



SAS - Race Control Manual Tracking System

Welcome

The information contained in this document is to provide an introduction and assistance in the use of the RallySafe Race Control Tracking Software. With these instructions, you will be able to navigate the system.

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1.Login/Access Page

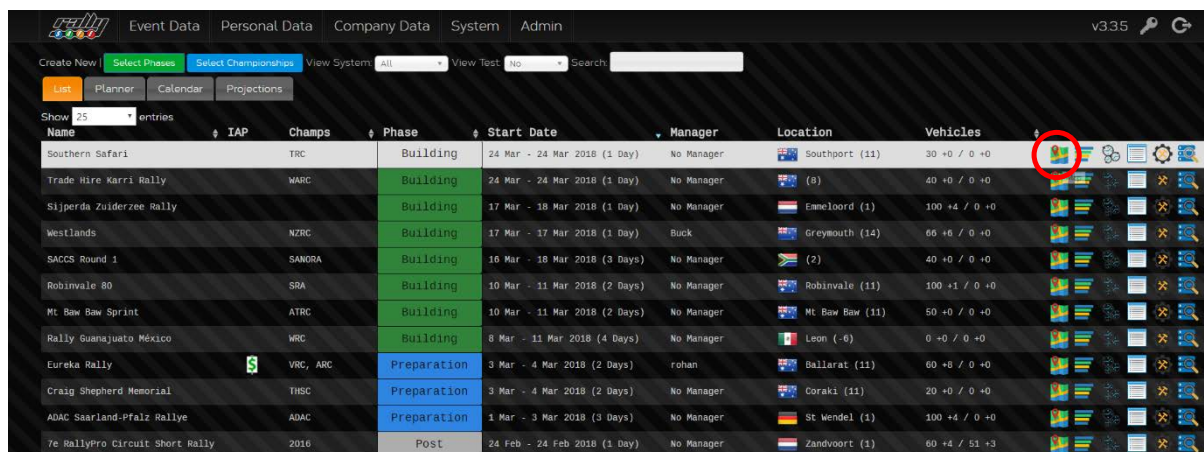
Open the web browser. The tracking system can be used with Firefox and Google Chrome.

- Go to: app.rallysafe.com.au
- Enter the username and password provided to you.
- Click Login

2.Dashboard Overview

A list of available events will display. The amount of events available and the specific options available for each depends on your user account and the date – by default only the rallies about to start or live are shown.

Clicking on the map icon as circled below will take you directly to the map view page of the specified event.



Name	IAP	Champs	Phase	Start Date	Manager	Location	Vehicles	
Southern Safari	TRC		Building	24 Mar - 24 Mar 2018 (1 Day)	No Manager	Southport (11)	30 +0 / 0 +0	
Trade Hire Harri Rally	WARC		Building	24 Mar - 24 Mar 2018 (1 Day)	No Manager	(8)	40 +0 / 0 +0	
Sijperda Zuiderzee Rally			Building	17 Mar - 18 Mar 2018 (1 Day)	No Manager	Emeloord (1)	100 +4 / 0 +0	
Westlands	NZRC		Building	17 Mar - 17 Mar 2018 (1 Day)	Buck	Greyouth (14)	66 +6 / 0 +0	
SACCS Round 1	SANORA		Building	16 Mar - 18 Mar 2018 (3 Days)	No Manager	(2)	40 +0 / 0 +0	
Robinvale 80	SRA		Building	10 Mar - 11 Mar 2018 (2 Days)	No Manager	Robinvale (11)	100 +1 / 0 +0	
Mt Bow Bow Sprint	ATRC		Building	10 Mar - 11 Mar 2018 (2 Days)	No Manager	Mt Bow Bow (11)	50 +0 / 0 +0	
Rally Guanajuato México	WRC		Building	8 Mar - 11 Mar 2018 (4 Days)	No Manager	Leon (-6)	0 +0 / 0 +0	
Eureka Rally	VRC, ARC		Preparation	3 Mar - 4 Mar 2018 (2 Days)	rohan	Ballerat (11)	60 +6 / 0 +0	
Craig Shepherd Memorial	THSC		Preparation	3 Mar - 4 Mar 2018 (2 Days)	No Manager	Coraki (11)	20 +0 / 0 +0	
ADAC Saarland-Pfalz Rallye	ADAC		Preparation	1 Mar - 3 Mar 2018 (3 Days)	No Manager	St Wendel (1)	100 +4 / 0 +0	
7e Rallye Circuit Short Rally	2016		Post	24 Feb - 24 Feb 2018 (1 Day)	No Manager	Zandvoort (1)	60 +4 / 51 +3	

(IMAGE 1)

3.Map View

The Map View is the primary tool for monitoring a live event. It displays all competitive and course vehicles at their last reported location, as well as giving information on the progress of the event.

The map view will automatically refresh every 10 seconds to update the vehicle's current position. In addition to this, each vehicle's position will move as soon as a new position update is received.

There are 3 different map views: map, satellite and terrain.

To select a different view, go to the bottom corner of the map view screen and click on the small circle icon in the bottom left corner.

