current race information.

As the data is displayed in a browser, it can be scaled to suit your equipment.

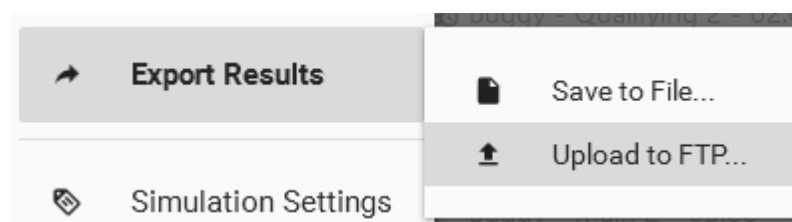


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Export Results

Once an event is complete, The results can be exported to a file or to an FTP target for display on a clubs web site.

The export command is available from within the main *menu*.



FTP Upload

The FTP server and path to upload the files to must be specified. The lock next to the server address indicates if SSL is selected or not.

The username and password must also be specified.

The event can be uploaded with the results for safe keeping if required.

EXPORT RESULTS VIA FTP

ftp://sensiblelaps.com/results

yourclub@results.sensiblelaps.com

.....

☒ Include practice results

☒ Upload event with results

☐ Upload accounting export

↑

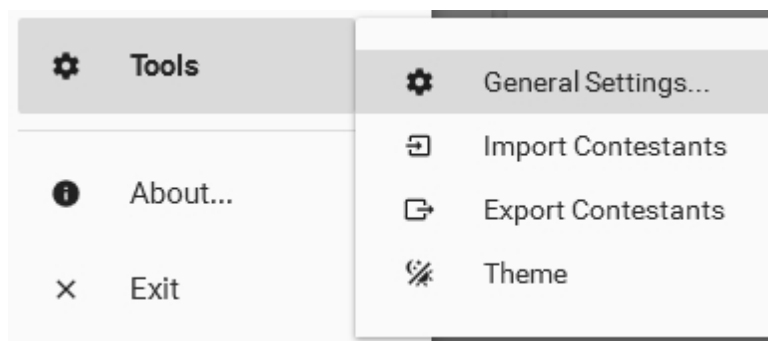
[CLOSE](#)

Results can be self hosted or hosted at <https://results.sensiblelaps.com>

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Settings

Application settings can be accessed by navigating to Menu > Tools > General Settings



The general settings interface contains the following seven sections

- *General*
- *Decoders*
- *Web Interface*
- *Sounds*
- *Delay Actions*
- *Race Actions (Time)*
- *RaceActions (Laps)*

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General Settings

General Settings contains the following settings:

Auto Save

If selected, the event is saved automatically every time a race is completed.

Note: For this functionality to work, the event must have been saved at least once using Menu > Save As...

Auto Print Race Results

If selected, on race completion, the results are automatically printed to the default system printer.

Simulation Mode

If selected, enables simulation. See the *Simulation Mode* topic for more information.

Show Sensor Data

When using a MyLaps RC4 decoder, sensor data such as signal strength, temperature and voltage is available from each car. If this setting is enabled, the sensor data will be shown on the race views.

Show Lap Progress Indicator

When enabled, a progress bar is shown on the race control screen beneath each driver representing their progress through the current lap (based on their average).

Check for new version at startup/Check now

This setting tells Sensible Laps to check against the update server for a new version at startup. the check now button forces a check.

Minimum Lap (s)

This value is the minimum allowed lap time in seconds. Any lap recorded under this value is not counted.

Qualifying First Hit Delay (s)

This is the number of seconds at the start of a qualifying race where all crossings over the detection loop are ignored.

Main First Hit Delay (s)

This is the number of seconds at the start of a main race where all crossings over the detection loop are ignored.

Display Last Race (s)

During a pre-race delay, race control shows the last completed race for:

The amount of seconds specified in this setting.

OR

Halfway through the delay duration

OR

When there is less than one minute until the next race.


Whichever occurs first.


Delay Skip

The main interface provides the ability to do a large or small skip forwards and backwards. The amount of movement is defined by these two settings.

Pre-Defined Division Names

A list of pre-determined division names for use when naming divisions.

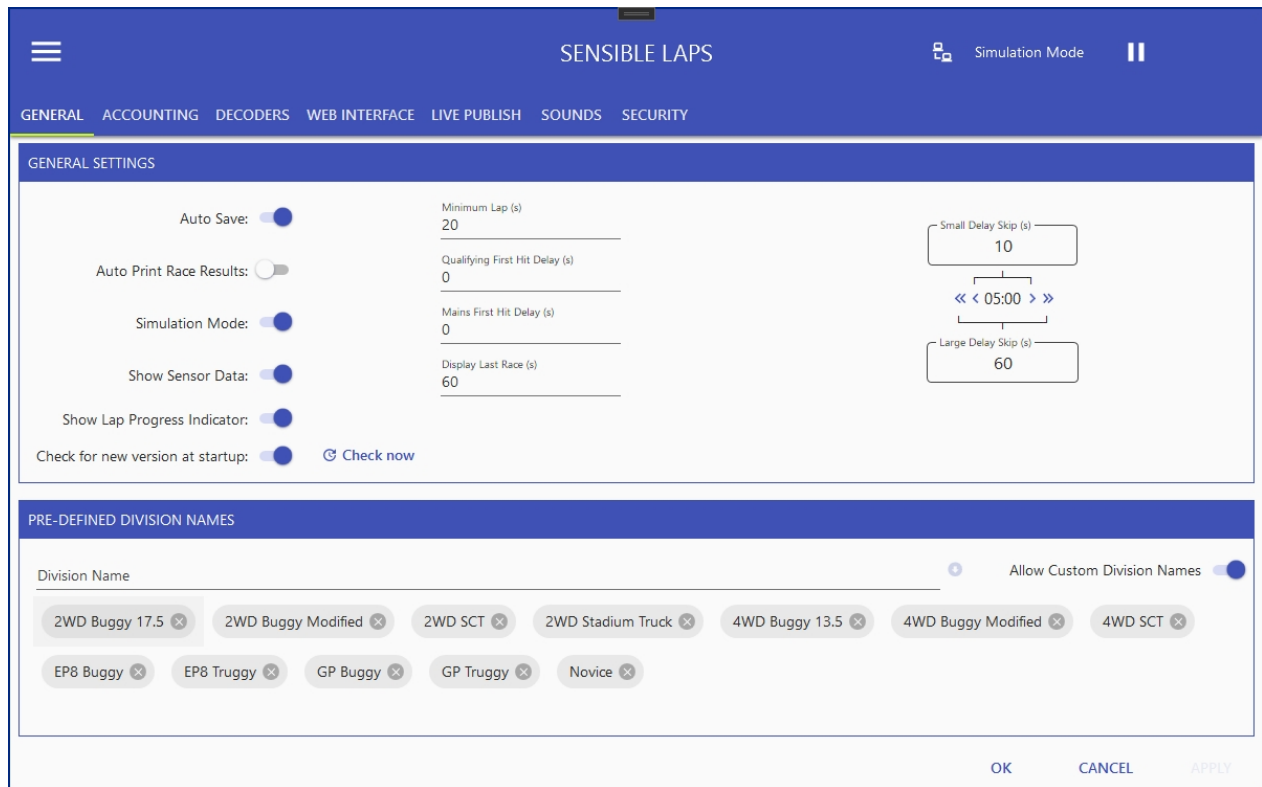
To add a new name, type the name in the text box and click the button to add the name to the list . You can not add a duplicate name.

