Sensible Laps

Table of contents

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.

Getting Started

System Requirements

Minimum Requirements

OS	Windows 10/11
.Net Version	8

Installation

Getting help

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

Interface

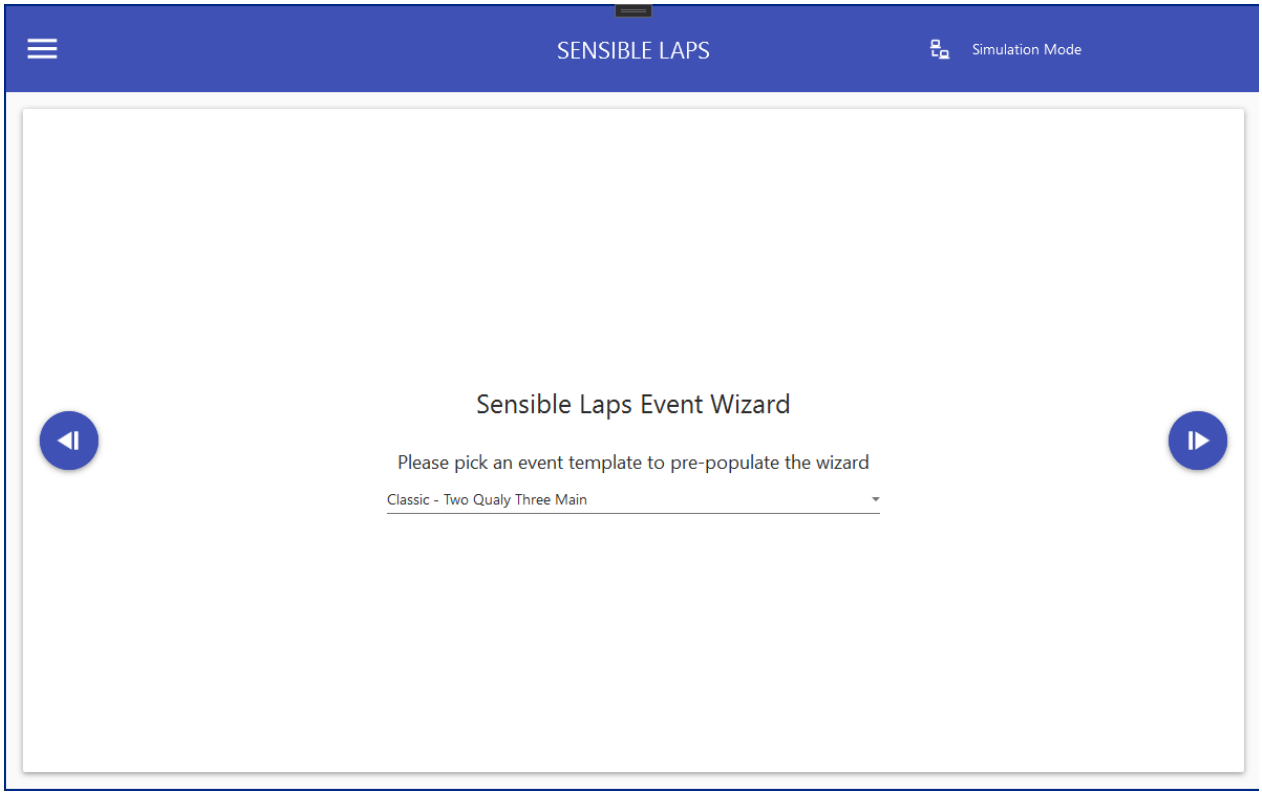
Event Wizard

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.

Template Selection

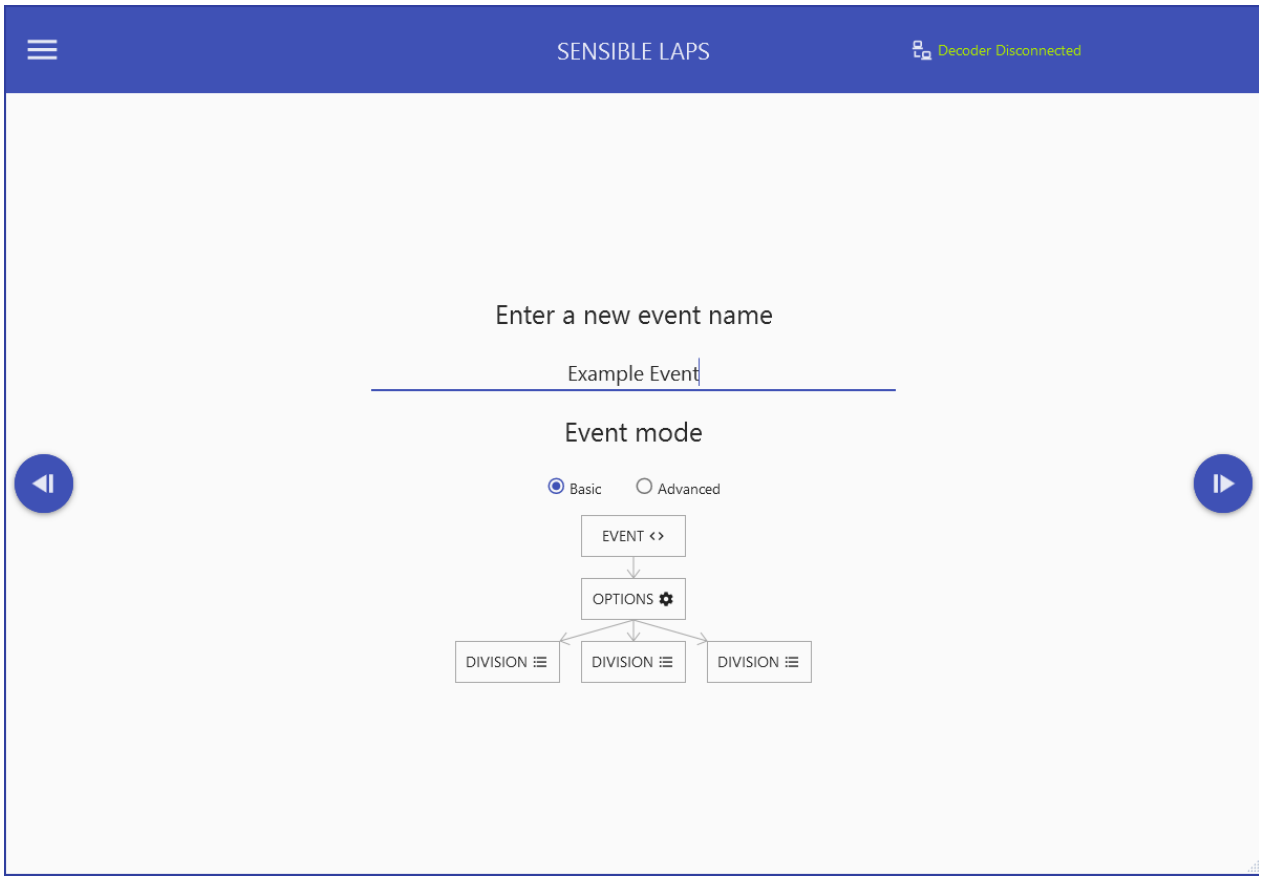
The first step of the event wizard is to choose a template. Any templates saved in the template folder are available in the drop down menu. See *Loading and Saving events* to learn more. The chosen template simply provides a starting point for the remaining wizard steps.



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.



Import Entries

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

- Excel/CSV
- RC Race Pal
- 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.

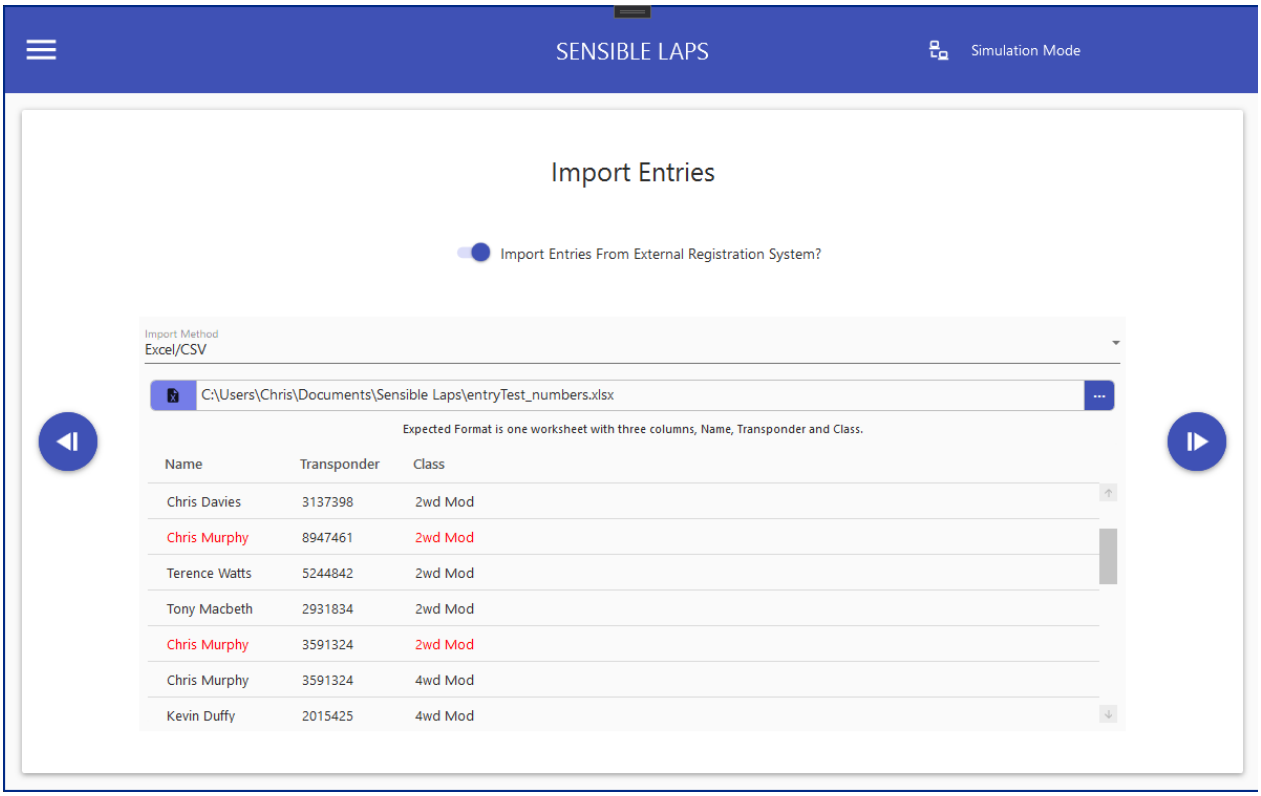
The expected column headings are Name, Transponder and Class.

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.

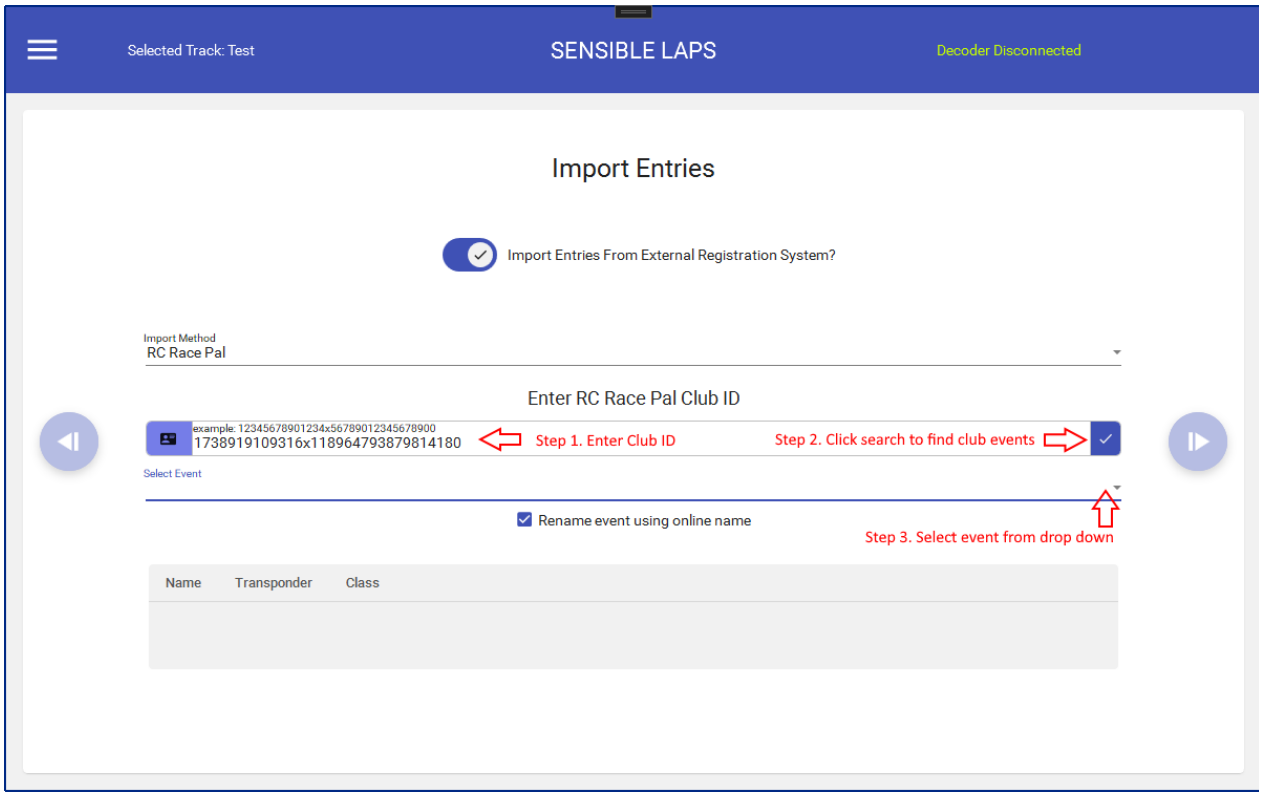


RC Race Pal

https://rcracepal.com is fantastic for managing events and even your club memberships.
Racers are able to manage all of their transponders and assign them to classes for easy reuse.