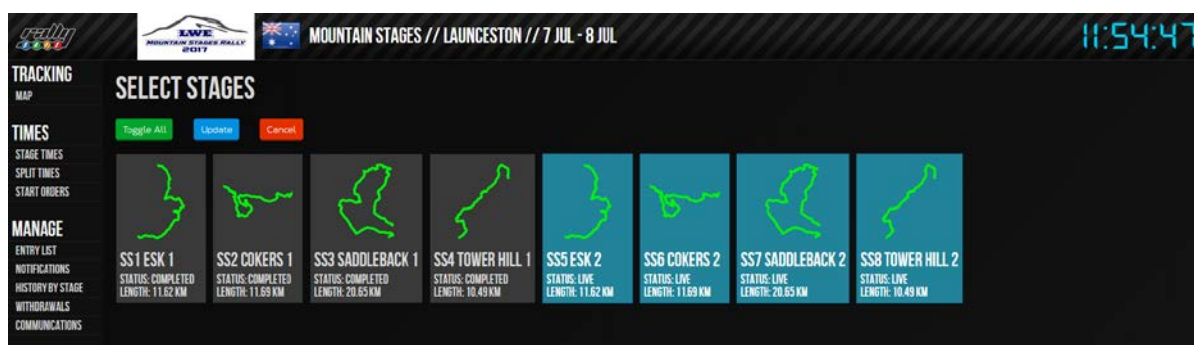
Use your mouse to move around the map and to zoom in and out.

4. Tracking

4.1. Display/Hide Stages

In the map view window, you will find the SELECT STAGES tab on the left of the page.

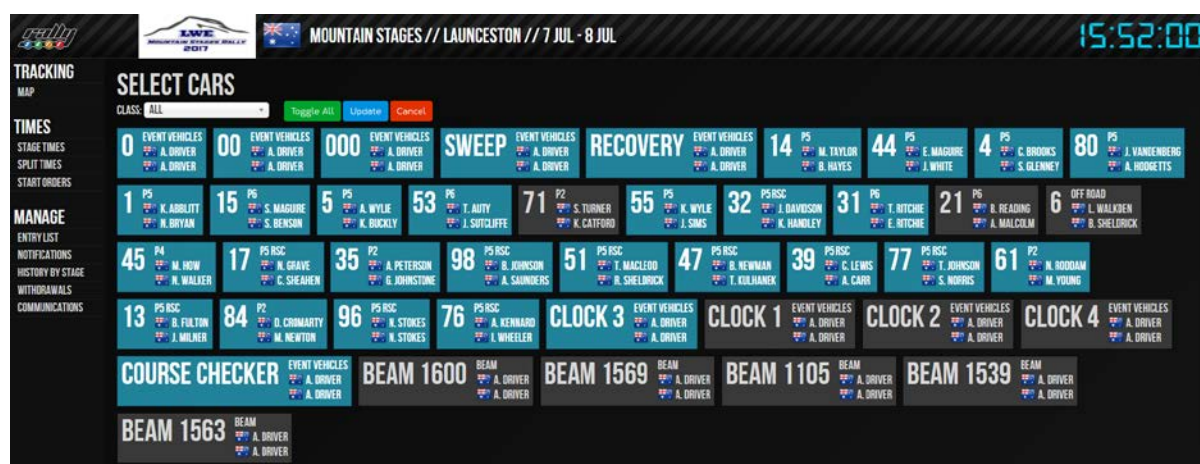
Select stages will show you all stages in the event, with the ability to show or hide them on the map individually by clicking on the ones you do not want to show until the right ones are highlighted blue and then pressing update.



(IMAGE 2)

4.2. Display/Hide Vehicles

In the map view window, you can find the SELECT CARS tab on the left of the page. To display/hide vehicles, there is the ability to toggle all on or off, making updating a large selection easier.



(IMAGE 3)

In the above image, we have deselected some withdrawn cars and beams as a demonstration. Once you have deselected the cars you wish, simply hit the blue “UPDATE” button.

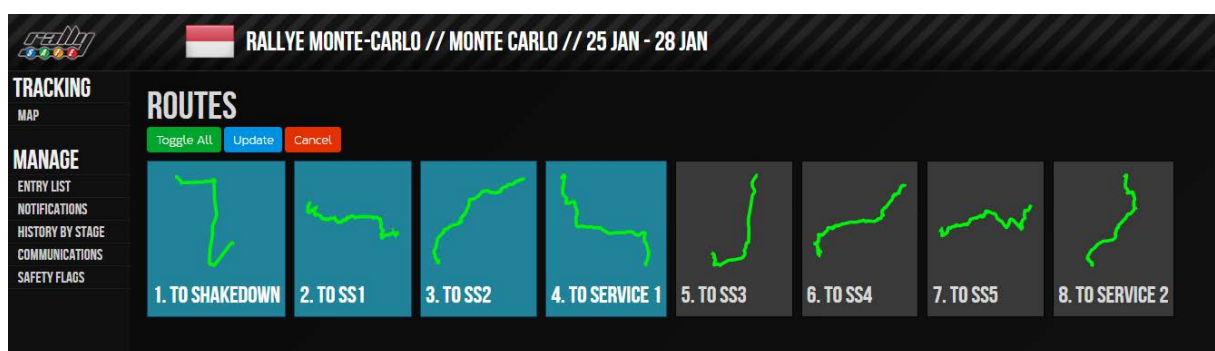
4.3. Display/Hide Routes

In the map view window, you can find the **SELECT ROUTES** tab on the left of the page. The Routes section lets you toggle on and off additional map lines that may have been recorded before the event.

