

K2 Quick Reference Guide

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Kronos 2 Quick Reference Guide

1. - Event Setup

a. Create a New Event

Select "View/Events" from the main menu. This will open the Events Manager. A list of previous events created will appear.

Edit Previous Event

- If the new event is a repeat of one run last season. The event could be edited for the corrected dates.
- Check the box for the desired event in the list.
- Click the "Edit" button and revise the event information.

New Event

- If the event is completely new, Click the "Add" button
- Fill out Form data
 - Select the folder in which you want the event session data to be stored. (If left blank, a default folder will be created for this new event)
 - It is suggested that a folder be created in the "Shared Documents" directory if other computers in a network will need to access the session data. (e.g. Grid Preparation or invoking penalties off line)
 - Select the Entrant List to be used.
 - Note: For single club use where the members are repeated entrants, the "Default" selection is recommended.
 - Select the Track. If track is not listed, click "New" and fill out the form
 - When completed, select "Save and Exit"

Note: The Track length and length units in the Add Track form will be used to calculate values such as average speed during a session. If left blank the values will be zero.

Close the Event Manager window

b. Set Operating Defaults

Select “View/Settings” from the main menu.

The default tab in the Settings Manager will be “Timing Hardware”.

1. Select Timing Hardware –

Choices are:

- AMB TranX
- Chronomix CC737
- dBcom Race Time
- MECA
- Serial Input (Mouse)
- Tag CP 520

(a) Select Communication Port/Network Port

- The com port can be either serial (COM 1 through COM7) or TCP/IP (network, only for AMB systems)
- If all hardware (decoder, etc) is connected, click the “Test” button to make sure the proper com port is selected.
- If the test results fail, check for correct port selection and connection.
- If Test result shows “Hardware Found”, save and move to the next setting tab.

Note: If you need more information on using the Ethernet/network port with an AMB decoder, visit www.blindapex.com (Support/K2/Download section) and download “How to connect K2 to an AMB decoder via the network port”.

2. Select “Leader Board” Tab

- Pick the fields you want to appear on the Leader Board of your computer screen by placing a check in the selected box. This selection will not affect the printed reports, settings for reports can be found in the “View/Reports” menu.

3. Select the “Hit Log” Tab

- Check the “Low Lap Filtering” box and set the time. This is a time below which no car can achieve on track. The suggested setting is one minute. Laps lower than this value will be automatically deleted (can be undeleted).
- Check the “High Lap Warning” box and set the time, usually a double of an average lap time for the cars entered. Laps higher than this value will be displayed in red.
- Check the “Display Warning” Box and leave the default setting at 20. A value lower than 20 indicates a weak AMB transponder signal.

- Uncheck the “1st Passage is Lap 1” box
 - Uncheck the “On Start Block Decoder..” box
 - Check the “Automatically Create New Entrant..” box. This option is discretionary depending upon how you want to manage your entrants file.
 - Check the “Automatically fetch...” box. If an entrant is not selected during a session and is detected, K2 will automatically fetch the information in the main database.
4. Pick the “Flags” Tab
- Select how you want Kronos the treat the various flag conditions. Recommendations are:
 - Yellow Flag – Do nothing
 - Red Flag – Automatically Delete Hits (can be undeleted)
 - Checker Flag – Allow Each Entrant One Hit on Checker
5. Pick “Race Rules” Tab
- Check the “Include DNS in Results” box if you want the DNS’s to appear on the printed results sheets.
 - Check the DNF box and set the value at 50%.
6. Pick “Live HTML” Tab
- Use this setting if you desire to feed the leader board data to remote, networked computers.
 - Check the box and select the directory and folder where you want the HTML file to reside. The file name will be “body.html”. It is suggested that the file be placed in the Shared Documents directory so that networked computers can access.

When the above defaults have been set, pick the “Save and Exit” button in the Settings Manager window.

c. Create Report Format

Select “View”/”Reports” from the main menu. The Report Manager window will appear.