To start, go to the club page on rc race pal. There will be an option to copy the club ID. click the link and the ID will be on your clipboard.

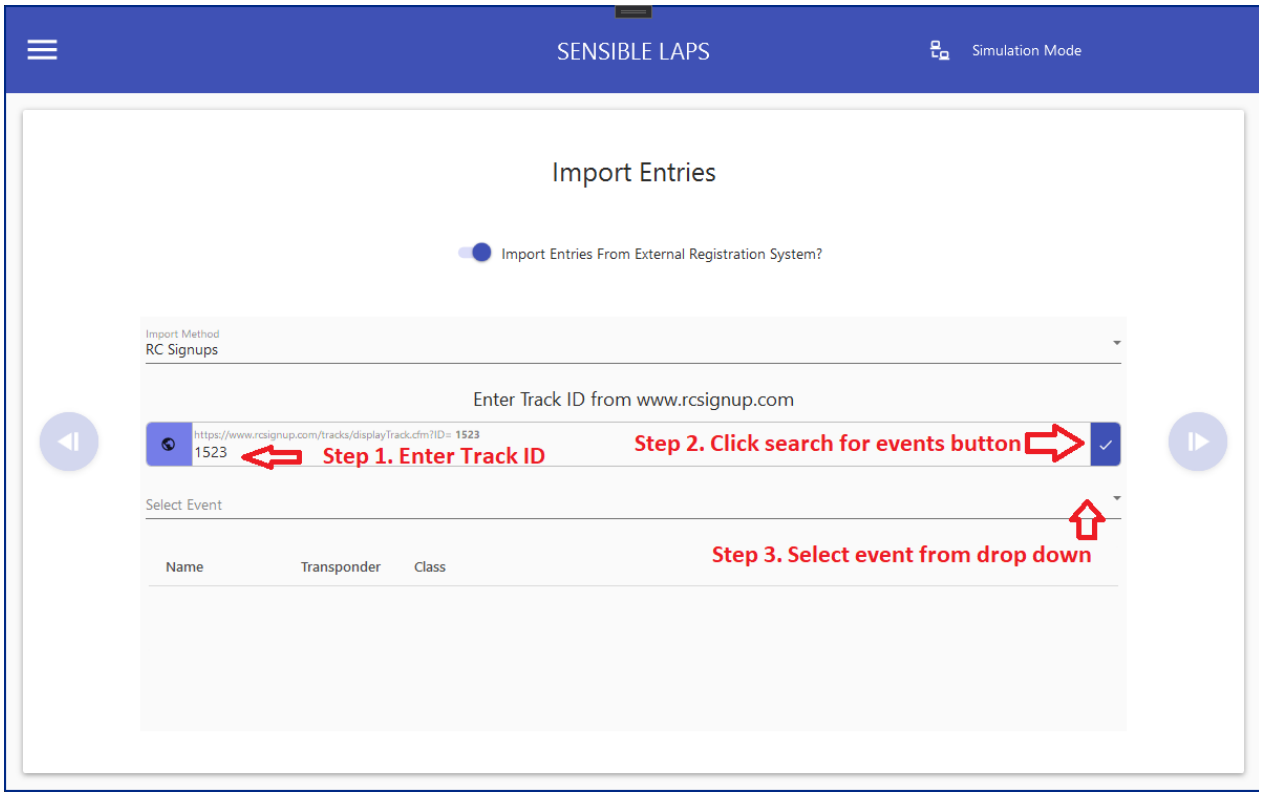
In sensible laps, choose RC Race Pal in the drop down and paste the club ID into the box



RC Signups

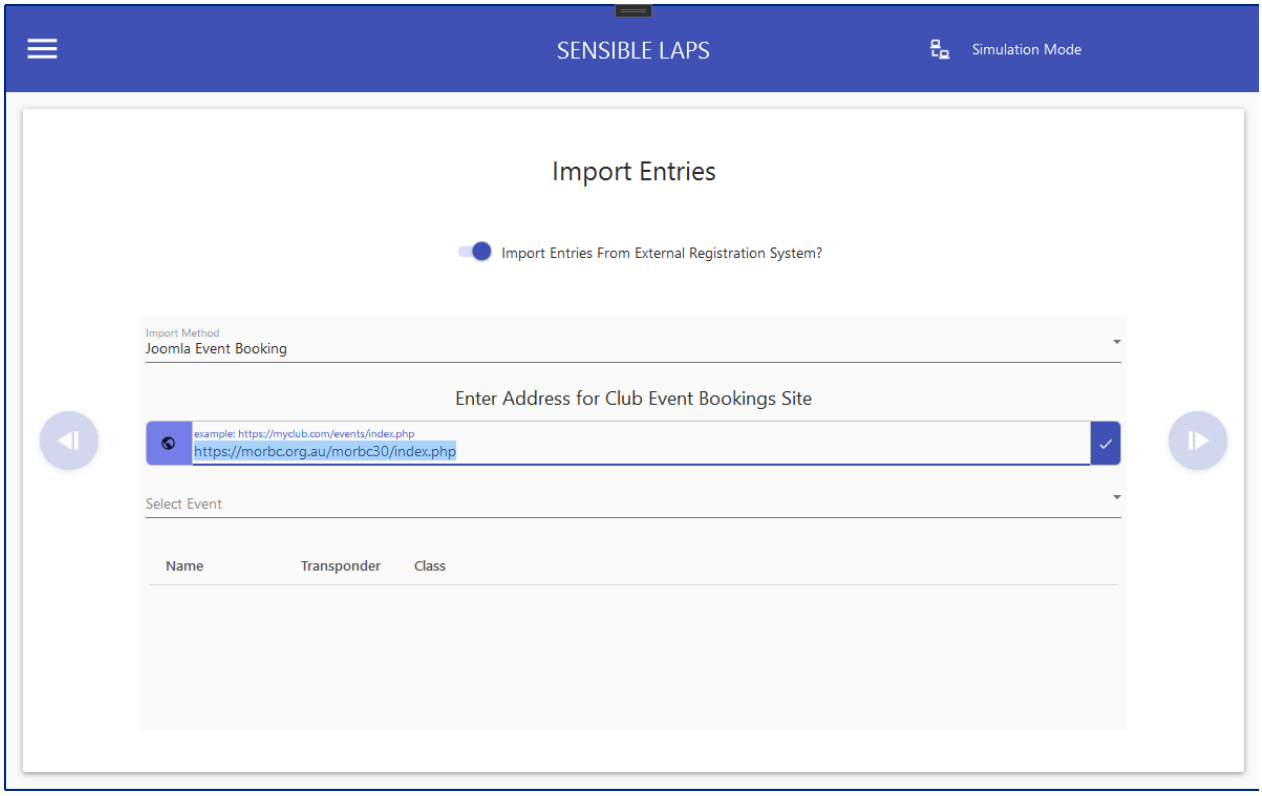
www.rcsignups.com is a great site for organising your events and allowing your entrants to enter online.

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



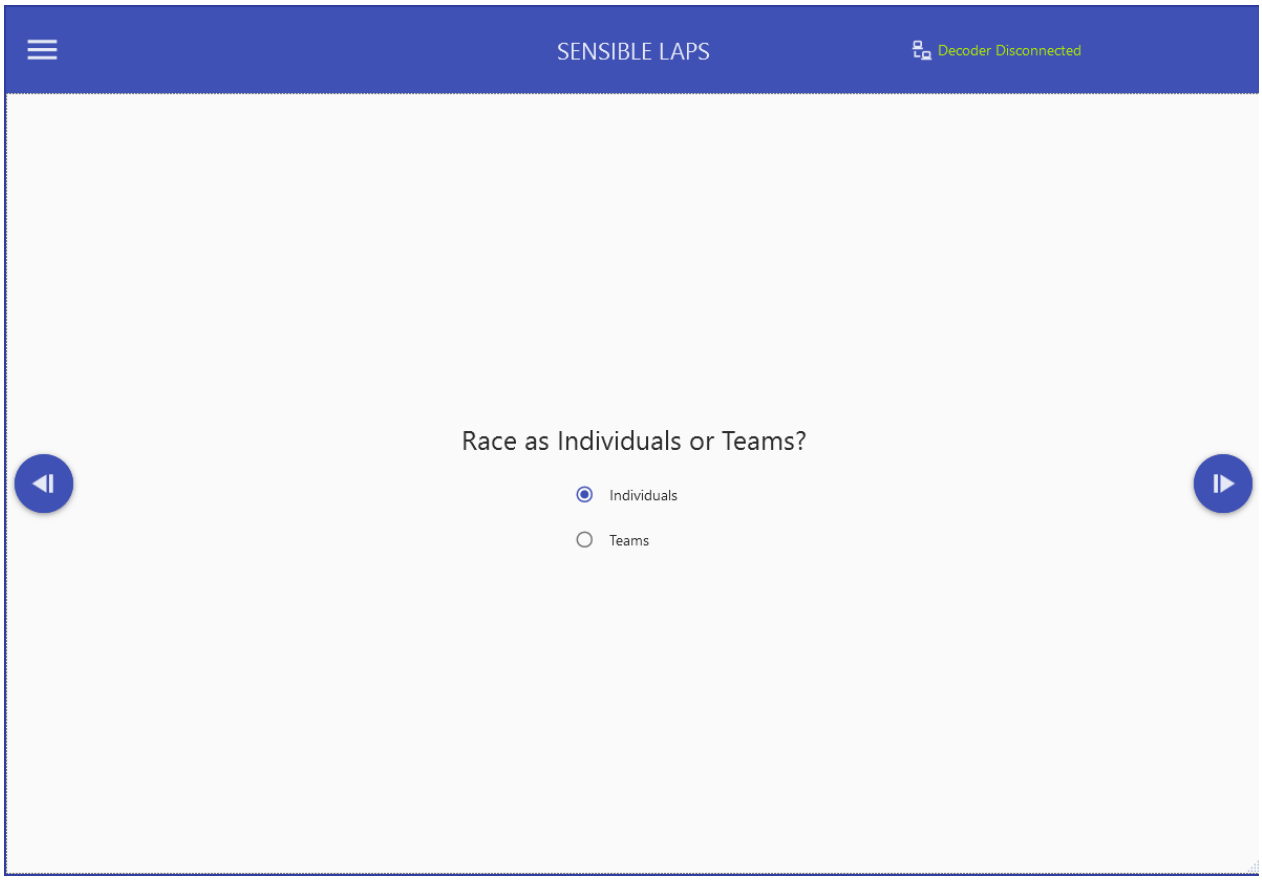
Joomla Event Booking

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.



Indiviual/Team Selection

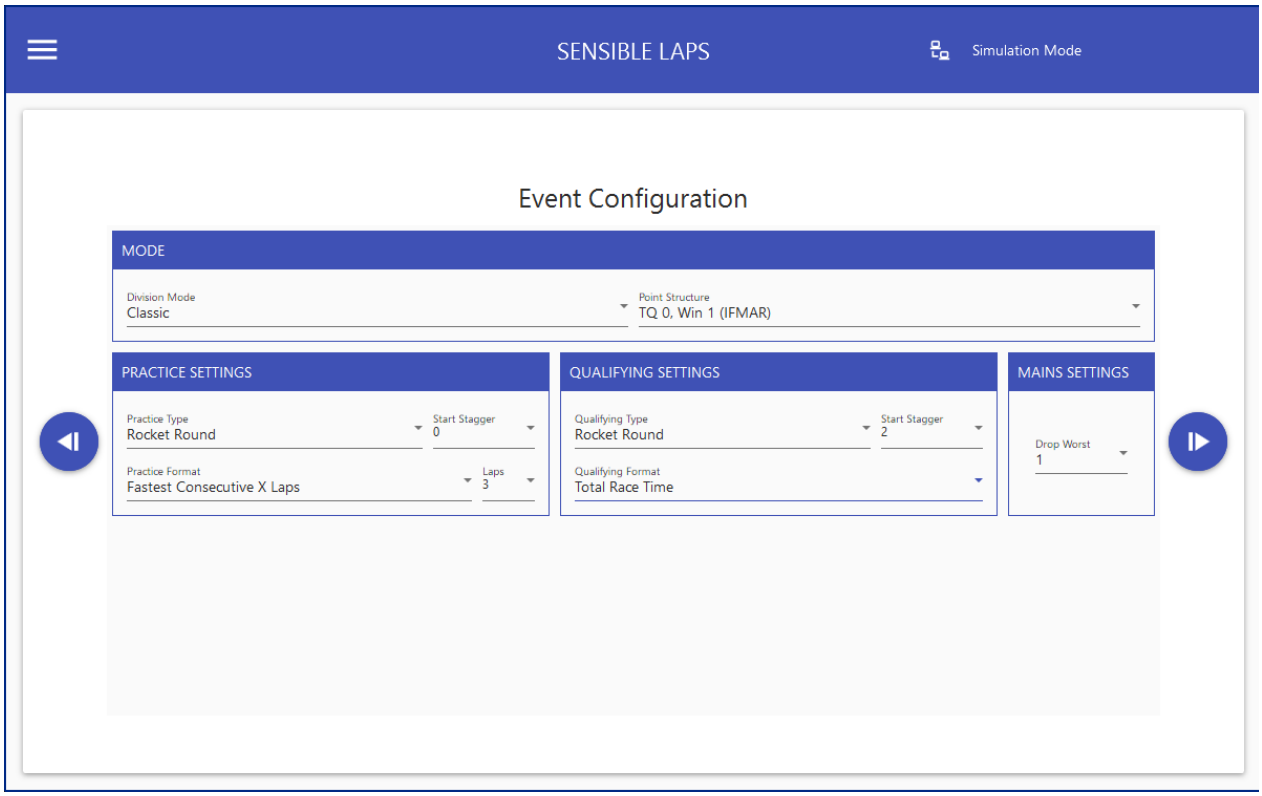
It's possible to race as individuals or teams. Teams are usually used for enduro style events.