These may include:

- Transport sections
- Alternate routes
- Many more

These can be named accordingly and toggled on and off individually the same as selecting stages or cars. This does not affect the running of the stages. As they can be used to display different types of routes, their specific purpose may change for different events.



(IMAGE 4)

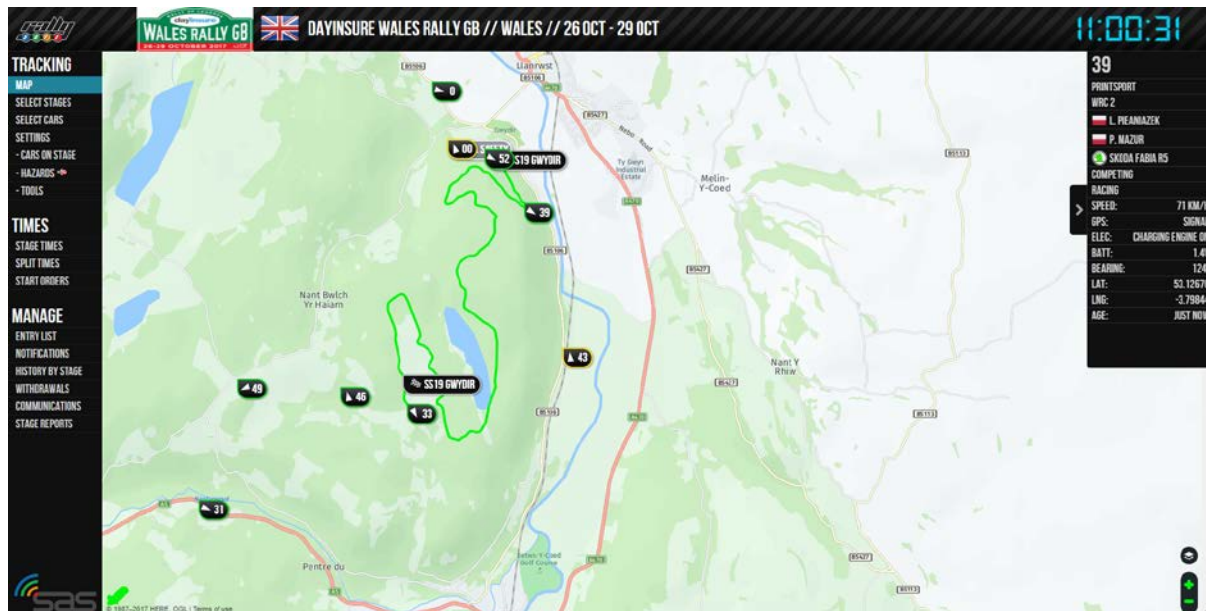
Any routes that are not competitive stages will be coloured Grey. Competitive stages will be coloured according to their current state.



(IMAGE 5)

4.4. Vehicle's Icon and Information Bar

Clicking on any car's icon will bring up an information bar on the right side of the screen, showing the vehicle's speed and information on its current status. This can then be hidden again by clicking on the arrow on the left of the tab.



(IMAGE 6)

From top to bottom, the details shows the following information:

- Vehicle Number
- Team Name
- Class
- Driver
- Co-Driver
- Vehicle Make / Model
- Competition status – competing/withdrawn
- Racing status – racing / in transit
- Speed
- GPS signal
- Elec – state of the onboard unit's battery (not vehicle battery) – charging engine on/off / on battery
- Batt – voltage reading from the onboard unit's electrical system
- Latitude
- Longitude
- Age – indicator of how long ago the last position update was received

4.5. Vehicle's Icon and Colours

The icon for a vehicle conveys information about the vehicles status.

The icon itself contains an arrow indicator showing the current direction the vehicle is travelling, and the vehicle number. Double clicking the icon will toggle it to an expanded version, also showing speed.

The top left corner of the icon points to the exact GPS coordinates the last message was received from.

4.5.1. Background Colour Legend

The background colour of the vehicle's icon will change according to the vehicle's status.

The colours in transport are as follows:

- **Light Blue:** In transport, moving
- **Dark Blue:** In transport, stopped

The colours in stage are as follows:

- **Black:** On stage, moving
- **Yellow:** On stage, stopped, no buttons pressed
- **Green:** On stage, stopped, OK pressed
- **Red:** On stage, stopped, SOS pressed
- **Grey:** No transmission for longer than 30 minutes

4.5.2. Border Colour Legend

The border colour of the vehicle's icon is an indicator of how long ago the last position update was received by the system.