There are two Report formats to set up:
Session Reports and Entrant Lists.
The first to appear will be the Session Report.

1. Session Report

Set Columns -

- Pick each data field you want to appear in the Results report and pick the right arrow button to move into the report window. To arrange the columns in order, highlight the field of interest. Pick the “+” or “-“ button to move the field up or down to the desired location.
- The field printed name and length can be set through use of the “Edit Field” button. Highlight the field of interest and pick “Edit”. Rename the field and or field width as desired.
- Click “Save” after all fields have been set to the desired values.

Note: This selection will affect printed reports, exported sessions in all formats and Live HTML output.

Images –

- Club, sponsor and track logos can be placed on the results sheets.
- Pick the “Images” tab
- Browse to the location of the desired images and double click. The images will appear in the respective preview panes.
- If no images are desired, pick the “Clear” buttons to remove what has been previously selected.

Optional Fields -

- Pick the “Optional Fields” Tab
- Select the location of the Report title, center, left etc.
- Two additional fields are available for SCCA GCR compliance. These fields are discretionary for non-SCCA users. Check the boxes only if you want the fields to appear on the bottom of the Results sheets.

2. Entrant List

- Pick the columns Tab in the Report Manager window
- Select the “Entrant Lists” option at the top of the window below the tabs.
- Set columns and fields in a manner similar to that previously described.

When complete pick the “Save and Exit” button

d. Create Competitor Database

Click the “Entrants” icon (helmet) on the main toolbar. At this point entrants can either be manually entered or imported from a Tab-Delimited text file. This reference will address only the entrant import function. The Entrant Manager should display the entrants from the file selected during the event creation. Default is recommended.

Step 1

- From the top tool bar, Select “File/Import Entrants”. The Import Wizard will appear. There will be three options for the import process:
Replace, Merge or create a new Entrant file.
- Select the one desired.

Notes:

- Most clubs simply replace the default entrant file with the new one. Pick the “Next Button”.
- If the “Replace” option is selected, a warning will appear stating that the present entrant file will be overwritten.
- Click “YES” if you want to do so.

Step 2

- Select the type of file you intend to import. Text is recommended for simplicity.
- Click “NEXT”

Step 3

- Browse to the location of the intended Entrants Text file and select appropriate file.
- Select the field delimiter for the file: either Tab, Comma or Semicolon. Tab is the most reliable.
- Check the box if the entrant file has column headers or titles. The import process will ignore the headers when the box is checked.
- Select “Next”

Step 4

- Define each field to be used in the entrant file. Highlight the first source field. Pick the down arrow for each field and match the file data to the definition of the field. E.g. “No.” refers to the car #.
- When all fields are matched, pick the “Next” button

Step 5

- Click “Start Import Process”.
- When activity ceases, click “Finish”. The routine will switch back to the Entrant Manager window and the imported entrants will appear.

Notes:

- Kronos 2 will import either a Tab-delimited file (.txt) ,a comma delimited file (.csv) or a Semicolon delimited file. Tab delimited is preferred.
- The import function requires First Name and Last Name of driver in separate fields. If the import entrant file is not so structured, revise it accordingly before proceeding further.
- If the original file contains column headers, check the box labeled “File contains Column Headers”
- If the Merge import function is selected, the process merges new entrants with any that already exist. The process does not delete duplicated entrants. Suggest deleting all duplicate entrants before beginning sessions in a new event.

e. Create Run Groups

- Highlight the text in the “Groups” field.
- Type the first Group name.
- Pick the “Add” button. The typed Group name will appear in the field below.
- Pick the “Assign Classes to Selected Group” button.
- Select the classes that are assigned to the Group by checking the boxes for the appropriate classes.
- Click “Save and Exit”
- Repeat the steps for additional Groups
- When all of the Groups are defined and assigned classes, Close the Entrant Manager window.

Event Setup is complete.