To remove a name, click the delete button on the name 

Right click to set names to default offroad or default on road names. These can then be modified to suit.

This list is used for inner division names as well.

Allow Custom Division Names will allow divisions to be called anything, if this is disabled, only the names in the pre-defined division names list can be used.



The screenshot shows the Sensible Laps web interface. The top navigation bar includes a menu icon, the title "SENSIBLE LAPS", and a "Simulation Mode" button. Below the navigation bar is a tabbed interface with tabs for GENERAL, ACCOUNTING, DECODERS, WEB INTERFACE, LIVE PUBLISH, SOUNDS, and SECURITY. The "GENERAL" tab is selected, showing the "GENERAL SETTINGS" section. This section contains several toggle switches and input fields: "Auto Save" (checked), "Auto Print Race Results" (unchecked), "Simulation Mode" (checked), "Show Sensor Data" (checked), "Show Lap Progress Indicator" (checked), and "Check for new version at startup" (checked). There are also input fields for "Minimum Lap (s)" (20), "Qualifying First Hit Delay (s)" (0), "Mains First Hit Delay (s)" (0), and "Display Last Race (s)" (60). A "Small Delay Skip (s)" field is set to 10, and a "Large Delay Skip (s)" field is set to 60. A "Check now" button is next to the version check toggle. Below the general settings is the "PRE-DEFINED DIVISION NAMES" section. It features a "Division Name" input field and an "Allow Custom Division Names" toggle (checked). A list of pre-defined division names is displayed in a grid, each with a delete button (X): "2WD Buggy 17.5", "2WD Buggy Modified", "2WD SCT", "2WD Stadium Truck", "4WD Buggy 13.5", "4WD Buggy Modified", "4WD SCT", "EP8 Buggy", "EP8 Truggy", "GP Buggy", "GP Truggy", and "Novice". At the bottom right of the interface are "OK", "CANCEL", and "APPLY" buttons.

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Accounting

Entry fees can be defined here, new events from a template with no fees applied will get these fees added when they are created.

The practice fees defined here are the default fees applied for a new practice session (the next day).


To modify fees for an existing event or practice, go to the *accounting tab on the main view*.

Entry Fee

This is the fee used for the first division entered. This value is used when a new event is created, changing the value here, does not affect the currently loaded event or any past events.

Each Additional Entry Fee

This is the fee used for all additional divisions entered. This value is used when a new event is created, changing the value here, does not affect the currently loaded event or any past events.

SENSIBLE LAPS

Simulation Mode

GENERALACCOUNTINGDECODERSWEB INTERFACELIVE PUBLISHSOUNDSDELAY ACTIONSRACE ACTIONS (TIME)RACE ACTIONS (LAPS)SECURITY

PRACTICE FEES

Default	Name	First Entry Fee	Additional Entry Fee	
<input type="checkbox"/>	Free	\$0.00	\$0.00	×
<input type="checkbox"/>	Practice	\$5.00	\$0.00	×

+

EVENT FEES

Default	Name	First Entry Fee	Additional Entry Fee	
<input type="checkbox"/>	Free	\$0.00	\$0.00	×
<input type="checkbox"/>	Member	\$10.00	\$10.00	×
<input checked="" type="checkbox"/>	Non-Member	\$15.00	\$10.00	×