The colours are as follows:

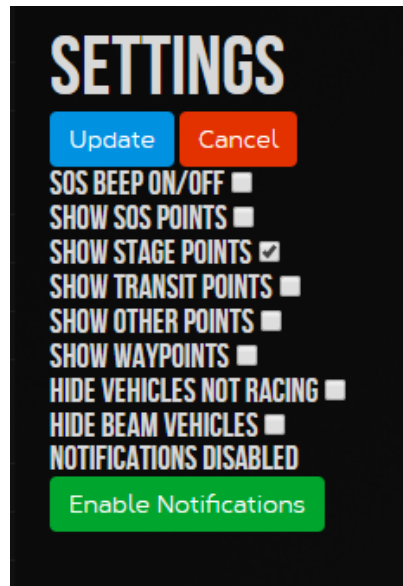
- **Green:** No transmission for less than 5 minutes
- **Yellow:** No transmission for 5 to 10 minutes
- **Red:** No transmission for 10 to 30 minutes
- **Grey:** No transmission for longer than 30 minutes

4.6. Settings

The SETTINGS page lets you show/hide some useful points on the map view, as follows:

- **SOS BEEP ON/OFF** enables an audible warning whenever an SOS is triggered.
- **SHOW SOS POINTS** can be used to toggle SOS points on or off, provided their accurate locations be provided to Rally Safe prior to the event.

- SHOW STAGE POINTS includes Stage Starts and Finishes and are toggled on by default.
- SHOW TRANSIT POINTS shows time controls, stop points and split points, as well as any speed restriction zones that may be applied.
- SHOW OTHER POINTS allows additional points to be shown on the map. Things such as Service Park or spectator points may be good uses for these points.
- SHOW WAYPOINTS: It refers to navigational point used by the units in some stages.
- HIDE VEHICLES NOT RACING removes all competitive vehicles that are in transport, but display all beams and event vehicles.
- HIDE BEAM VEHICLES disables the markers for beams on the map. Keep in mind that leaving beams shown can alert you to any flying finishes set up incorrectly.
- ENABLING NOTIFICATIONS gives you alerts from the notifications and hazards pages. These show over the top of other tabs in your internet browser, allowing you to look at another screen and still not miss any important messages.



(IMAGE 7)

4.7. Cars on Stage

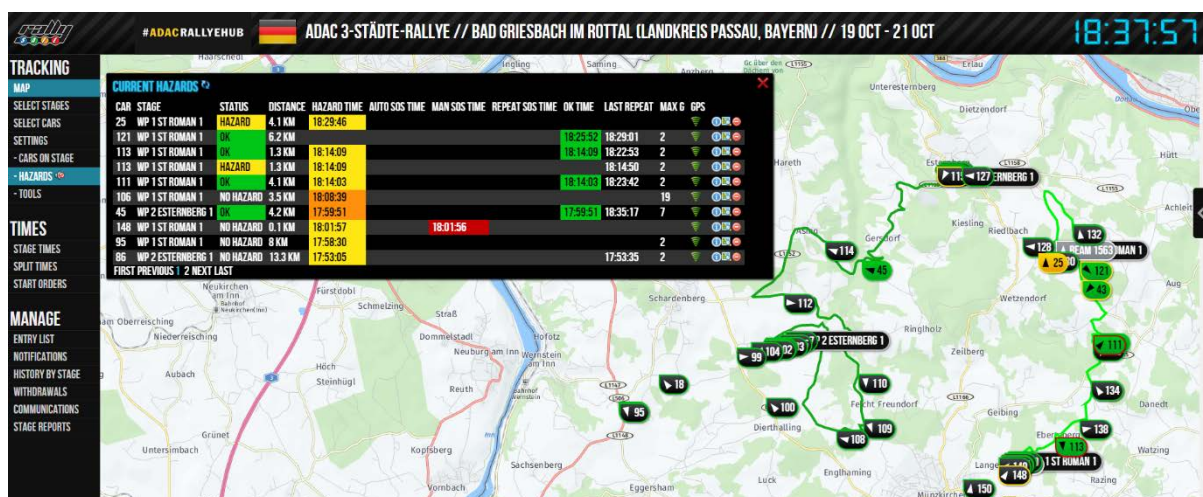
The CARS ON STAGE button gives you a list of any vehicles currently on a competitive stage. This can be useful for keeping track of which stages are currently active.

4.8. Hazards

The HAZARDS tab will show you a list of current and previous hazards in a small overlay you can drag around the page to suit needs. This tells critical information in the event of an incident in the different columns.

The car number, stage number and distance into stage the hazard occurred are all displayed on the left, along with the current hazard status. The hazard status can vary from an OK, Hazard, Rollover Hazard, Confirm SOS or SOS.

Different colours will identify these and the unit's dot on the map will be coloured accordingly.



(IMAGE 8)

Green for OK. OK is only generated when the button is pressed by a competitor if they are uninjured and not blocking the road. No action is needed in this case.

Yellow is for Hazards, which is the default warning the unit will generate when it comes to a stop on stage.

Orange for rollover hazards and any hazards with a G force reading over 5g. If a rollover occurs and it is either upgraded or downgraded by the competitor, this will show as either Rollover OK or Rollover SOS with the appropriate colours.