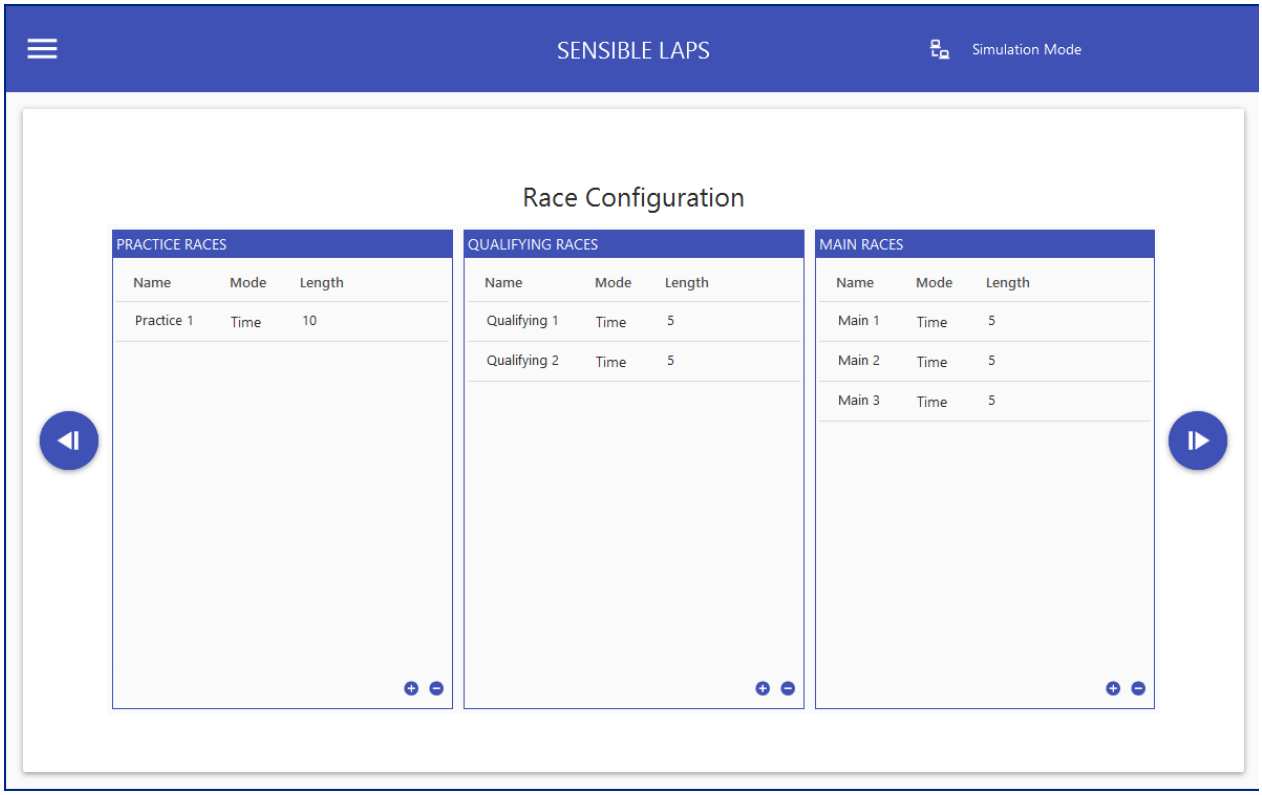
Basic Event Configuration

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.

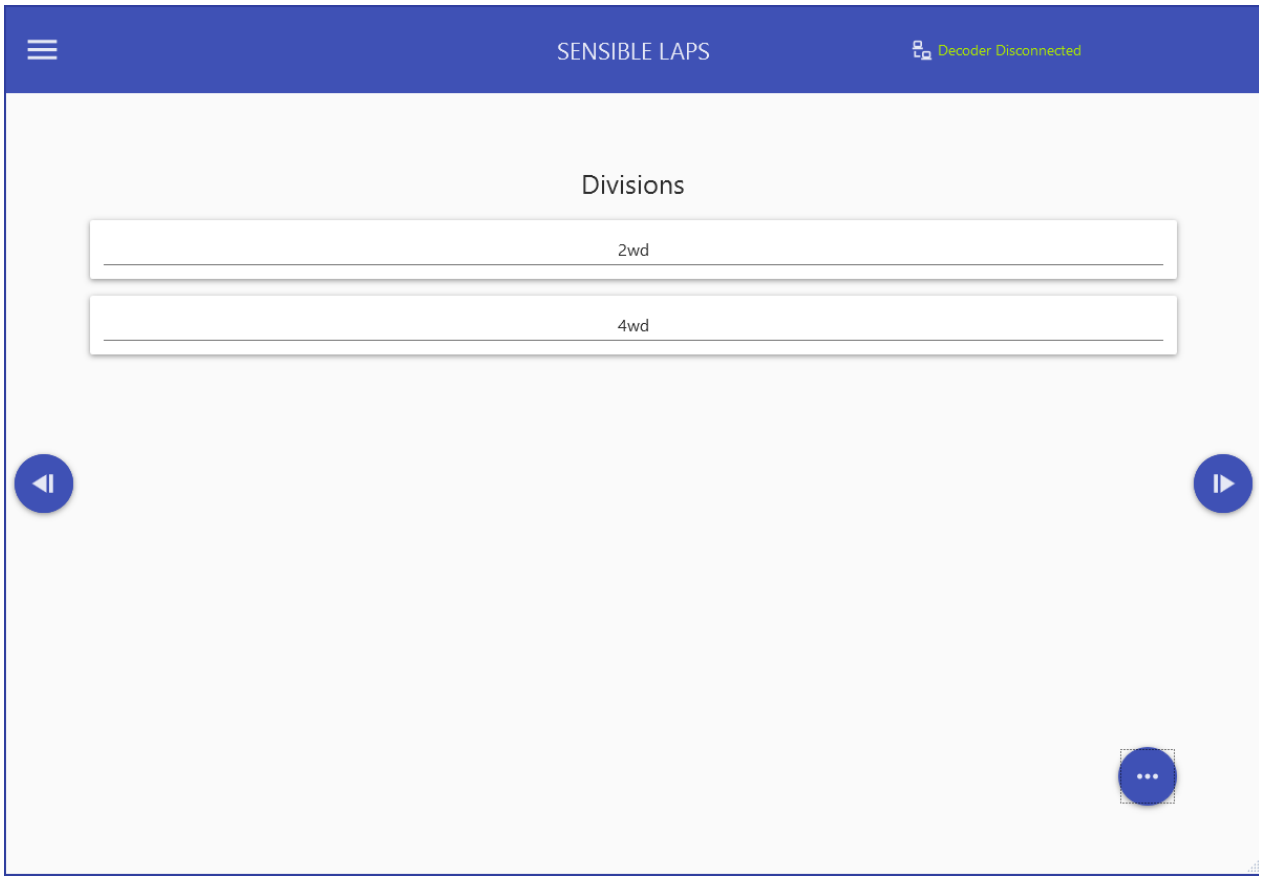
Here you can choose the division mode and point structure, as well as the qualifying and mains settings. See Event Configuration for more details.



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



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.

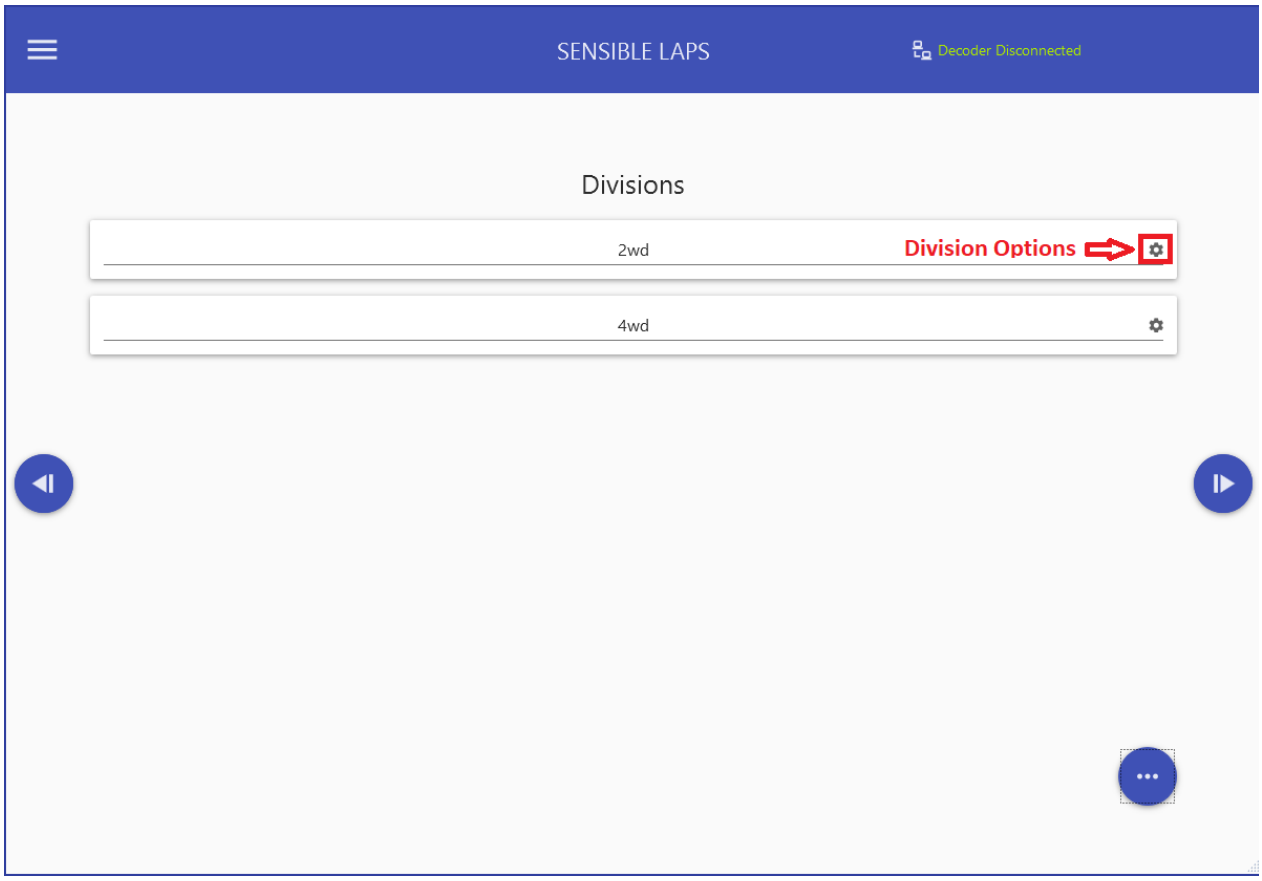


Advanced Event Configuration

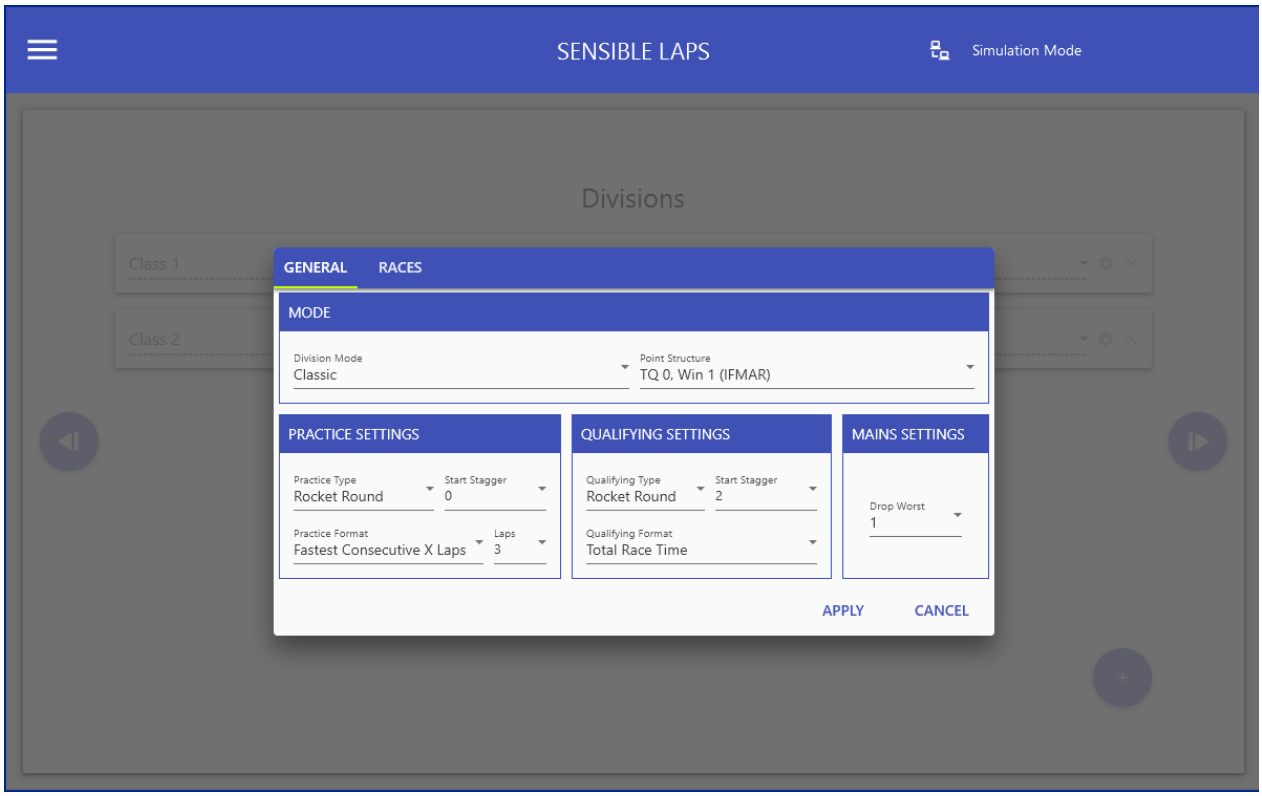
After choosing advanced mode, the division selection screen is shown.