+

OKCANCELAPPLY

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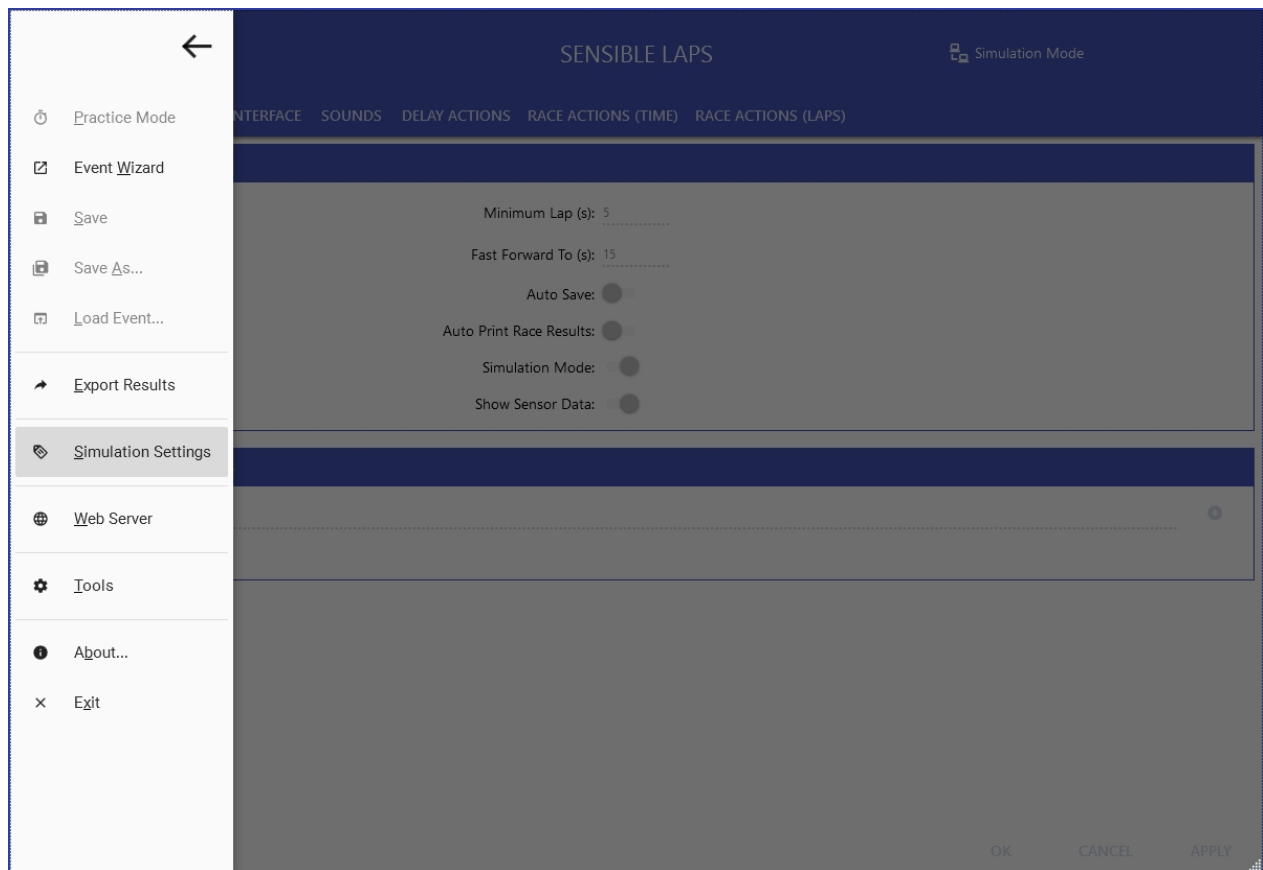
Simulation Mode

Simulation mode allows the software to be tested without the use of a decoder.

Simulation mode is enabled in *General Settings*.

When enabled, a new menu item is turned on allowing a control window to be opened.

Sensible Laps






Simulation control window:

SIMULATION SETTINGS

Target Lap:
Split Count:


ACTIVE RACERS

Transponder	Name	Enabled	Paused	Target	Current
8947461	Chris Murphy	<input type="checkbox"/>	<input type="checkbox"/>	0	0
4399455	Nathan Johnsen	<input type="checkbox"/>	<input type="checkbox"/>	0	0




SAVE
CLOSE

The currently simulated contestants will appear in this dialog.


The contestants are automatically updated based on the current race.

If simulating practice, random entries are taken from the list of known previous contestants. New contestants can be added with the "Add Random Transponder" button  .

The dialogue allows the target simulated lap time to be set and the number of split sectors (virtual decoders) to be set.

Note: *If the target time is too close to the minimum lap time set in General Settings, no laps will be counted.*

During a race a contestant can be paused to simulate a crash.

A selected contestant can have their transponder switched with another of their transponders (from the previous contestants list) to simulate an incorrect transponder  .

Web Interface Settings

Web Interface contains the following settings:

Enable Web Server

If Selected the web server is started (when settings applied), the current running race can be viewed on any PC or phone on the same network through a web browser.

The address is as follows:

`http://<ip address of lap timing PC>:<web server port>`

Where <ip address of lap timing PC> is replaced with the IP address of the pc running sensible laps and <web server port> is replaced with the port specified in the *Web Server Port* setting.

Show Lap Chart on Web Race View

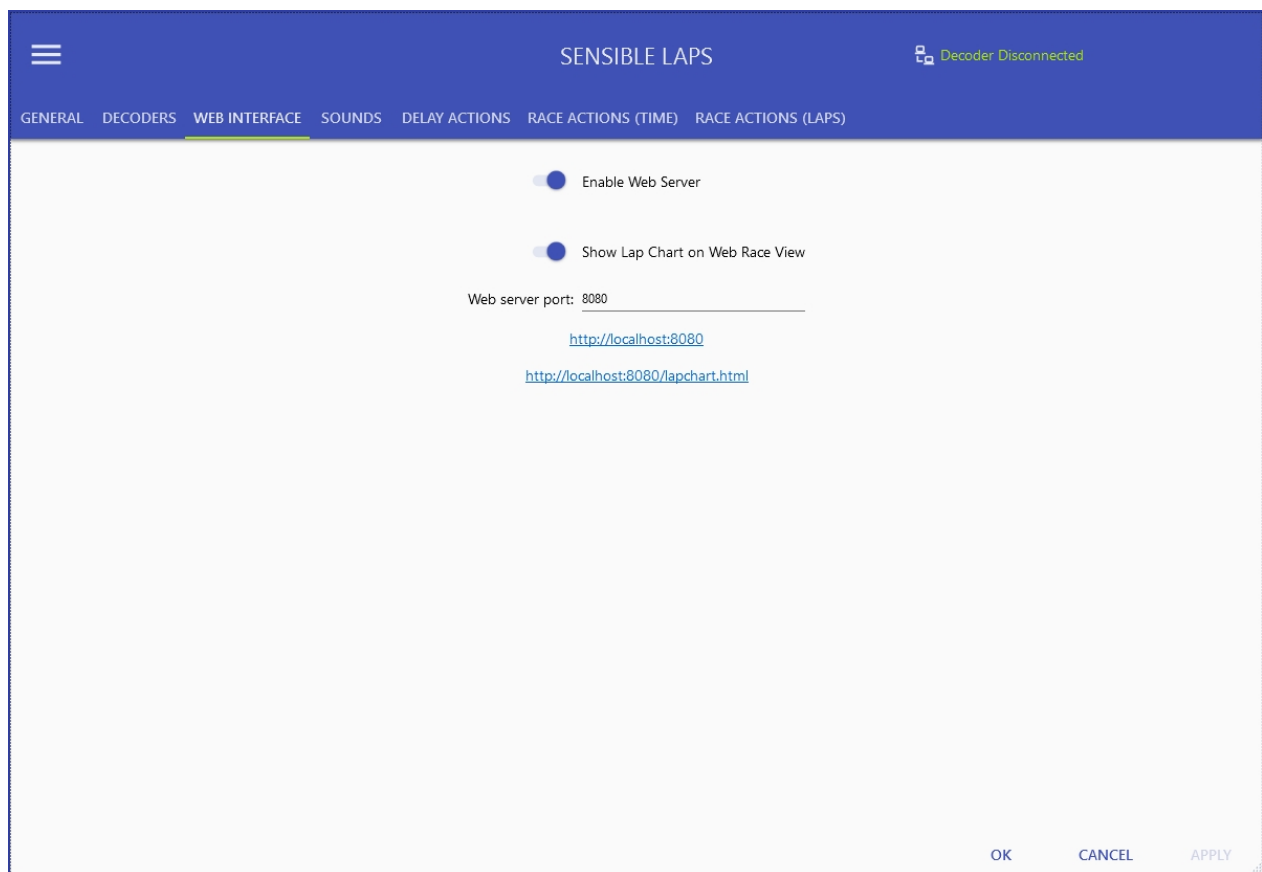
If enabled, a lap chart is displayed on the web view.