NOTE: This orange alert is not displayed to the competitors; it still defaults to a hazard on the unit, however to make these more serious incidents stand out over a regular hazard we display them as orange.

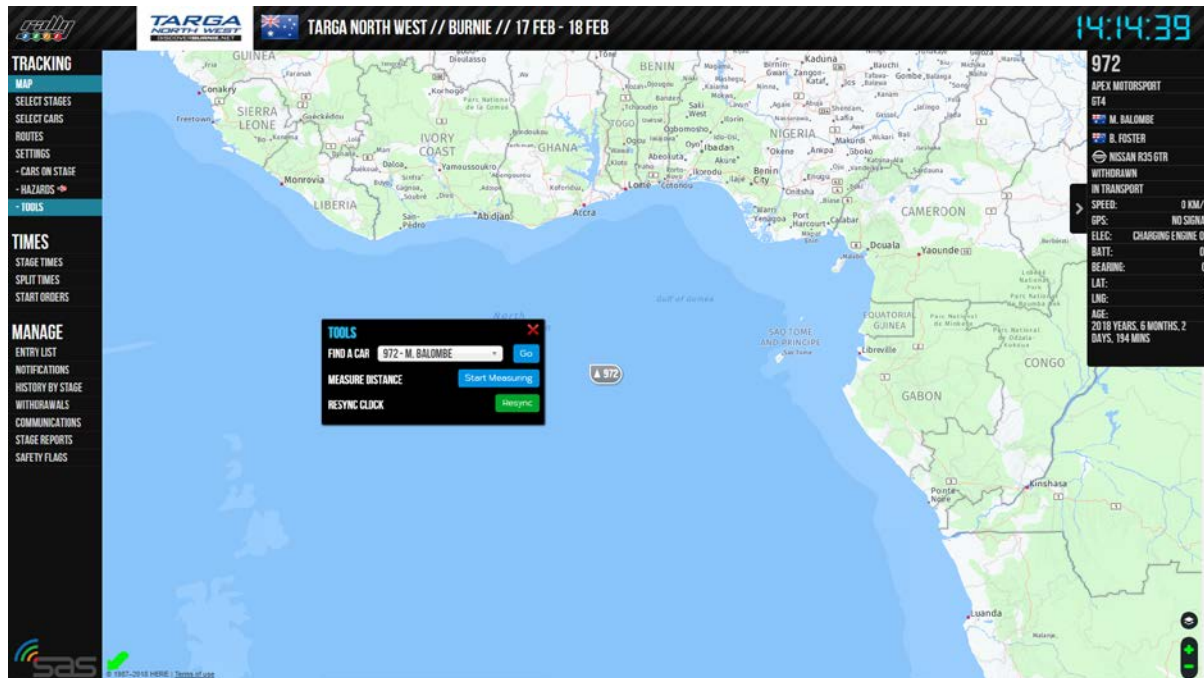
Orange is also used for Confirm SOS. When a competitor initially presses their SOS button, a Confirm SOS message is sent out until they press a second button to request either Fire or Medical assistance. This is to remove the possibility of acting on accidental button presses.

Red for SOS. This covers any manual SOS button presses once confirmed. SOS is only to be pressed when immediate assistance is required. Once the Confirm SOS has been sent, the crew have the option to select fire or medical on the unit. This is done to give race control a better understanding of the incident and is shown in the Hazards tab on the map view.

4.9. Tools

The TOOLS tab opens another small window, which gives you the ability to search for a specific vehicle and measure the distance between two points. The FIND A CAR function can be very useful for locating vehicles in transport or if it's thought they may have lost GPS signal.

Note: If no messages are sent this will show vehicles location to be off the coast of Africa at lat/long 0,0 as shown below.

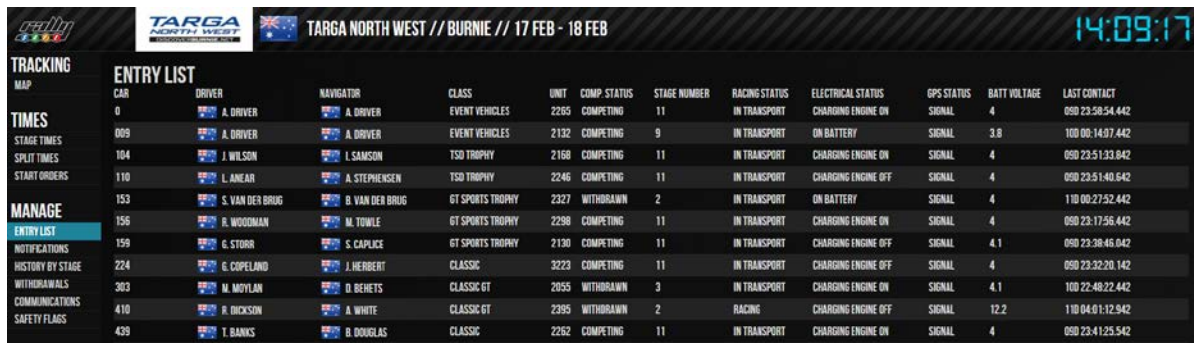


(IMAGE 9)

5. Manage

5.1. Entry List

The ENTRY LIST tab will show you a list of all vehicles in the event, along with information on their current status and progression through the event.