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

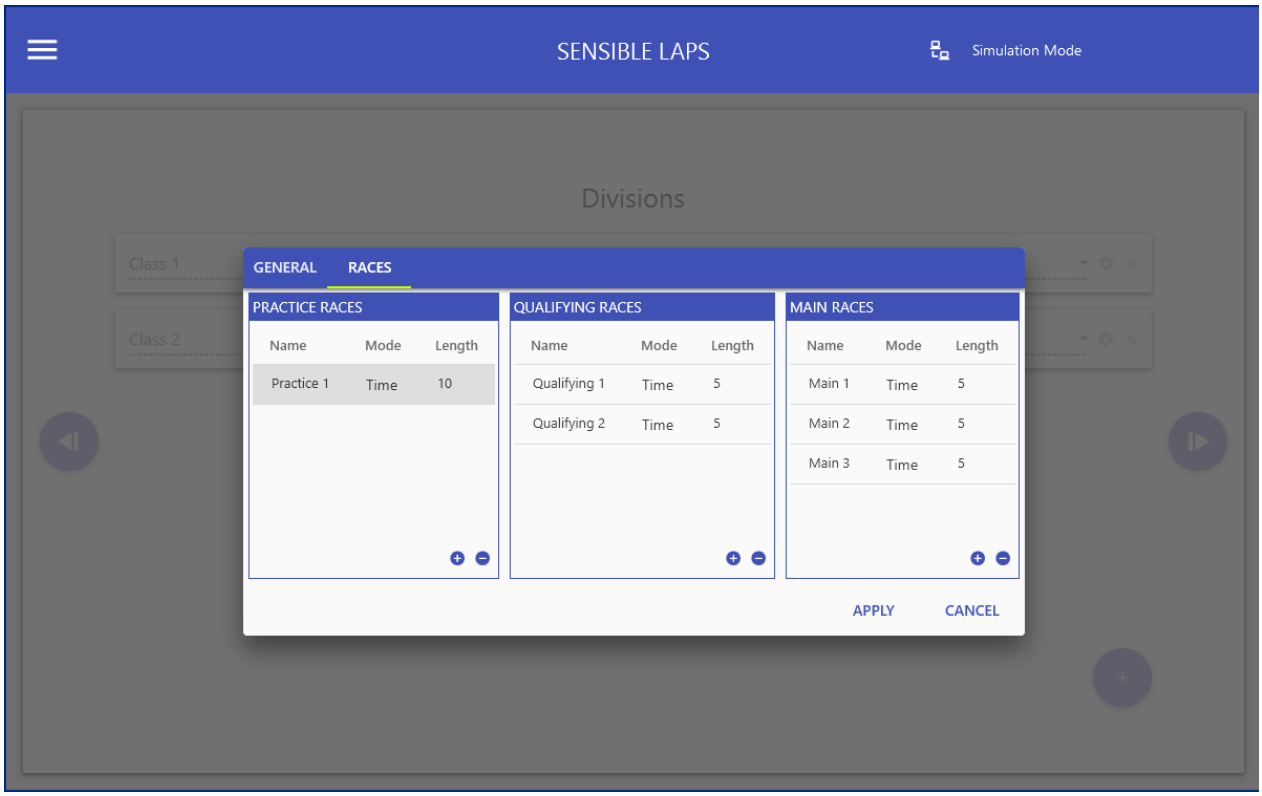
Divisions can be added and removed by right clicking or from the action button on the bottom right.



Shown below is the configuration dialogue for the specific division.



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



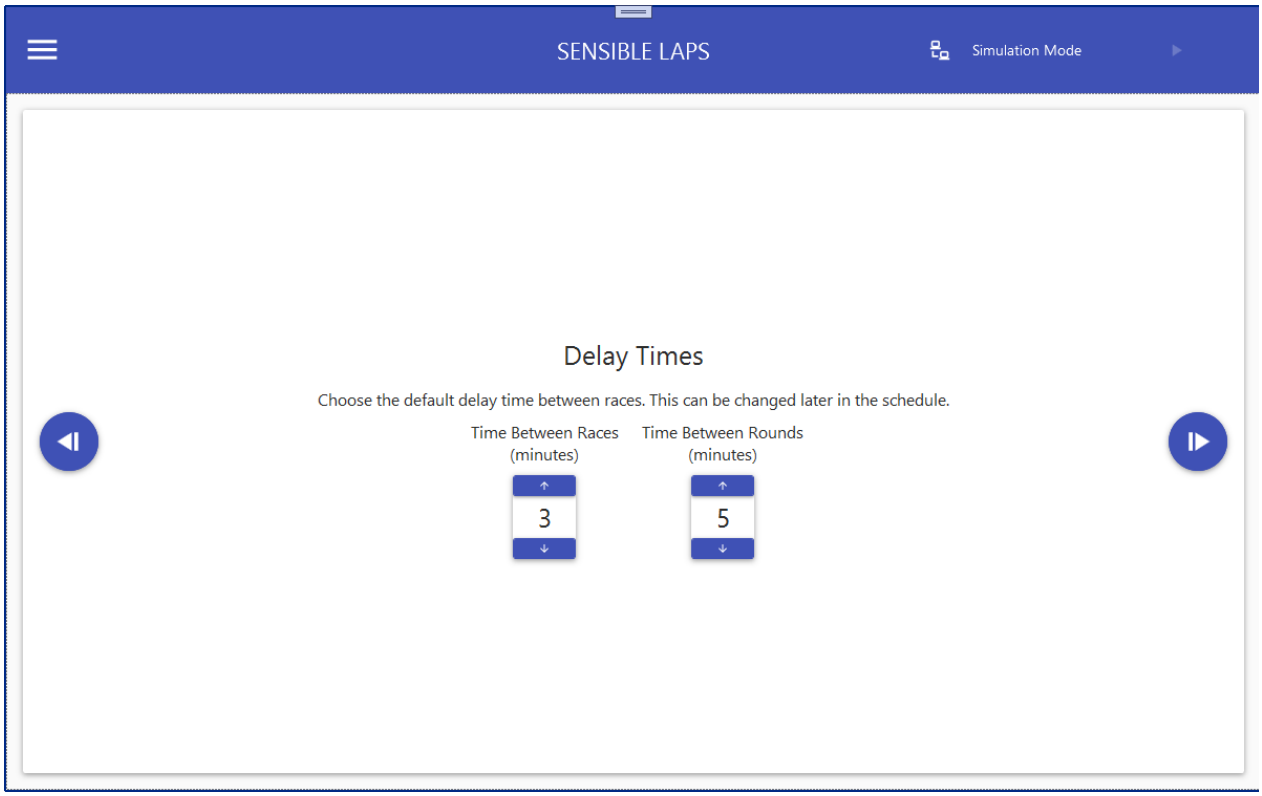
Delay Times

The default delay times can be configured here.

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

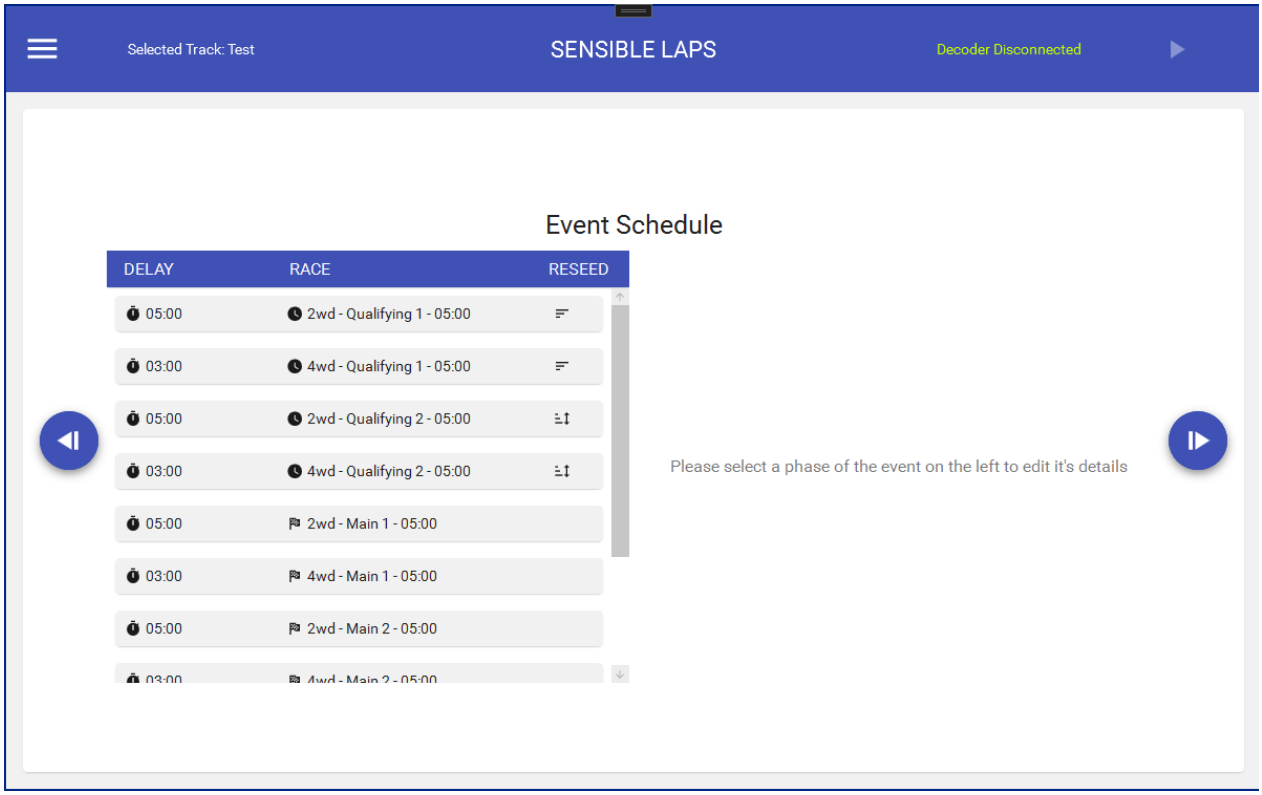
The delays can be customised later on the schedule.