Web Server Port

The port used to listen for web requests. change this if the web server won't start due to a port conflict with another application.

Links to web view

Some quick links to web views



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Live Publish Settings

Live publishing allows the current event and practice data to be streamed to a remote server (third party MQTT broker) for access to timing by anyone, anywhere in the world.

Sensible Laps will publish the event under the specified base topic.

The Sensible Laps centralised live site uses flespi.io, contact support for your connection details.

Alternatively, you can host your own result website and use your own MQTT broker.

The screenshot shows the 'SENSIBLE LAPS' configuration window. At the top, there is a navigation bar with 'Simulation Mode' and a menu icon. Below the navigation bar, the main content area explains that Sensible Laps publishes live event data using the MQTT protocol. It provides instructions on how to host a broker or use the one at flespi.io. The configuration fields are as follows:

- SSL:** A toggle switch is turned on, indicated by a blue padlock icon.
- Broker Address:** mqtt.flespi.io
- Broker Port:** 443
- Web socket Path:** wss://mqtt.flespi.io:443
- Client ID:** Test-Client
- Base Topic:** SensibleLaps/Test
- User:** (empty field)
- Password:** (masked with dots)
- Track Description:** This is a test
- Enable Live Streaming of Event Data:** A toggle switch is turned off.

At the bottom right, there are three buttons: OK, CANCEL, and APPLY.

When active, the main header of Sensible Laps will show a publishing icon



If there is a communication fault, the icon will change colour.

Decoders

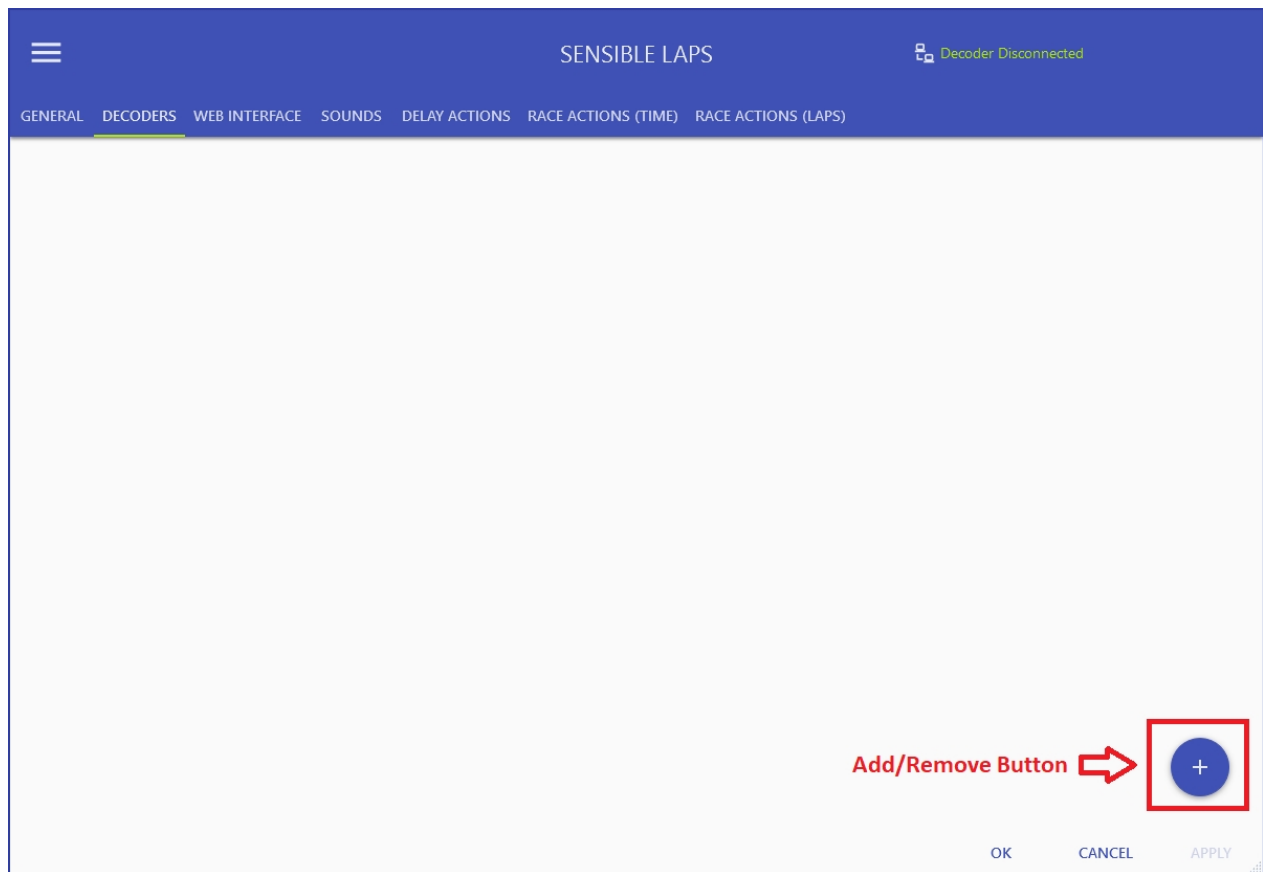
The decoders section allows for adding/removing and configuration of decoders.