CAR	DRIVER	NAVIGATOR	CLASS	UNIT	COMP STATUS	STAGE NUMBER	RACING STATUS	ELECTRICAL STATUS	GPS STATUS	BATT VOLTAGE	LAST CONTACT
0	A. DRIVER	A. DRIVER	EVENT VEHICLES	2205	COMPETING	11	IN TRANSPORT	CHARGING ENGINE ON	SIGNAL	4	090 23:58:54.442
009	A. DRIVER	A. DRIVER	EVENT VEHICLES	2132	COMPETING	9	IN TRANSPORT	ON BATTERY	SIGNAL	3.8	100 00:14:07.442
104	J. WILSON	L. SAMSON	TSD TROPHY	2168	COMPETING	11	IN TRANSPORT	CHARGING ENGINE ON	SIGNAL	4	090 23:51:33.842
110	L. ANEAL	A. STEPHENSEN	TSD TROPHY	2246	COMPETING	11	IN TRANSPORT	CHARGING ENGINE OFF	SIGNAL	4	090 23:51:40.642
153	S. VAN DER BRUG	B. VAN DER BRUG	GT SPORTS TROPHY	2327	WITHDRAWN	2	IN TRANSPORT	ON BATTERY	SIGNAL	4	110 00:27:52.442
156	R. WOODMAN	M. TOWLE	GT SPORTS TROPHY	2298	COMPETING	11	IN TRANSPORT	CHARGING ENGINE ON	SIGNAL	4	090 23:17:56.442
159	G. STORR	S. CAPLICE	GT SPORTS TROPHY	2130	COMPETING	11	IN TRANSPORT	CHARGING ENGINE OFF	SIGNAL	4.1	090 23:38:46.042
224	G. COPELAND	J. HERBERT	CLASSIC	3223	COMPETING	11	IN TRANSPORT	CHARGING ENGINE OFF	SIGNAL	4	090 23:32:20.142
303	M. MOYLAN	D. DEHETS	CLASSIC GT	2055	WITHDRAWN	3	IN TRANSPORT	CHARGING ENGINE ON	SIGNAL	4.1	100 22:48:22.442
410	R. DICKSON	A. WHITE	CLASSIC GT	2395	WITHDRAWN	2	RACING	CHARGING ENGINE OFF	SIGNAL	12.2	110 04:01:12.942
439	T. BANKS	B. DOUGLAS	CLASSIC	2262	COMPETING	11	IN TRANSPORT	CHARGING ENGINE ON	SIGNAL	4	090 23:41:25.542

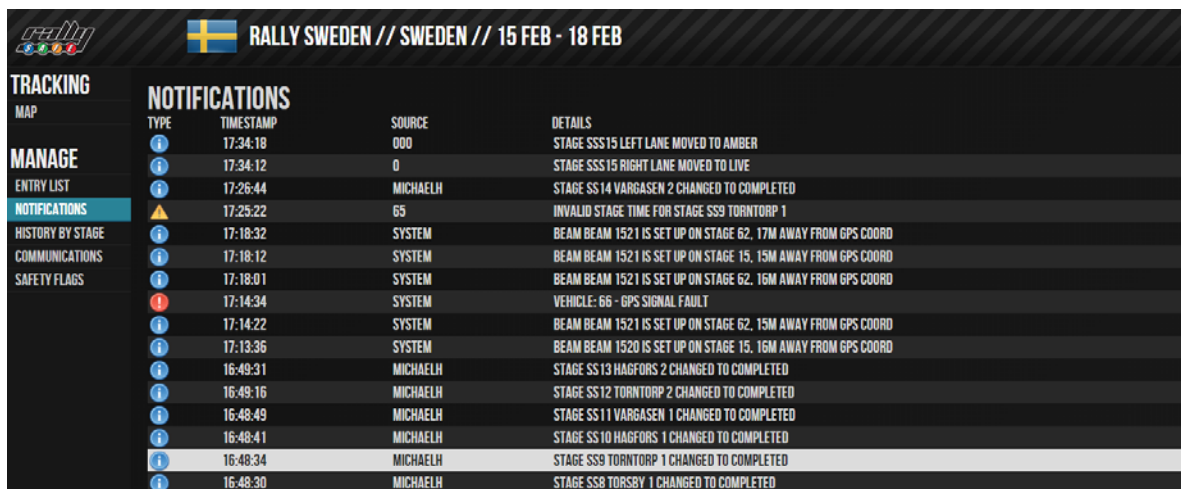
(IMAGE 10)

5.2. Notifications

The NOTIFICATIONS tab shows a list of notifications generated by the system, in chronological order (most recent first). Notifications can be generated from a wide variety of conditions and are intended as information to system operators that certain things have happened and may need checking. Some examples of notifications:

- Stage changes status
- Vehicle detects GPS fault
- Timing beam is set up at start/finish
- Crew responds to a communication from race control
- GPS finish time vs timing beam finish time is outside of normal parameters

This list shows a history of the notifications; but they can also be enabled to show up live as they come in; via browser notifications. To enable this, please see the settings section.