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

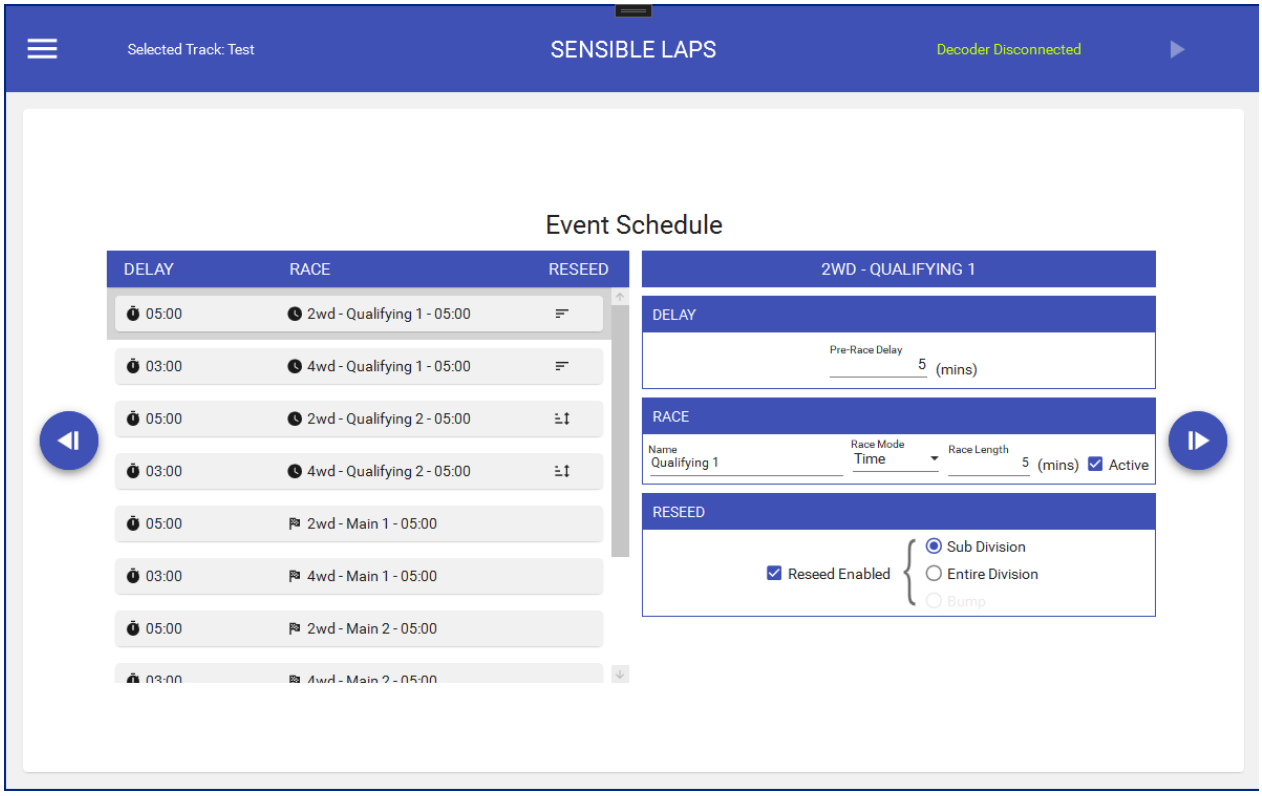


Schedule Preview

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



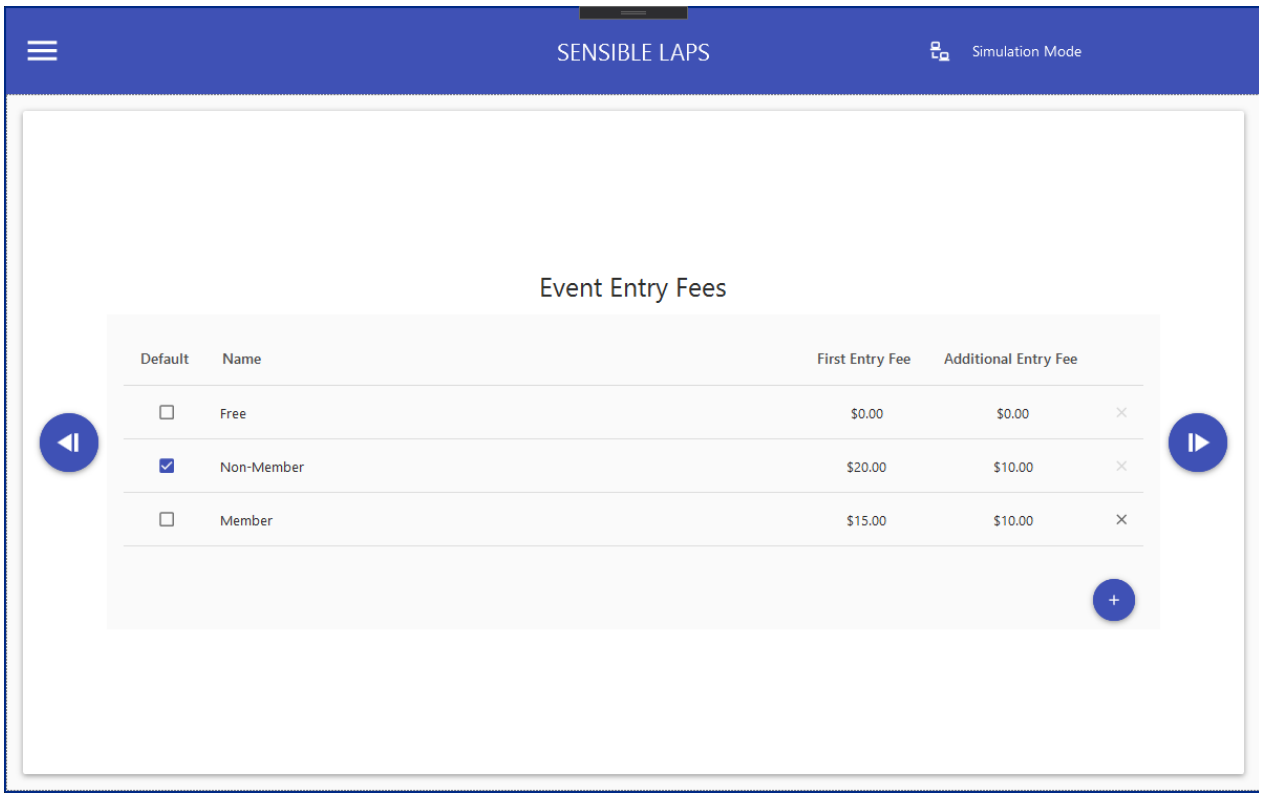
Select an item in the schedule to view it's details on the right



Event Fees

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

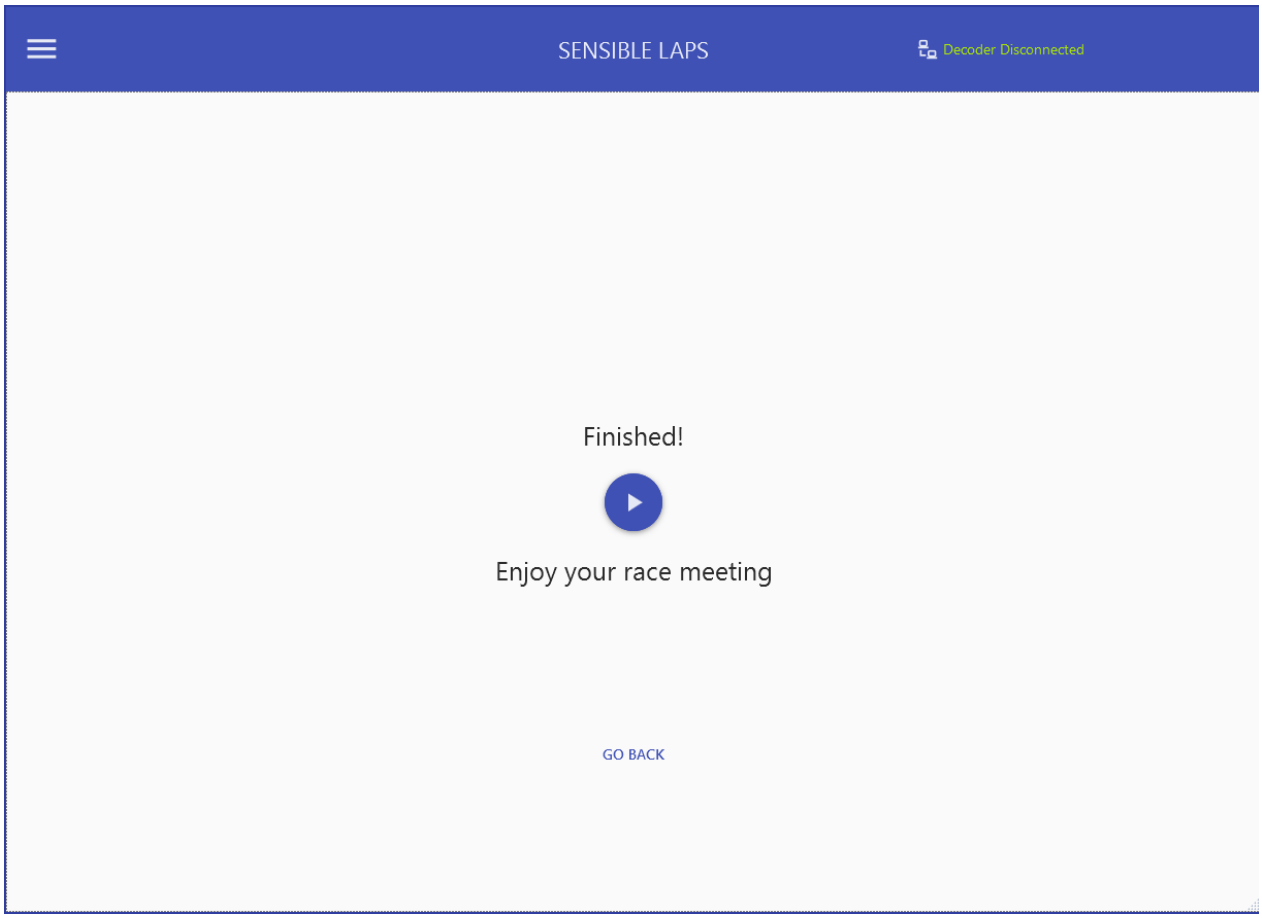
If the contestant has a stored fee type and that fee is in the event, it will take precedence over the selected default fee.



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.



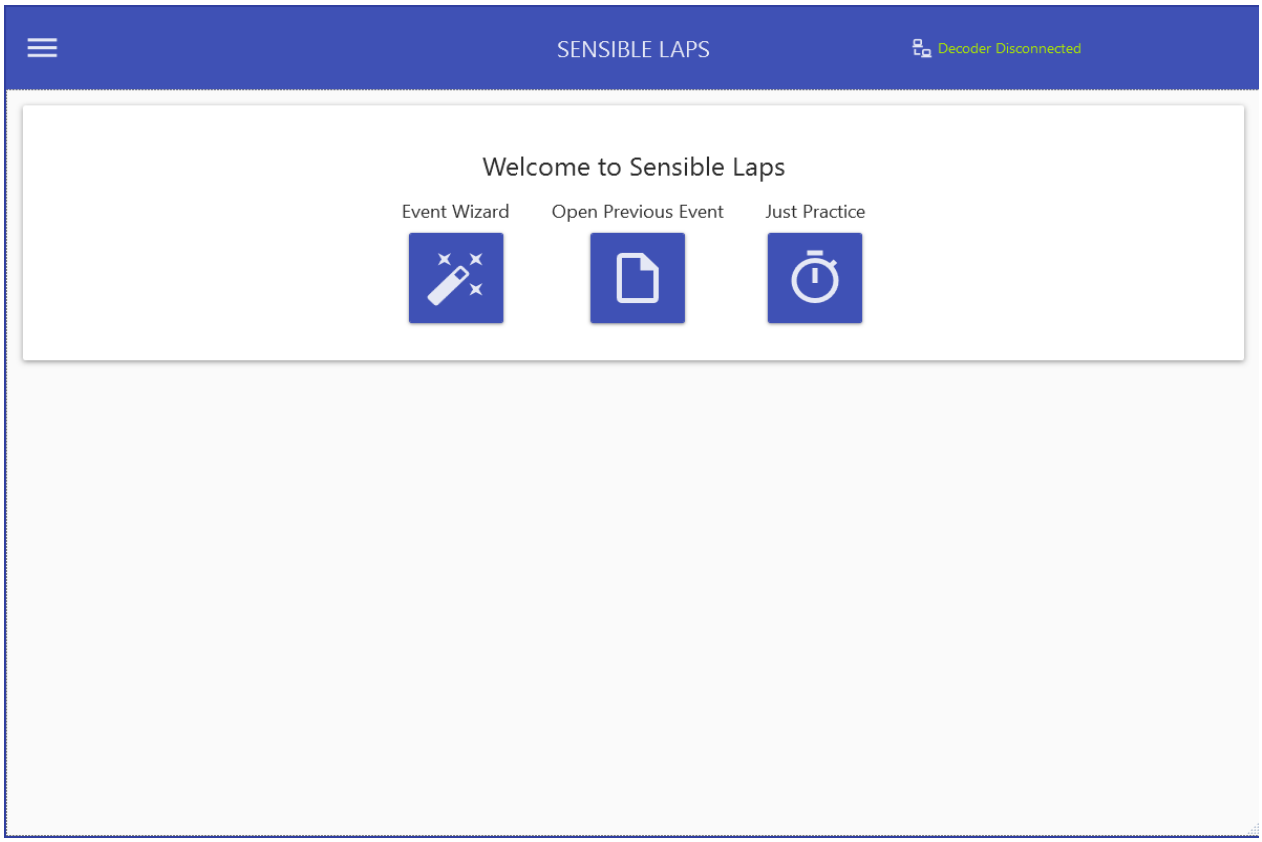
Main View

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

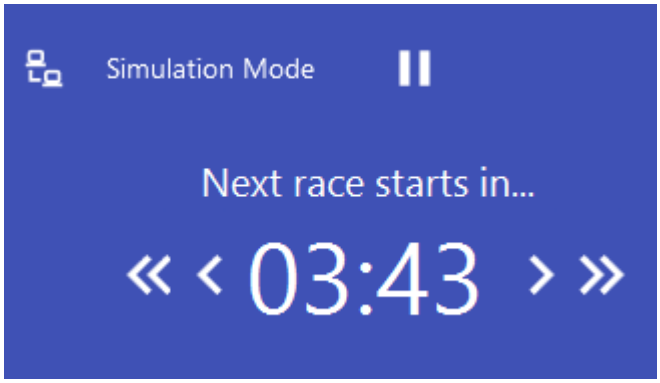


Control Panel

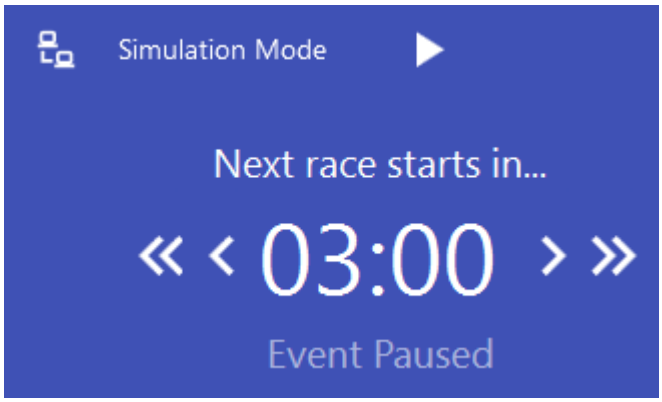
Once an event is loaded, the main control panel becomes available. The control panel is located on the top right of sensible laps.

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

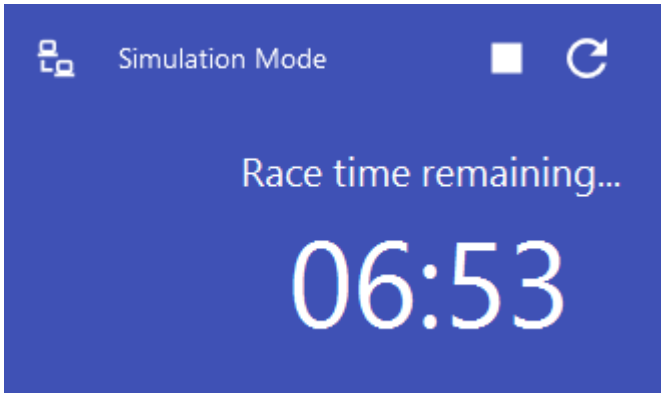
While the delay is counting down, the event can be paused, or the delay can be moved forward and back in small and large increments as defined in *General Settings*.