The available decoders are determined by the features chosen during installation.

The decoders work on a "plugin" based system, the decoder plugins are stored in a folder called decoders under the install path. (default %ProgramFiles%\Sensible Laps\Decoders).

New decoders can be added using the add/remove button on the lower right.

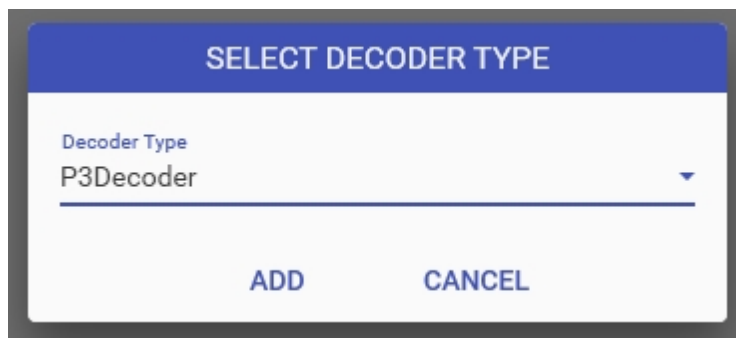
On hover the button flies out with the option to add, remove selected, or clear all decoders.



Add Decoder

To add a decoder, choose the add decoder option from the fly out menu. When the popup is presented, choose the decoder type you want to add. (P3Decoder is MyLaps P3 protocol).

Note: The first decoder added will be the primary decoder, labelled "Finish Line", subsequent decoders will be configured as lap splits in the order added.



Once added, to configure the decoder, click the gear icon on that decoder.



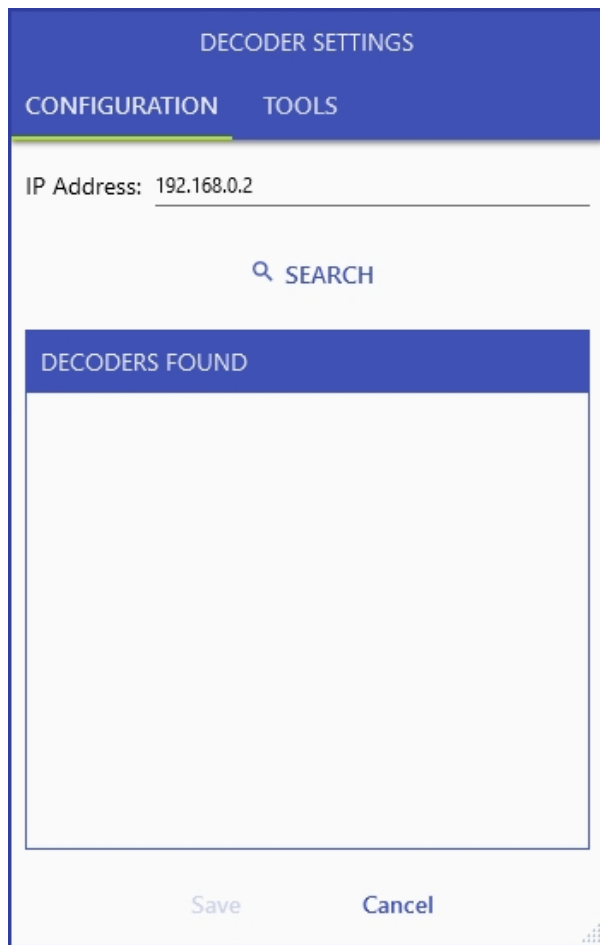
Configure decoder shows a dialogue for the specific decoder type.

P3 Decoder Settings

Search will scan the network for MyLaps RC3/RC4 decoders and display them in the decoders found box.

Alternatively, if the decoder address is known, it can be entered manually.

Tools will enable a resend of all stored decoder passings and save them to a file.



Remove Decoder

Choose remove decoder from the flyout menu and the last decoder in the list will be removed.

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Sounds

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General Sounds

The sounds section allows the following settings to be adjusted:

Audio files are stored in a folder called audio under the install path. (default %ProgramFiles%\Sensible Laps\Audio). Currently only .wav files are supported.

Lap Announcement Preference:

Choose what sound to play lap is detected.

Options include:

- None
- Beep (plays normal beep audio)
- Position
- Name
- Name - Position
- Position - Name

Normal Beep:

Audio file to play for normal beeps

Error Beep:

Audio file to play when theres an error (lap under minimum).