TYPE	TIMESTAMP	SOURCE	DETAILS
000	17:34:18		STAGE SSS15 LEFT LANE MOVED TO AMBER
0	17:34:12		STAGE SSS15 RIGHT LANE MOVED TO LIVE
MICHAELH	17:26:44		STAGE SS14 VARGASEN 2 CHANGED TO COMPLETED
65	17:25:22		INVALID STAGE TIME FOR STAGE SS9 TORNTORP 1
SYSTEM	17:18:32		BEAM BEAM 1521 IS SET UP ON STAGE 62, 17M AWAY FROM GPS COORD
SYSTEM	17:18:12		BEAM BEAM 1521 IS SET UP ON STAGE 15, 15M AWAY FROM GPS COORD
SYSTEM	17:18:01		BEAM BEAM 1521 IS SET UP ON STAGE 62, 16M AWAY FROM GPS COORD
SYSTEM	17:14:34		VEHICLE: 66 - GPS SIGNAL FAULT
SYSTEM	17:14:22		BEAM BEAM 1521 IS SET UP ON STAGE 62, 15M AWAY FROM GPS COORD
SYSTEM	17:13:36		BEAM BEAM 1520 IS SET UP ON STAGE 15, 16M AWAY FROM GPS COORD
MICHAELH	16:49:31		STAGE SS13 HAGFORS 2 CHANGED TO COMPLETED
MICHAELH	16:48:16		STAGE SS12 TORNTORP 2 CHANGED TO COMPLETED
MICHAELH	16:48:49		STAGE SS11 VARGASEN 1 CHANGED TO COMPLETED
MICHAELH	16:48:41		STAGE SS10 HAGFORS 1 CHANGED TO COMPLETED
MICHAELH	16:48:34		STAGE SS9 TORNTORP 1 CHANGED TO COMPLETED
MICHAELH	16:48:30		STAGE SS8 TORSBY 1 CHANGED TO COMPLETED

(IMAGE 11)

5.3. History By Stage

The HISTORY BY STAGE tab shows a list of all hazards generated in a table format. It can be filtered by stage and vehicle to allow insight into a stop on stage. Details shown:

- Car
- Status
- Stage
- Distance into stage
- Latitude
- Longitude
- Local time
- G-Forces

CAR	STATUS	STAGE NUMBER	DISTANCE	LATITUDE	LONGITUDE	TIME	G
101	NO HAZARD	SS19 TORSBY 2	8.2	60.15848	12.98542	14:06:48	1
101	HAZARD	SS19 TORSBY 2	8.2	60.15858	12.98458	14:05:34	2
72	NO HAZARD	SS19 TORSBY 2	8.2	60.15841	12.98561	14:00:34	1
72	HAZARD	SS19 TORSBY 2	8.2	60.15861	12.98486	14:00:28	3
72	HAZARD	SS19 TORSBY 2	8.2	60.15861	12.98487	14:00:28	3
83	NO HAZARD	SS19 TORSBY 2	6.4	60.16822	12.98045	13:30:16	2
83	HAZARD	SS19 TORSBY 2	6.4	60.16856	12.97989	13:30:10	2
83	HAZARD	SS19 TORSBY 2	6.4	60.16858	12.97995	13:30:10	2
81	NO HAZARD	SS19 TORSBY 2	8.2	60.15842	12.98564	13:29:48	1
81	OK	SS19 TORSBY 2	8.2	60.15862	12.98491	13:26:46	4
81	OK	SS19 TORSBY 2	8.2	60.15861	12.98491	13:26:46	4
81	OK	SS19 TORSBY 2	8.2	60.15861	12.98492	13:26:46	4
81	OK	SS19 TORSBY 2	8.2	60.15861	12.98492	13:26:46	4
81	OK	SS19 TORSBY 2	8.2	60.15862	12.98489	13:26:46	4
81	HAZARD	SS19 TORSBY 2	8.2	60.15863	12.98491	13:26:30	4
14	NO HAZARD	SS19 TORSBY 2	6.9	60.15849	12.98539	12:27:53	1
14	HAZARD	SS19 TORSBY 2	6.8	60.15858	12.98458	12:27:36	2

(IMAGE 11)

5.4. Communications

The COMMUNICATIONS tab allows for 2-way communications with a vehicle. Race control can send texts (up to 25 characters) and vehicles can respond with either **Yes** or **No**. This allows race control to ask questions of vehicles, and to receive answers, or to send instructions to crews.