2. Running a Session

- In the upper left portion of the screen select the type of session to be run, Practice, Qualifying or Race.
- Pick the “Start/Stop F1” button.
- Select the Group or Groups to run in the session. More than one group can be selected. Be aware of duplicate car numbers when running multiple groups. K2 will tolerate duplicate car numbers.
- Select the auto checker criteria if desired.
- Press Enter or pick the Start Button to start the run.

a. Dealing with Unrelated Transponders

Unidentified transponders will appear in the Hit Log (passing screen) as a partial or whole number for that transponder if the number wasn't assigned to a specific entrant.

- Once an unrelated transponder has been identified with a car number on track, find the transponder number in the hit log and right click.
- Select “Assign TX to Entrant” and enter the car number.
- If the entrant is listed in the Group selected, the assignment will proceed.
- If the car number is not in the selected listing for the session a notification will appear and will ask if you want to create a new entry. In most cases, the response will be “Yes”. Exception would be: a car running in the wrong Group.

b. Dealing with Flag Conditions

During a session, certain flag conditions may occur on track. The operator may either mouse pick the appropriate icon or press the related function key to place the flag condition on the Hit Log. If the location of the flag is not correct on the Hit Log, it can be moved by highlighting the flag bar. Right click on the bar and pick “Move Flag”. Pick “Up” or “Down” to place the flag in the correct location. Then pick “Accept”.

Red Flag - Restarts

Club rules and Steward's preferences vary as to how to address a restart following a Red Flag or Black Flag All during a race. The red Flag criteria set up in Section 1.b.4 should conform to the club rules or Steward's preference, whichever prevails. In most cases a Red Flag falls in a lap already underway. When the Red Flag is placed in the Lap Log (and the stop accepting hits option is invoked) there will be a partial lap that will need to be deleted. Highlight each car in the partial lap and right click. Select "Delete/Undelete" (it is a toggle function, you can undo it by repeating the process) to remove the partial lap.

For Red Flag Restarts, most clubs go back to the last complete lap before the flag to determine restart order. To establish a restart order, highlight the first car in the last complete lap of the lap log. Select "Print from this Hit". The printer will produce the lap log from that point down. The printout can be used for the restart lineup.

c. Cars with Nonfunctioning Transponders

When a car passes and no transponder signal is received, it may be desirable to time or score the car manually for the session. The first failed pass is usually a surprise and a pass will have to be inserted. Locate the car in the lap log that was ahead of the no-hit car and highlight. Right click and select "Insert Hit". Type in the car number and adjust the passing time as is deemed appropriate. For future passes, type in the car number into one of the F5 – F8 function key boxes at the top of the Leader Board. When the No-Hit car passes press the appropriate function key and the car will be manually inserted.

Note: Since the computer does not have to interpret decoder data, manual inserts will reach the lap log before decoder detected cars when they are close together on the track. This could show a no-hit car in front of a detected car when it was actually behind it. To Adjust the location, right click on the manual insert and delete, right click again and insert the car in the proper location.

4. Stopping a Session

- When the session has been completed, pick the "Stop" icon.
- Name the session and pick "Save". This stores the session in the Results folder for future reference.
- Give the session a recognizable name for future recall e.g. Lightning Q2 for Lightning Group Qualifying session 2.

5. Printing Results

- Select the “Results” Icon/button. The sessions already run will be listed.
- Select the session to be printed.
- Review the results in the pane below for accuracy.
- Edits can be made to the entrant information or the Lap Log.
- Double click an entrant to edit the information.
- When edits are complete, click “File/Save” from the top tool bar.
- To Print, click the Printer icon in the upper right corner of the Results Manager window.

Note:

Be sure that you have the correct printer selected as default in your printer settings for your computer. (a Windows function)

6. Processing Results

Session results can be produced in various forms according to the need. Results can be produced as Grids (time Sort, race finish order and Car Number sort) Trophy Lists, Lap Charts, Lap Times, Web site results or general text files.

a. **Generating Grids**

Depending upon the rules, grids can be comprised of most any arrangement.