Race Start:

Audio file to play when the race starts

Race Complete:

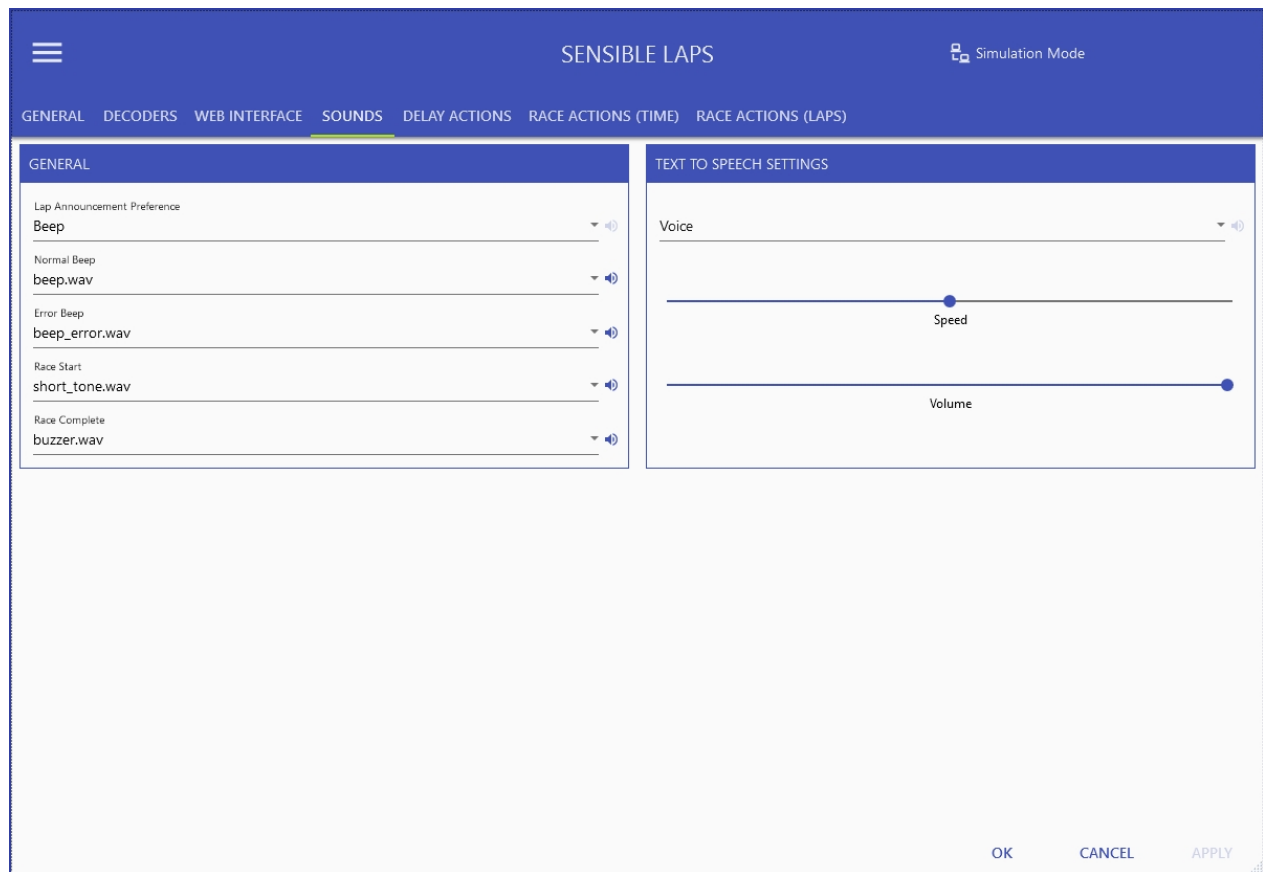
Audio file to play when the race finishes

Text to Speech:

Voice - System voice to use for text to speech (options depend on installed voices)

Speed - Voice speed. Many of the available voices speak at very different speeds. Use this slider to adjust to your preference.

Volume - Adjust how loud text to speech announcements are.



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Delay Actions

While a delay between races is counting down, the sounds that are played at specific time intervals can be adjusted.

For example, with one minute until the next race starts, you may want the text "One minute until the next race" to be spoken.

It's possible to use text to speech or play an audio file. The audio files are taken from the same location as stated in *General Sounds*.

Setting when to play the audio can be done based on time remaining or time completed and the comparison can be equals, less than, greater than or periodic.

Note: Be careful using less than or greater than, as the results can often be unexpected.

For example, if there was an action set for less than 3 minutes play a sound but the delay was only 2 minutes, the sound will play straight away.

Equals is the most consistent comparison for announcement actions.

The periodic operator (%) means that the action will occur at that period of time remaining/complete.

For example, with a periodic action set to 10 minutes remaining, whenever the time remaining is a multiple of 10 minutes, the action will be performed.

SENSIBLE LAPS

Simulation Mode

GENERAL

DECODERS

WEB INTERFACE

SOUNDS

DELAY ACTIONS

RACE ACTIONS (TIME)

RACE ACTIONS (LAPS)

When Time Remaining

=

00:00:00

Message:

QUALIFYING DELAY ANNOUNCEMENTS

Equal

When Time Remaining = 00:03:00

Message: three minutes until the next race

When Time Remaining = 00:02:00

Message: two minutes until the next race

When Time Remaining = 00:01:00

Message: one minute until the next race

When Time Remaining = 00:00:30

Message: thirty seconds until the start of the race

When Time Remaining = 00:00:15

Message: fifteen seconds until the start of the race

When Time Remaining = 00:00:10

Message: ten

MAIN DELAY ANNOUNCEMENTS

Equal

When Time Remaining = 00:03:00

Message: three minutes until the next race

When Time Remaining = 00:02:00

Message: two minutes until the next race

When Time Remaining = 00:01:00

Message: one minute until the next race

When Time Remaining = 00:00:30

Message: thirty seconds until the start of the race

When Time Remaining = 00:00:15

Message: fifteen seconds until the start of the race

When Time Remaining = 00:00:10

Message: ten

OK

CANCEL

APPLY

There are separate action lists for qualifying and main races.

Race Actions (Time)

Race Actions (Time) are the same as *Delay Actions*, but applied to a race when the race mode is time.