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

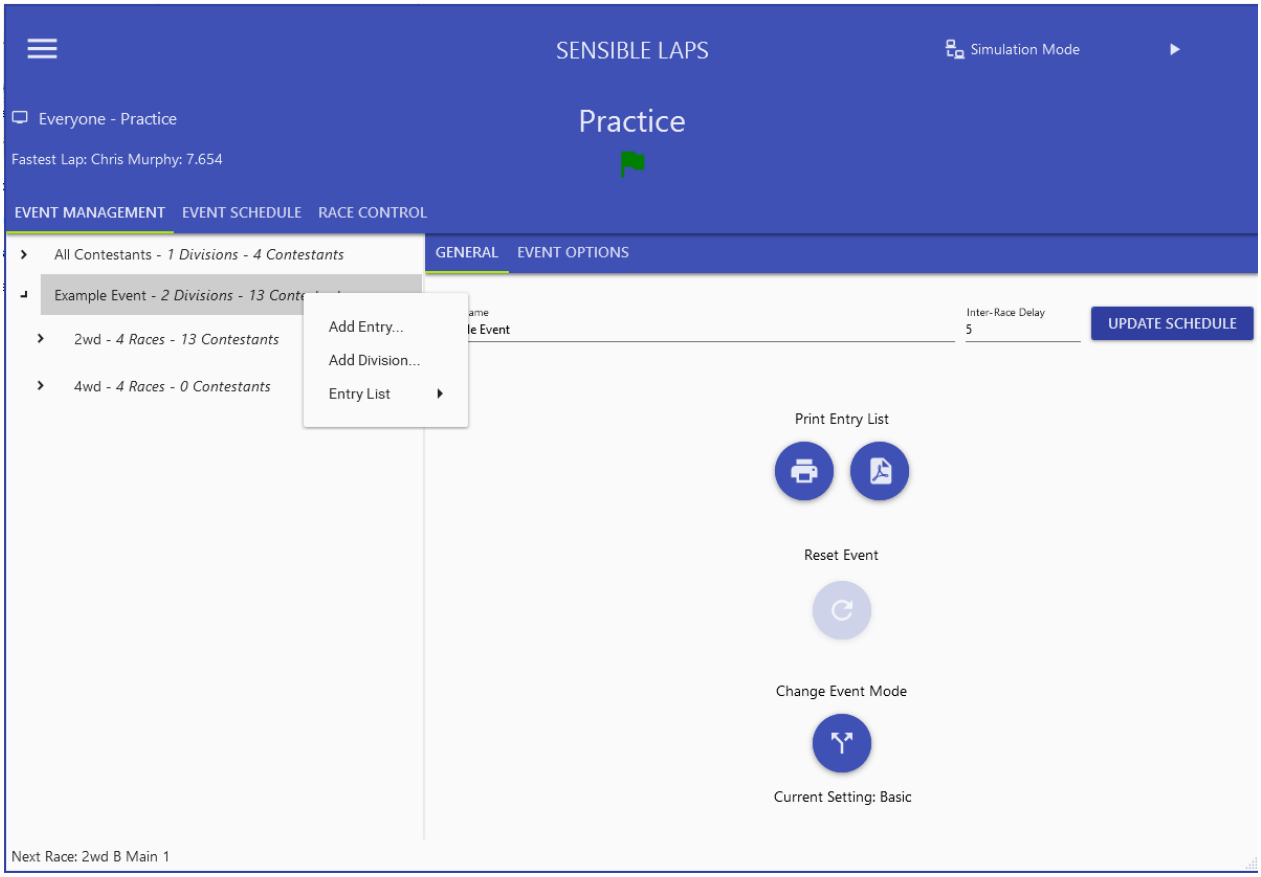
Event Management

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.

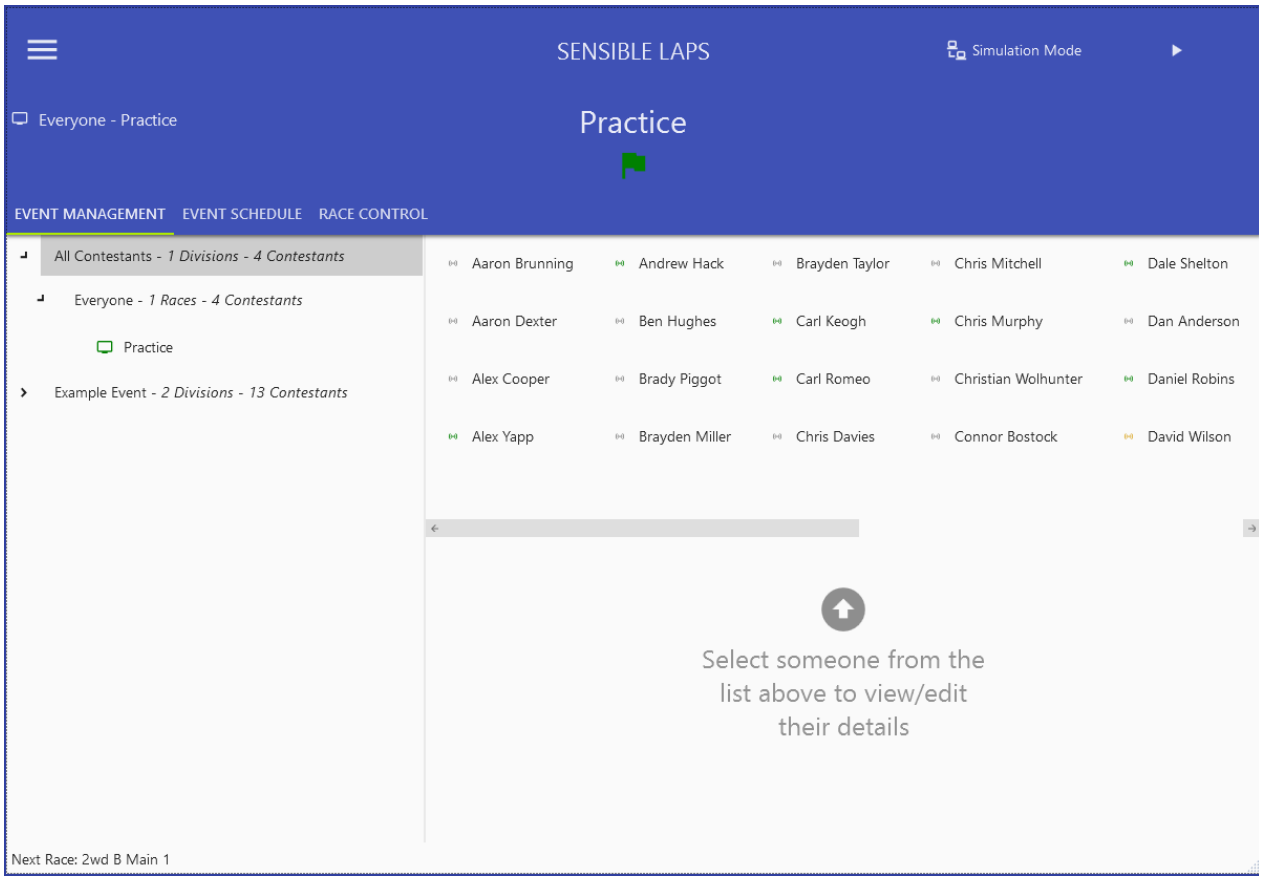
Right clicking elements on the left gives a context menu specific to that item. For example, right clicking on an event gives a menu item to add a new division, add an entry or print the current entry list for that event. Right clicking a division gives the option to split or merge that division.



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).

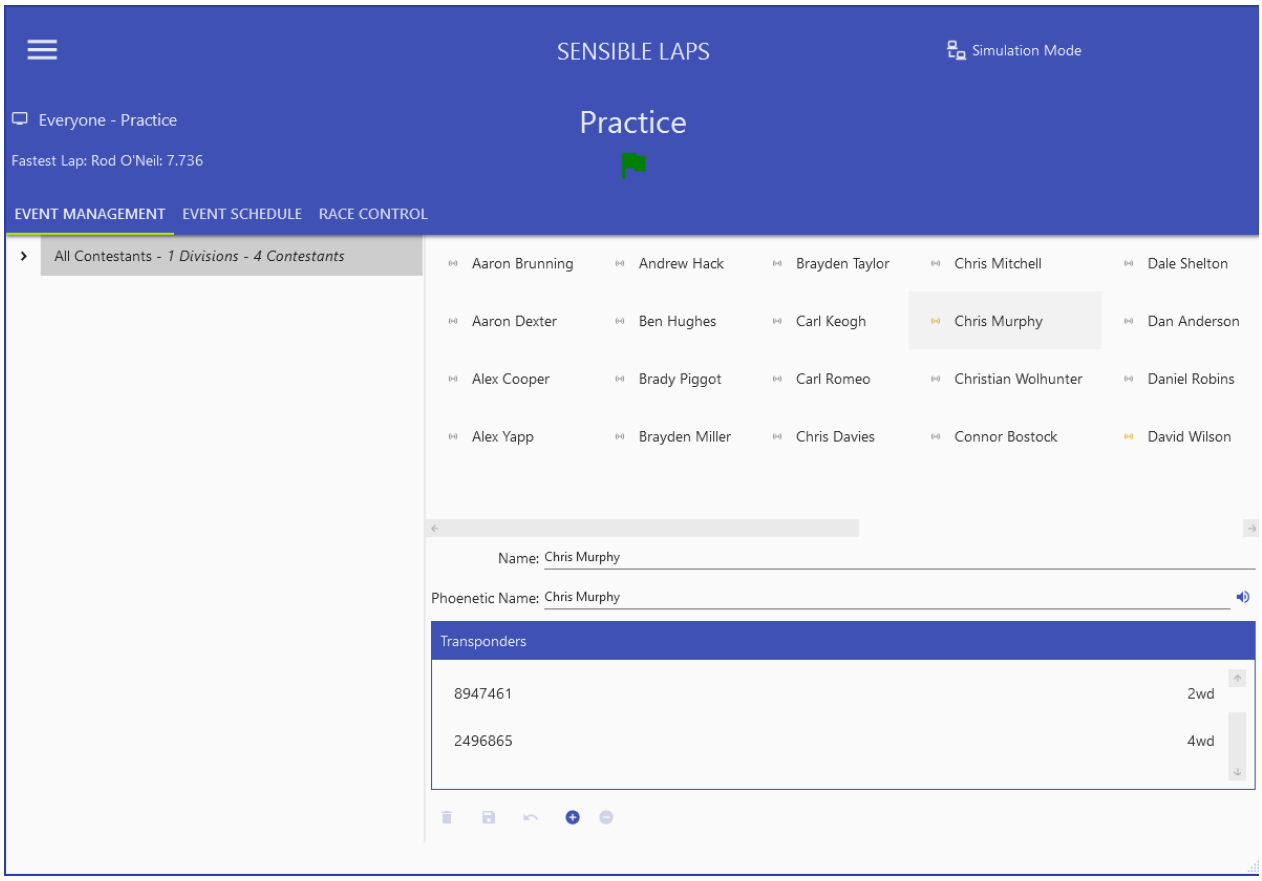


Selecting a previous contestant allows modification of the transponders listed against that person and the text used for text to speech for that person.

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 havent been seen in practice and are not entered in the current event.



Event Detail

The event detail view shows event specific options.

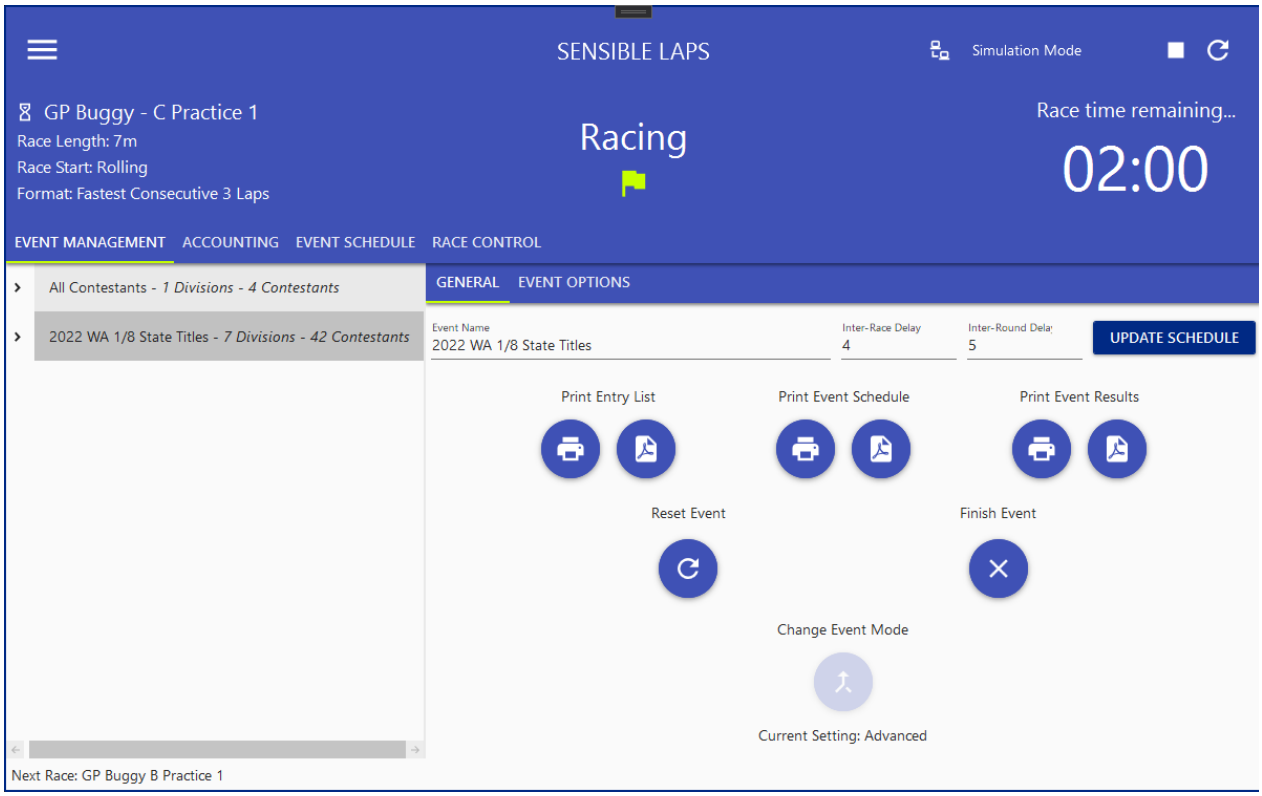
The entry list, schedule and results can be printed or saved to PDF.