The page is broken up into two sections:

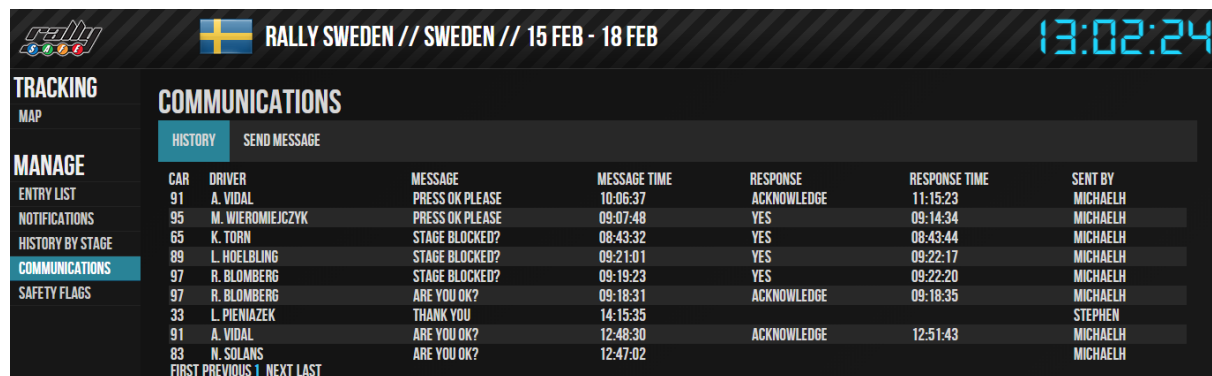
- HISTORY shows a table of all sent communications with the responses from the vehicles.
- SEND MESSAGE is a form allowing new communications to be sent.

To send a message, first select whom it should be sent to, from the below options:

- One Vehicle
- A Stage
- Whole Field

If One Vehicle or A Stage is selected, use the drop-down box to select the vehicle or stage.

Enter the desired text in the Text box, then press send and monitor the History table to see responses.

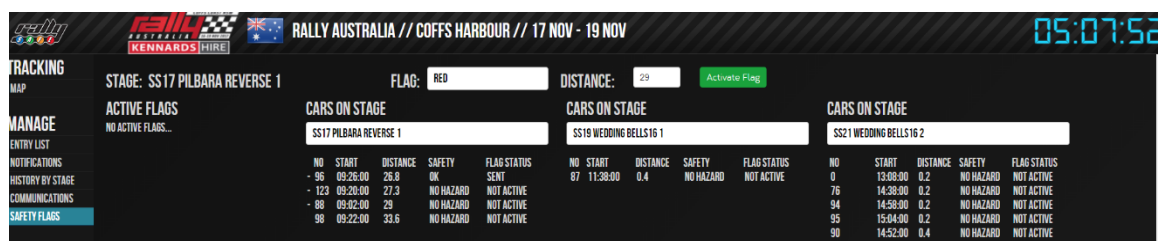


(IMAGE 12)

5.5. Safety Flags

The SAFETY FLAGS tab allows sending Red Flags. Red Flags can be used to downgrade a stage by sending a warning to all competitors on stage before the distance of the incident.

Activating a red flag will show a full screen flag message to affected competitors until they acknowledge it, it will then display a smaller reminder. This will not interfere with the running of any other stages.

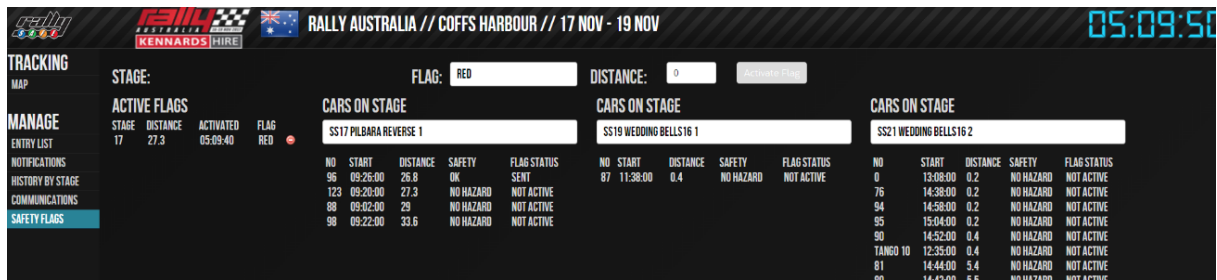


(IMAGE 13)

The safety flags screen gives you the option to view up to three stages at once and will list all cars on those stages.

To activate a flag, click on the vehicle at the location of the flag incident. This will automatically fill in the relevant details in the top section ready to send a flag to all vehicles approaching the selected vehicle on that stage.

- You can then select the flag type and manually adjust the distance if need be before activating the flag. Flag Status indicates how a flag has affected a vehicle:
- Not Active – no flag applies for this vehicle
- Sent – a flag has been sent from race control but not yet received
- Received - the flag has been received by the vehicle; not yet acknowledged
- Acknowledged - the driver/co-driver has acknowledged the flag



(IMAGE 14)

The left column shows a list of all active flags. In the image above it shows a flag has been activated at the distance of car 123 on stage 17.

To cancel a sent flag, press the red icon next to the active flag.

6. Contact us

For assistance, please make contact with the RallySafe Support Team by emailing: support@rallysafe.com.au

Please be as descriptive as you can when describing the problem. It would help us if you provide the following information at a minimum:

- Name of event.
- Vehicle or feature affected.
- Type of incident.
- Time of incident.
- Any additional details.