Sensible Laps

Simulation Mode

GENERALDECODERSWEB INTERFACESOUNDSDELAY ACTIONSRACE ACTIONS (TIME)RACE ACTIONS (LAPS)

When Time Remaining

=

00:00:00

Message:

QUALIFYING ANNOUNCEMENTS

Equal

When Time Remaining = 00:02:00

Top Drivers Message. Driver Count: 3

When Time Remaining = 00:01:00

Message: One Minute Remaining

When Time Remaining = 00:00:30

Message: Thirty seconds remaining

Periodic

When Time Remaining % 00:10:00

Top Drivers Message. Driver Count: 3

MAIN ANNOUNCEMENTS

Equal

When Time Remaining = 00:02:00

Top Drivers Message. Driver Count: 3

When Time Remaining = 00:01:00

Message: One Minute Remaining

When Time Remaining = 00:00:30

Message: Thirty seconds remaining

Periodic

When Time Remaining % 00:10:00

Top Drivers Message. Driver Count: 3

OK

CANCEL

APPLY

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Race Actions (Laps)

Race Actions (Laps) are the same as *Delay Actions*, but applied to a race when the race mode is laps.

65 / 73

SENSIBLE LAPS Simulation Mode

GENERAL DECODERS WEB INTERFACE SOUNDS DELAY ACTIONS RACE ACTIONS (TIME) **RACE ACTIONS (LAPS)**

When Laps Remaining ▼ = ▼ 0

Message: +

QUALIFYING ANNOUNCEMENTS

Equal

When Laps Remaining = 3 🔊 🔇

Top Drivers Message. Driver Count: 3

When Laps Remaining = 1 🔊 🔇

Message: Last Lap

Periodic

When Laps Remaining % 10 🔊 🔇

Top Drivers Message. Driver Count: 3

MAIN ANNOUNCEMENTS

Equal

When Laps Remaining = 3 🔊 🔇

Top Drivers Message. Driver Count: 3

When Laps Remaining = 1 🔊 🔇

Message: Last Lap

Periodic

When Laps Remaining % 10 🔊 🔇

Top Drivers Message. Driver Count: 3

OK CANCEL APPLY

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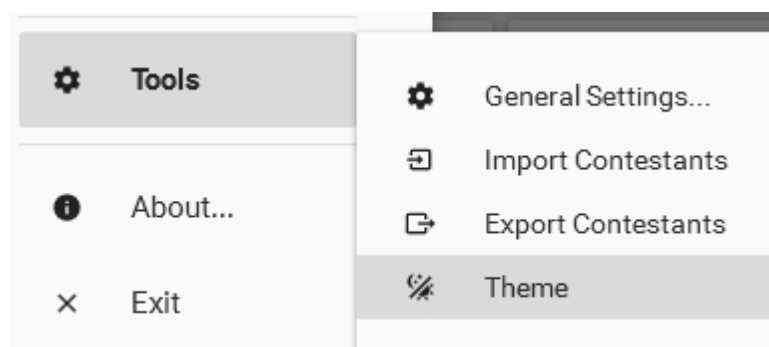
Security

If security is enabled, the user will be prompted for a password. This password will be required to access the settings from this point on.

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Theme

The theme of the application can be changed by navigating to Menu > Tools > Theme



Theme selection allows the choice of a primary and accent colour.

Suggested palettes are shown, but any combination of primary and accent can be chosen.

Click save when done to apply the new palette. The colours will also be used in the web interface.



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Events

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Event Structure

Sensible Laps Event Structure

Each sensible laps event is built to the following model.

- Event (one)
 - Divisions (one or more)
 - Rounds (one or more)
 - Races (one or more)

An example of a race meet with two qualifying rounds, three final rounds and with two divisions 2wd and 4wd, where 2wd is split into A and B groups would look like the following:

- Example Event
 - 2wd Modified
 - Qualifying 1
 - B Qualifying 1
 - A Qualifying 1

- Qualifying 2
 - B Qualifying 2
 - A Qualifying 2
- Main 1
 - B Main 1
 - A Main 1
- Main 2
 - B Main 2
 - A Main 2
- Main 3
 - B Main 3
 - A Main 3
- 4wd Modified
 - Qualifying 1
 - Qualifying 2
 - Main 1
 - Main 2
 - Main 3

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Event Mode

Event Mode

A Sensible Laps event can be configured as either Basic or Advanced Mode.

Basic

In basic mode, the event has a set of options defined which applies to all divisions within the event. A change to these options will affect all divisions in the event.

For example, if the event options are configured for Christmas tree format, ALL divisions will be run as Christmas tree.

Advanced

In advanced mode, each division defines it's own unique set of options. In this way, events can be run with each division running a different format etc.

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Divisions

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Division Mode

There are four division modes available in Sensible Laps.

Classic

In classic mode, entrants complete qualifying rounds to seed into finals.

Classic mode can add a last chance qualifier (LCQ) once all qualifying rounds are complete. This is a round with a single race containing a subset of entries who compete for the last spots in the A main.

To add an LCQ round, once qualifying is complete, right click the division and select "Add LCQ". The options presented allow the total entries in the final, the number of entries in the LCQ and the number of bumping drivers to be selected.

To change these settings, remove the LCQ and re-add it to the division.

If the event mode is set to basic, it will be automatically changed to advanced when an LCQ is added to a division as the division options will not be the same between divisions any longer.

Heats

In heats, entrants will qualify, then, the winning group (per options) of lower mains can bump their way into the higher mains.

Christmas Tree

Similar to heats, but based on IFMAR rules, after qualifying, entrants are split into odd and even groups, races are run and the lower group winners can bump their way to the semi. Two semi finals are held (odd and even) with the top group moving into the final. A last chance qualifier (LCQ) can be run to allow one more entrant to bump.

Heads Up!

Heads up is based on the popular Reedy Race format. In this mode, there is no qualifying. Grid positions are randomly sorted for each race, and full points are awarded for each race in the round (The winner of A main and B main will both receive 0 points).

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Inner Divisions

Inner Divisions are a method of tagging entries in a division as being of a different class.

Sometimes, multiple classes are grouped together to make up numbers. This feature lets you tag individual entries with their actual class.