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)

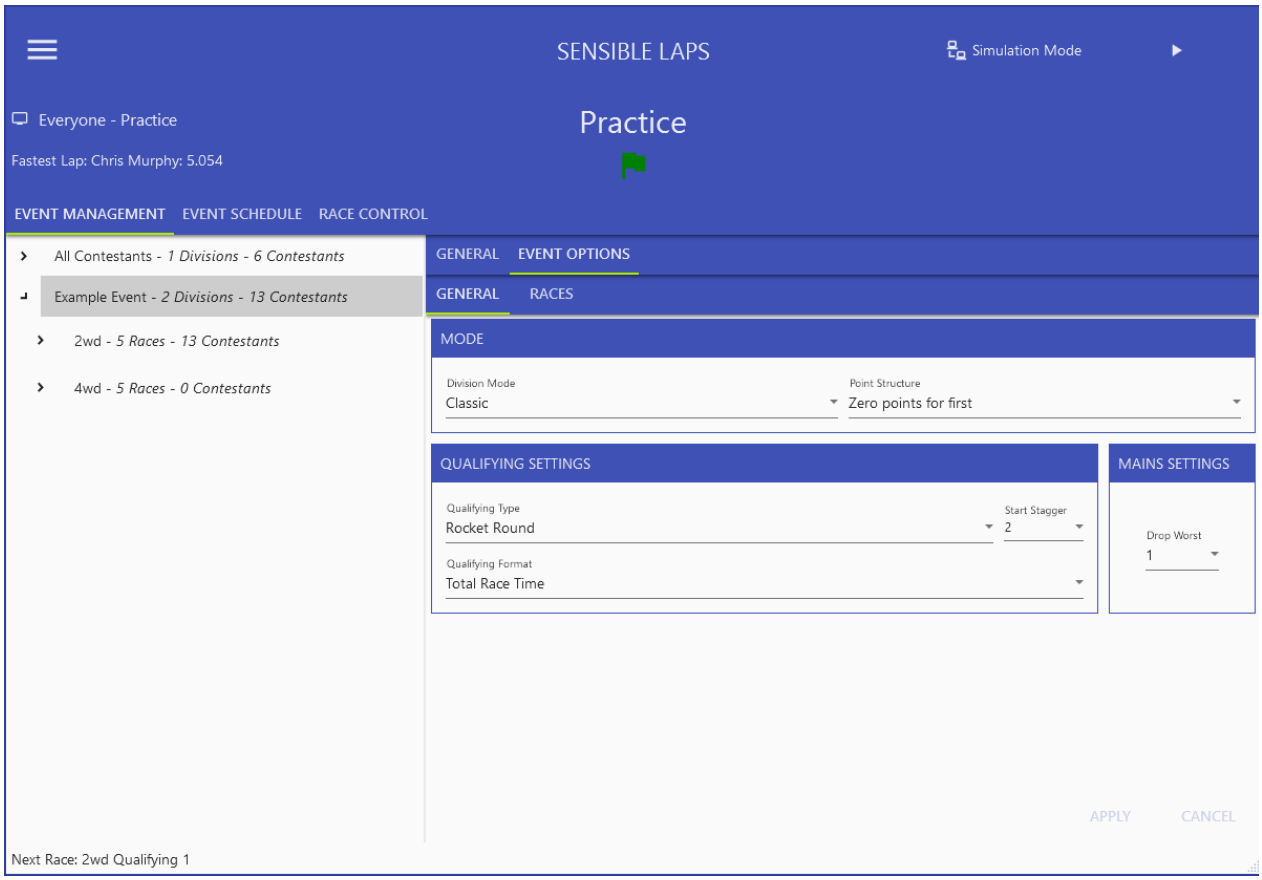
The event can be finished (any un-run nraces set to complete)

The event mode can be changed between basic and advanced.



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.

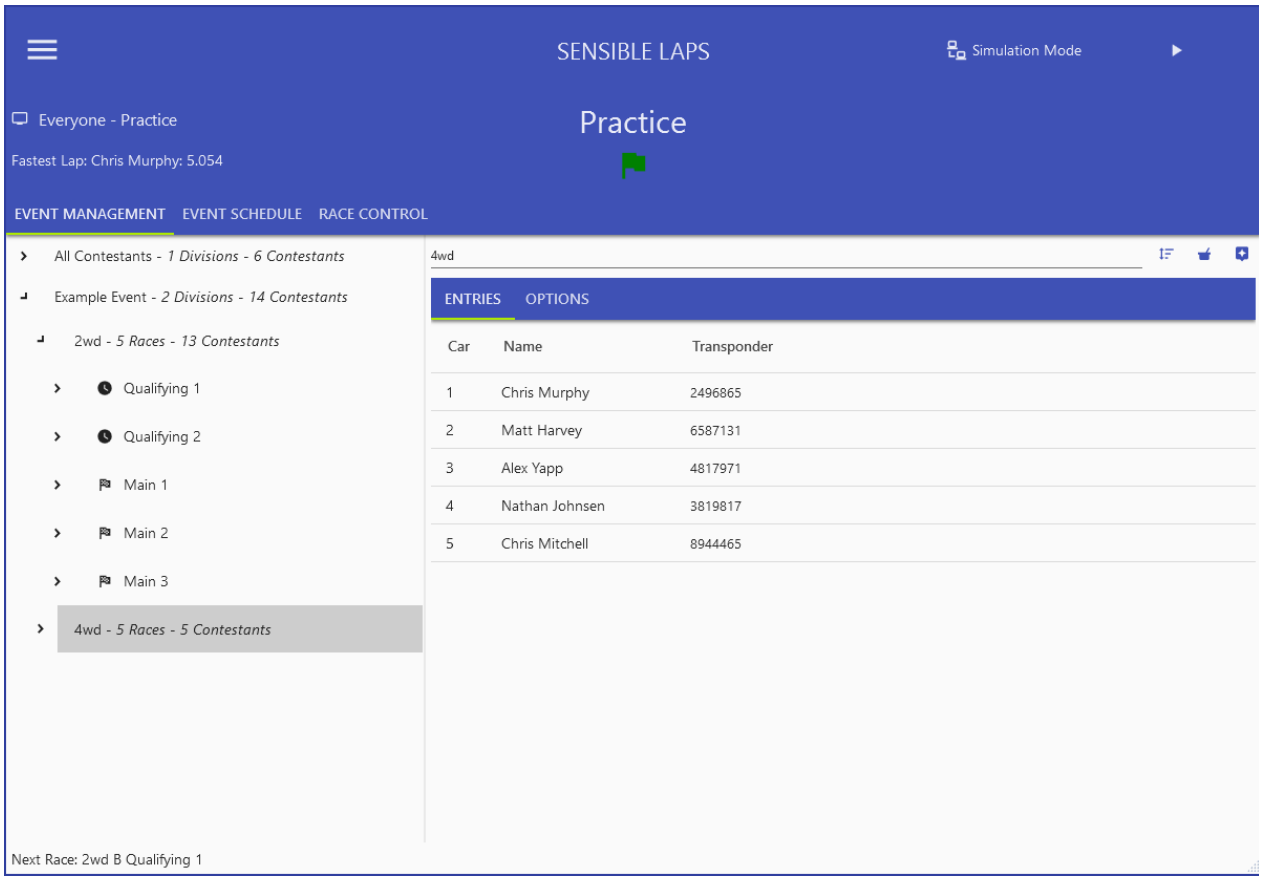


Tool

Division Detail

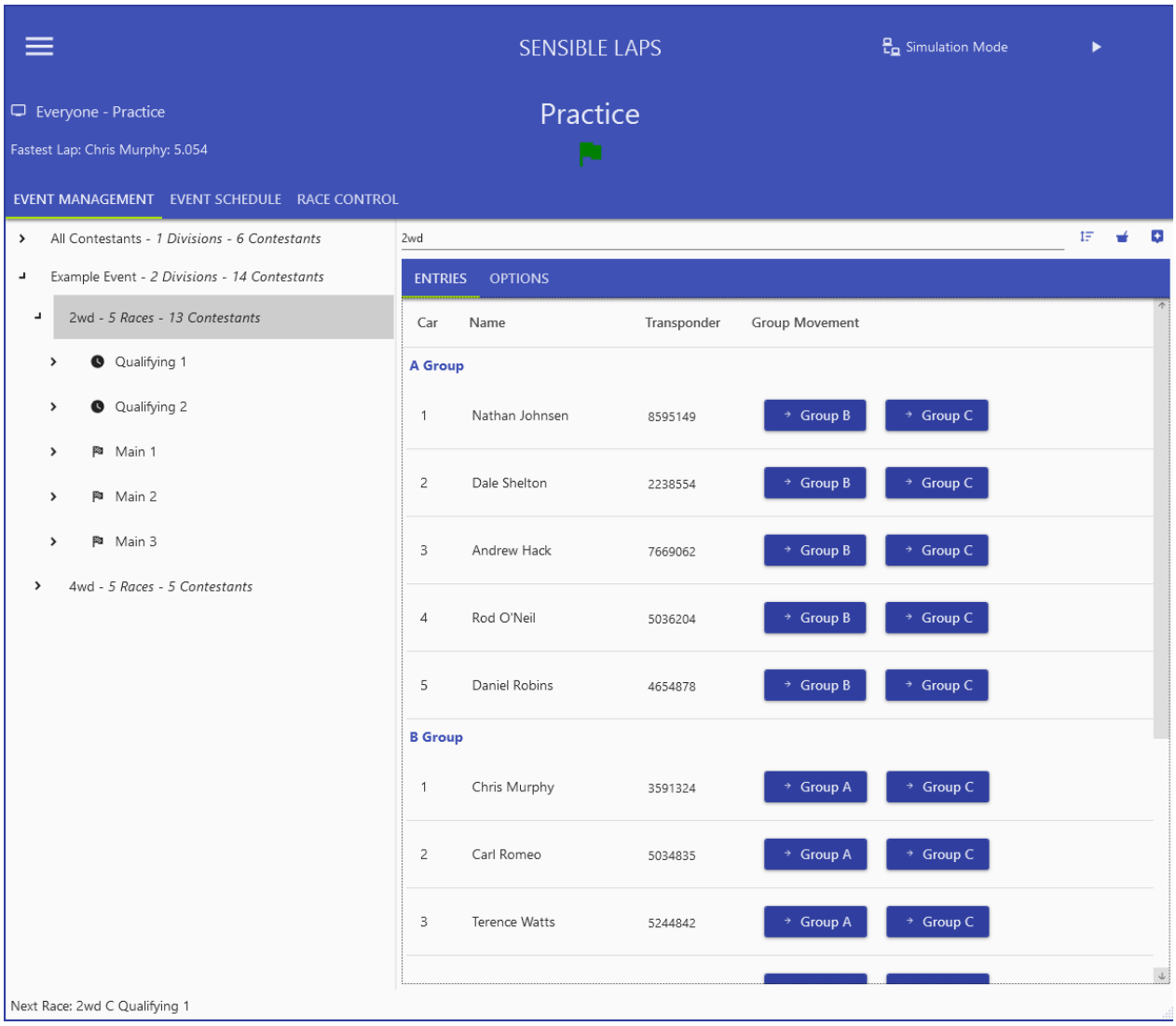
The division detail shows the current entries in the division, listed in the current qualifying order.

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



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

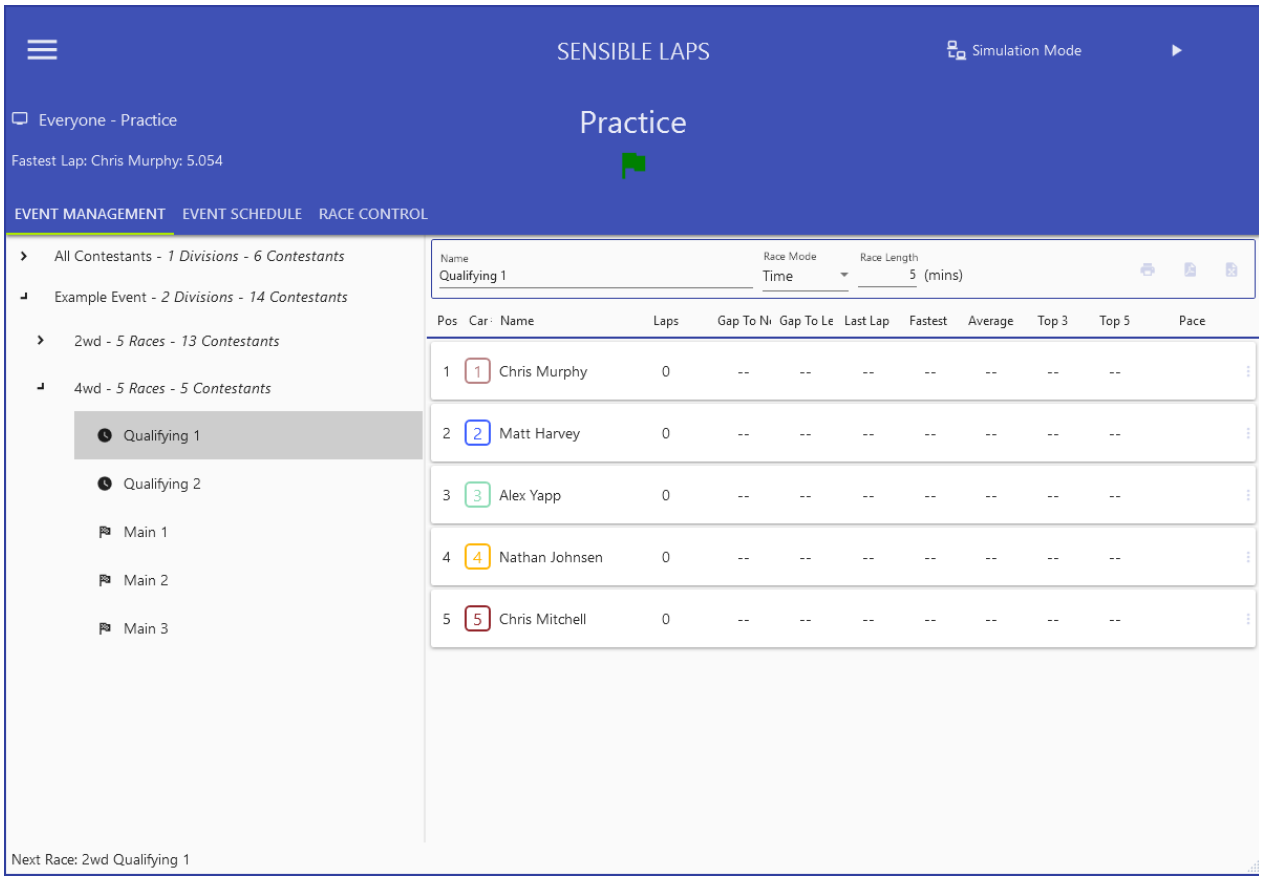
If the division is split (split into A, B, C etc groups) then the view shows options to move each contestant to an alternate group.