Single Qualifying Session

- From the Results Manager screen select the appropriate race/session.
- Change the Session Title to: “Grid for Group x yyy Race” where “X’ is the Group identity and “YYY” is the type of race e.g. Qualifying Race, Feature Race, Race 1, Race 3, etc.
- Save the new Session to another name.

Multiple Qualifying Sessions

Step 1

- From the Results Manager screen pick :”Grids/Create New Grid” from the top tool bar.

- Type an identity for the Grid
- Click “Next”

Step 2

- Check the boxes for those entered in the race.

- Notes:

- For ease of selection, the column headers can be selected with a left click to sort the particular column.
- The Windows Hot Keys “Shift” and “Ctrl” function in Kronos for quick selection
- When all entrants for the Grid are checked, click “Next”

Step 3

- Check the boxes for the sessions to be considered for the Grid (Lightning Q1, Lightning Q2, etc)
- Click “Next”

Step 4

- Observe the number of entrants provided in the Grid window.
- Click “Finish”
- The Grid will be shown at the bottom of the Sessions Pane

Grid by Race Finish Order

- From the Results Manager screen select the appropriate race/session.
- Change the Session Title to: “Grid for Group x yyy Race” where “X’ is the Group identity and “YYY” is the type of race e.g. Qualifying Race, Feature Race, Race 1, Race 3, etc.
- Save the new Session to another name.

Grid by Car Number Sort

- From the Results Manager screen select the appropriate race, session or Grid.
- Re-title the Grid to include the words, “by Car No.”
- Click on the “Veh #” column to sort by Car number.
- Print as needed
- Save to another file name if desired to retain.

Note:

The selection is a toggle function each pick will reverse the sort from ascending to descending.

b. Results

Trophy Lists

- From the Results Manager screen select the appropriate race
- Change the Session Title to: “Trophy List for Group x yyy Race” where “X’ is the Group identity and “YYY” is the type of race e.g. Qualifying Race, Feature Race, Race 1, Race 3, etc.
- Click on the “Class” column header to sort by class.
- Print as needed
- Save to another file name if desired to retain.

Printing a Lap Chart

- From the Results Manager screen highlight the Race of interest.
- Select “Lap Charts/Generate Lap Chart”
- For general use, print the Lap Chart as shown by picking the printer icon
- For individual car interest, select the car number from the “Highlight Vehicle” field.
- If more than one car is of interest, change the color for the next car number.
- Print the Lap Chart by picking the printer icon

Printing Lap Times

Individual Car Lap Times

- From the Results Manager screen highlight the Race of interest.
- Select the car of interest from the session result.
- Pick “Time Cards/For Selected Entrant” from the top tool bar
- Print the Lap Times by picking the printer icon
- Close when finished

Lap Times for all Entrants

- From the Results Manager screen highlight the Race of interest.
- Pick “Time Cards/For All Entrants” from the top tool bar
- Select the “Print Mode” in the Time Card pane

- For general record keeping purposes, the Condensed Mode is recommended
- If it is desired to give each driver his/her own Lap Times sheet, the “1 Page per Entrant” selection is preferred.
- Close when finished

Results File Conversion

- From the Results Manager screen select “file/export/sessions” from the top tool bar
- Select the type of file(s) you want to produce, HTML, HTML with time cards, or Text
- Select the sessions to be converted
- Click “Export”
All converted files are exported to the selected event folder

7. **Entrant Management Notes – The Good and the Bad**

Changes in General

When changes are made to an entrant’s record during an active session or from the Entrant Manager, those changes are permanent and will appear in subsequent sessions.

Changes to the Entrants Data Base cannot be made while a session is running. Kronos can be opened in another window and the Entrant Data Base can be modified, but it is discouraged because there is a risk of data conflicts with the running session. Both windows may be accessing the same database.

Class Changes

When an entrant’s class changes such it is moved to another Group after sessions have been run, Kronos does not carry forth the session data from the previous Group following class change. That previous session data will not be included when generating a Grid from multiple sessions.

Search Function

When changes are required, the Kronos search function is quite versatile. Kronos will search for an entrant either by car No., Name or transponder number.