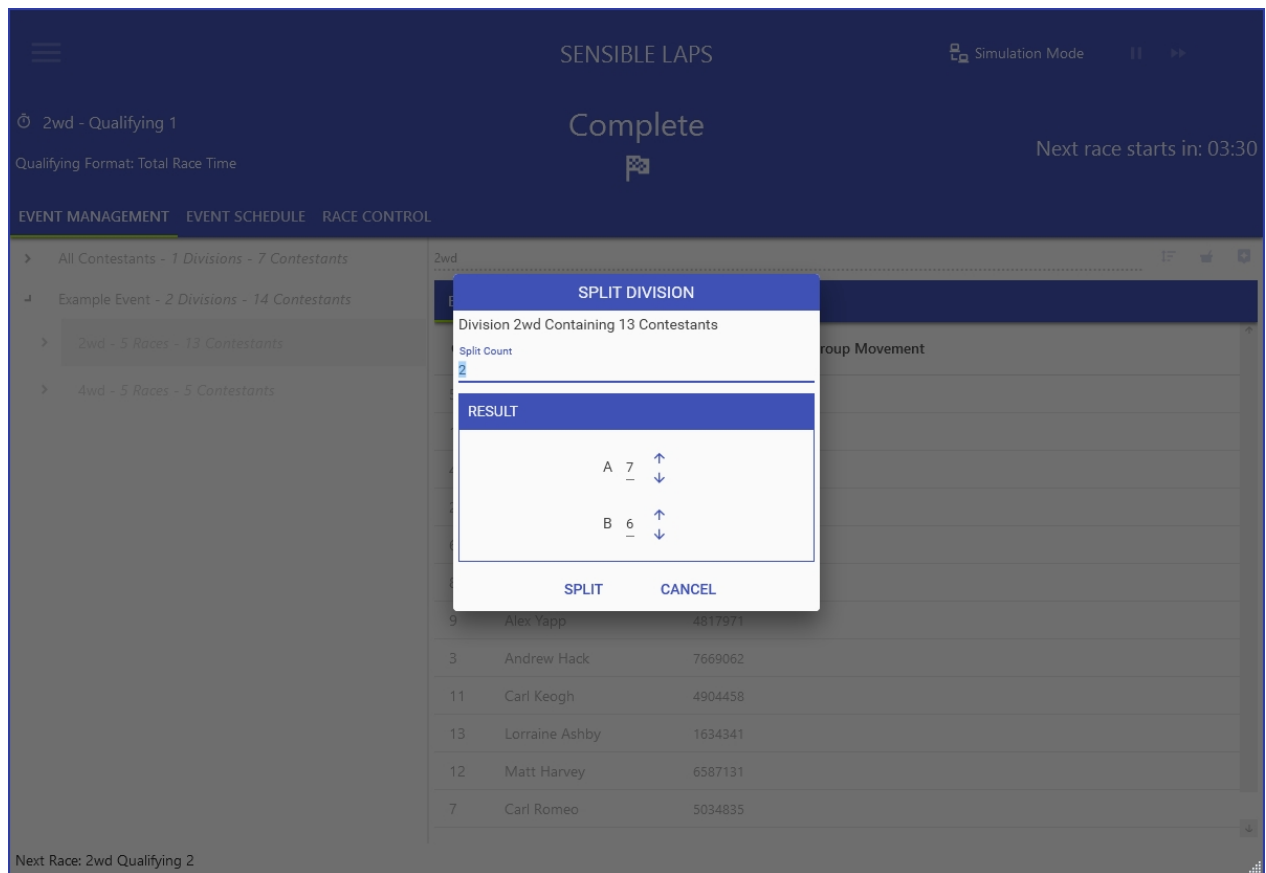
The affect is, that the race reports group people by their assigned inner division.

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Split Divisions

If there are too many entries in a division, it can be split into multiple groups.

right click the division in *Event Management* and select "Split".



Changing the split count, will create more or less groups, the number of entries in each group can also be set.

Applying the split will regenerate the schedule to include the extra races.

The division can be merged together by right clicking the division in *Event Management* and selecting "Merge".

Division Days

Divisions can be assigned to specific days to handle events that span multiple days.

The day can be set on the division detail screen in event management.

The result is that the schedule will be grouped by running divisions of matching days together.

EVENT MANAGEMENT		EVENT SCHEDULE		RACE CONTROL	
DELAY		RACE			RESEED
Day 1					
🕒 04:00		🏁 2wd - Qualifying 1 - 06:00			⚙️
🕒 04:00		🏁 2wd - Qualifying 2 - 06:00			1⚙️
🕒 04:00		🏁 2wd - Main 1 - 06:00			
🕒 04:00		🏁 2wd - Main 2 - 06:00			
🕒 04:00		🏁 2wd - Main 3 - 06:00			
Day 2					
🕒 04:00		🏁 4wd - Qualifying 1 - 06:00			⚙️
🕒 04:00		🏁 4wd - Qualifying 2 - 06:00			1⚙️
🕒 04:00		🏁 4wd - Main 1 - 06:00			
🕒 04:00		🏁 4wd - Main 2 - 06:00			

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Races

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Qualifying Type

Qualifying can be run on a points system or 'Rocket Round'.

In rocket round, only the single best qualifying result is used. In a points system, a specified number of rounds can be dropped from the result.

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Qualifying Format

There are four different qualifying formats available in Sensible Laps.

Total Race Time

In total race time mode, the entrants total race time is used to determine position, just as in a main.

Fastest Consecutive X Laps

In fastest consecutive x laps, the entrants best time over the specified lap count is used to determine their position. The laps must be consecutive.

Fastest X Laps

In fastest x laps, the entrants fastest specified number of laps are used to determine their position. The laps don't need to be consecutive, just the best for the run are used.

Fastest Single Lap

Fastest single lap is exactly that. The fastest single lap for the run is used to determine the qualifying order.

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Qualifying Start Stagger

Setting a start stagger time for qualifying will call each racer to start their session in qualifying order with the specified delay between each racer.

The racers individual start time will start once they cross the line for the first time, but only after their name has been called.

If the start stagger is set to 0, no names will be called, the start race sound will be played and each racers

time will start when they cross the line for the first time after the race start sound.

Typically electric qualifying races have a start stagger and nitro qualifying races do not.

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