Duplicate Entrant Function

Kronos is able to duplicate drivers for late entry into Enduros, or additional sessions etc. For simplicity, however, it is recommended that Enduro or specialty race entries be included in the import entrant file.

8. Invoking Penalties

Kronos provides a versatile means of invoking penalties, either by lap loss, position change or time.

Lap Penalty

- From the Results screen select the appropriate race/session
- Laps can be taken away by deleting the passings from the Lap Log. It is recommended that the laps be deleted from the last of the log, meaning the finish lap and back.
- Select the appropriate car number in the Lap Log and right click
- Select "Delete/Undelete". A red "X" will appear thus deleting the lap. The action is a toggle function. That is, if it is desired to change the deletion, right click again and select "Delete/Undelete". The Red "X" will disappear and the lap will be returned.

Note:

When penalties are completed, it is recommended to save the revised session file to another name such that the original can be retained in the event of an appeal or overruling.

Position Penalty

- From the Results screen select the appropriate race/session.
- Check the "override Positions" box. The data will turn red.
- Select the car(s) to be penalized and right click.
- Select "Change Position"
- Select the new position and pick Save
- When penalties are completed, it is recommended to save the revised session file to another name such that the original can be retained in the event of a successful appeal, an overruling or other penalty reversal.

Time Penalty

- From the Results screen select the appropriate race/session.
- Select the car(s) to be penalized from the **Lap Log** and right click.
- Select "Edit Hit"
- Revise the finish time(s) according to the time penalty
- When penalties are completed, it is recommended to save the revised session file to another name such that the original can be retained in the event of a successful appeal, an overruling or other penalty reversal.

Disqualification

- From the Results screen select the appropriate race/session.
- Select the car(s) to be penalized and right click.
- Select “Disqualify Entrant”
- When penalties are completed, it is recommended to save the revised session file to another name such that the original can be retained in the event of a successful appeal, an overruling or other penalty reversal.

8. Manual Backup Timing

Kronos 2 is capable of providing a manual backup timing system through a number of external timers and a serial mouse as listed in Section 1.b. External timers can be initiated either through manual buttons or photocells.

Event setup for a manual backup system is the same as described above with the exception of timing hardware selection.

Starting a manual backup session is similar to that described above.

- Pick the Start/Stop icon or press F1.
- Select the type of run, Practice, Qualifying or Race
- Select the Group
- **Note:** Auto-Checker does not function in manual mode
- Press Enter or pick “Start” at the appropriate time

Data entry

As the timer inputs the clock times, the Lap Log will look like:

?	UNASSIGNED
?	UNASSIGNED
?	UNASSIGNED

When an audited tape is received, double click on the first “?”. It will change to a “box. Type in the number and press Enter. The box will move down to the next “?” and so on.

Note: Certain external timers will not provide a Pull or Page Break at the end of a tape. If this condition occurs, it is suggested that the data operator insert a page break to relate to the tapes. To do so, highlight the last car on the tape. Right click on the last car and select “Insert Page Break”.

Correcting Errors

If a wrong number is entered and the Enter key has been pressed, the entry can be easily edited. Right click on the erroneous entry and select "Unassign Manual Hit". The entry will return to a "?". Double click the "?" and enter the correct car number.

Brackets

A bracket indicated on a tape may or may not have the related times on the lap log. Seasoned data entry operators count cars on the active tape and match it to the car count in the Kronos lap log before beginning entries. Brackets can easily explain mismatches with times and car count. To insert a time for a bracket, enter the first car of the bracket to the time on Lap Log. Right click that time, select "Insert Hit" and enter the other bracketed car number.

Entering Marks

If an unusual circumstance occurs during a session, the timer operator may call a Mark to the tapers. If it is desired to place the Mark on the Lap Log, right click the last car before the Mark and select "Insert Hit". Type in: "Mark" for the car number. A new box will appear stating: "Vehicle not found. Do you wish to create a new entrant?" Answer: "Yes" and continue.