Race Detail

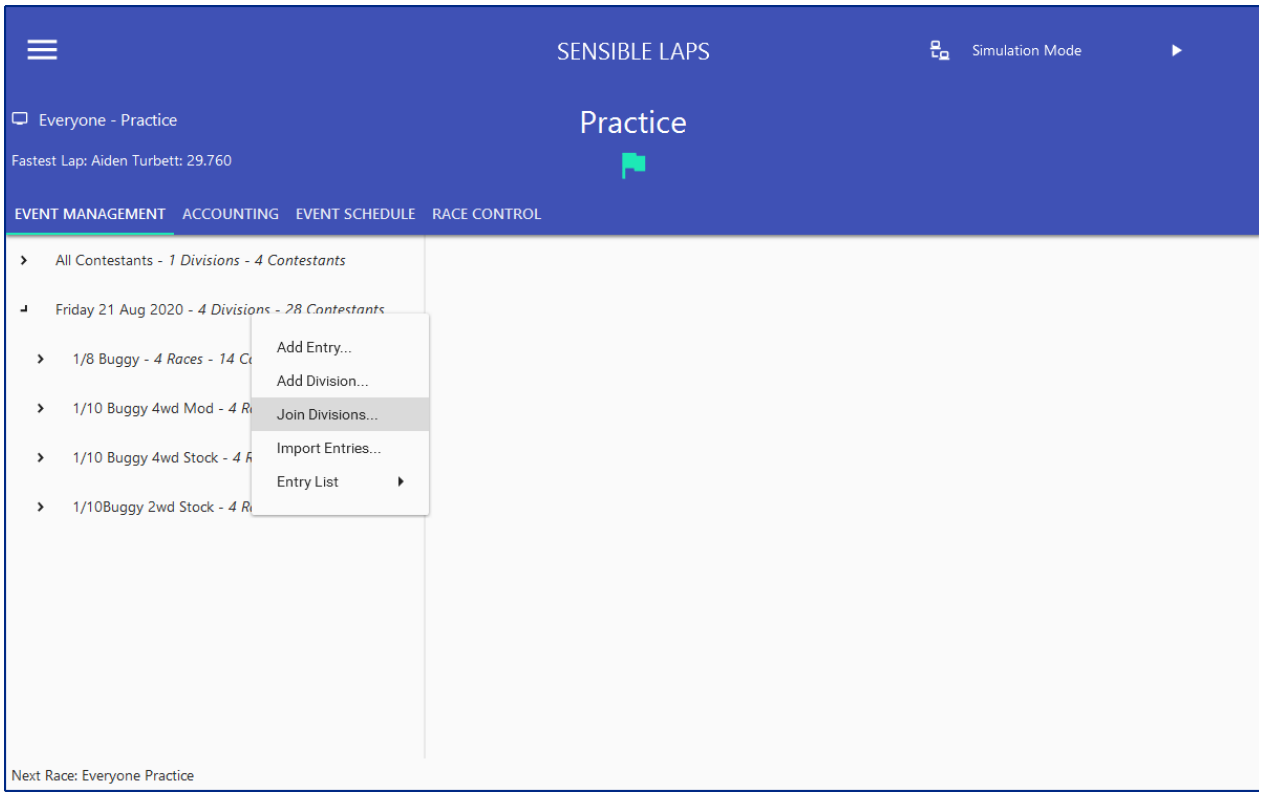
The race detail screen shows the same view as when the race is running through the race control view.

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.



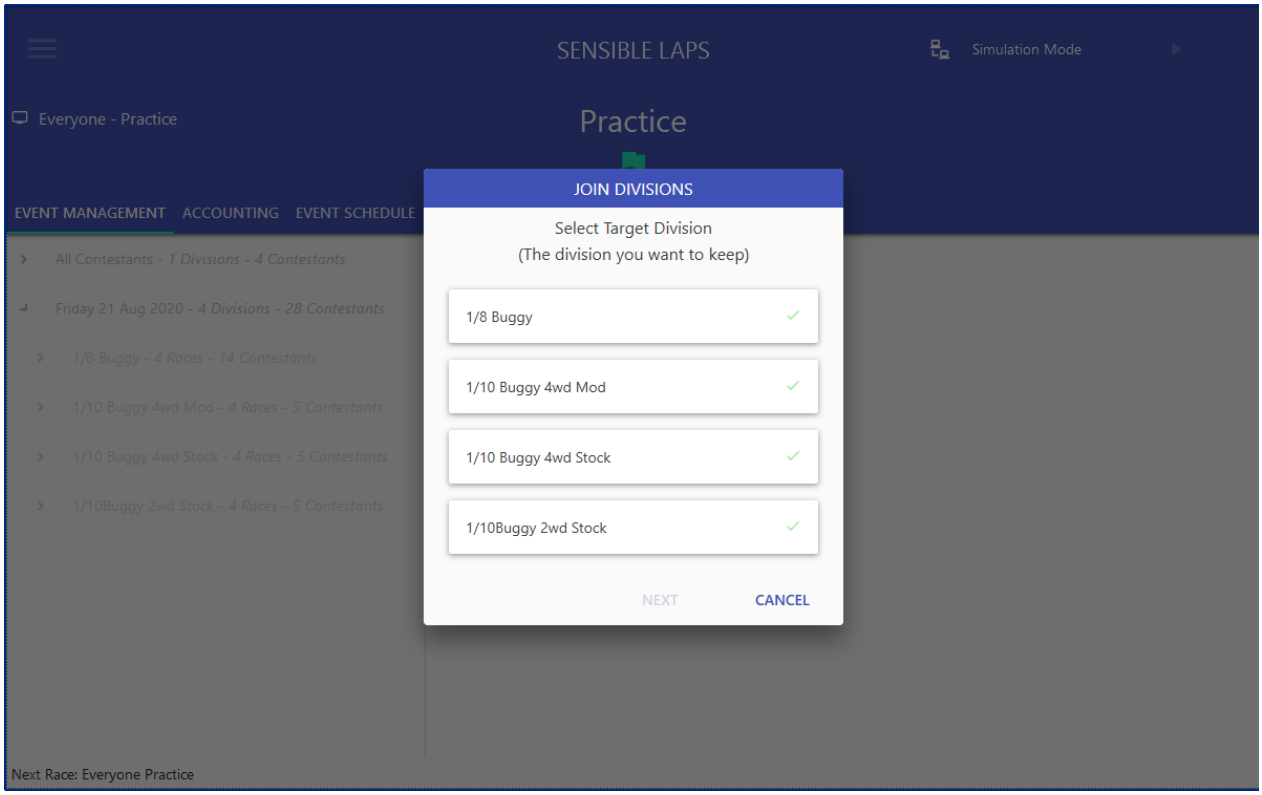
Join Divisions

The "Join Divisions" dialog can be accessed by right clicking the event in event management as shown below



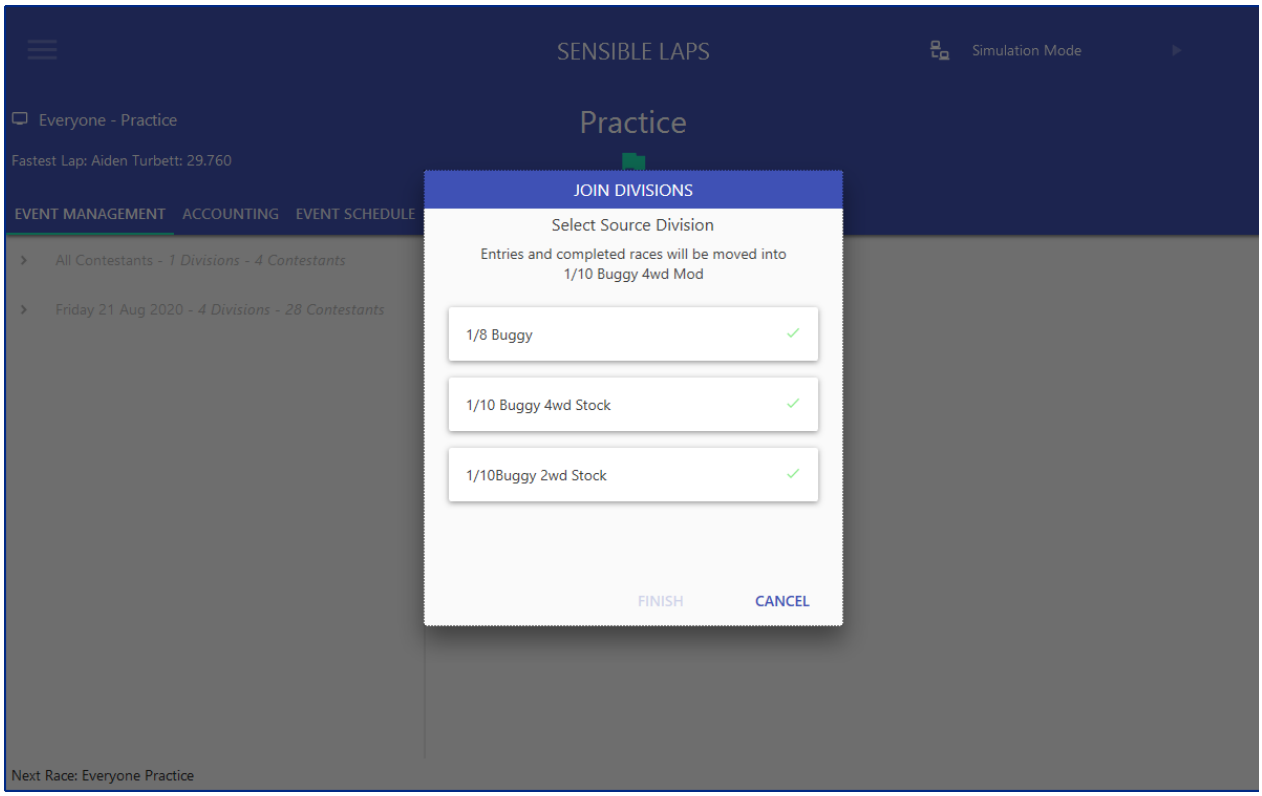
The first screen is to select the target division. This is the division that will be kept.
The green tick shows that the division is valid for being a target. The requirements are:

- 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 teh 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.

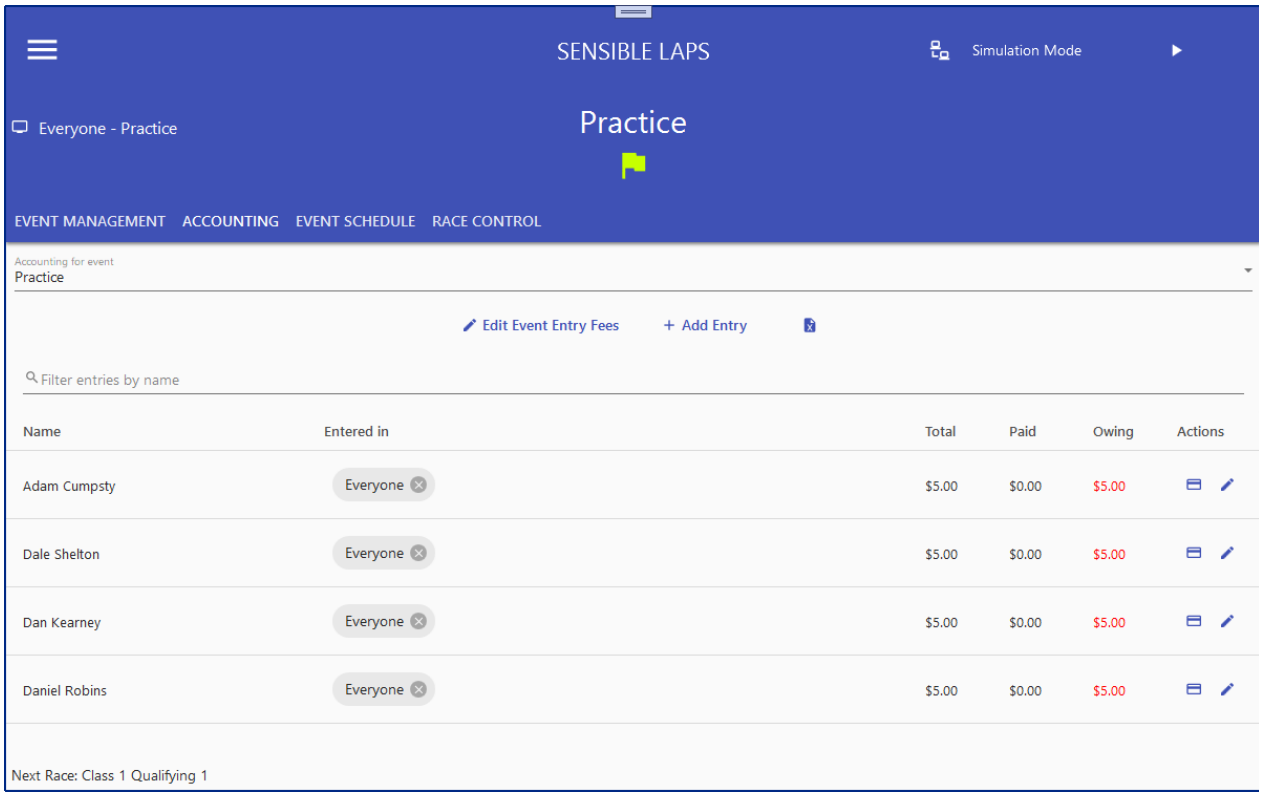
Event Accounting

The event accounting tab lets you manage entrant payments.

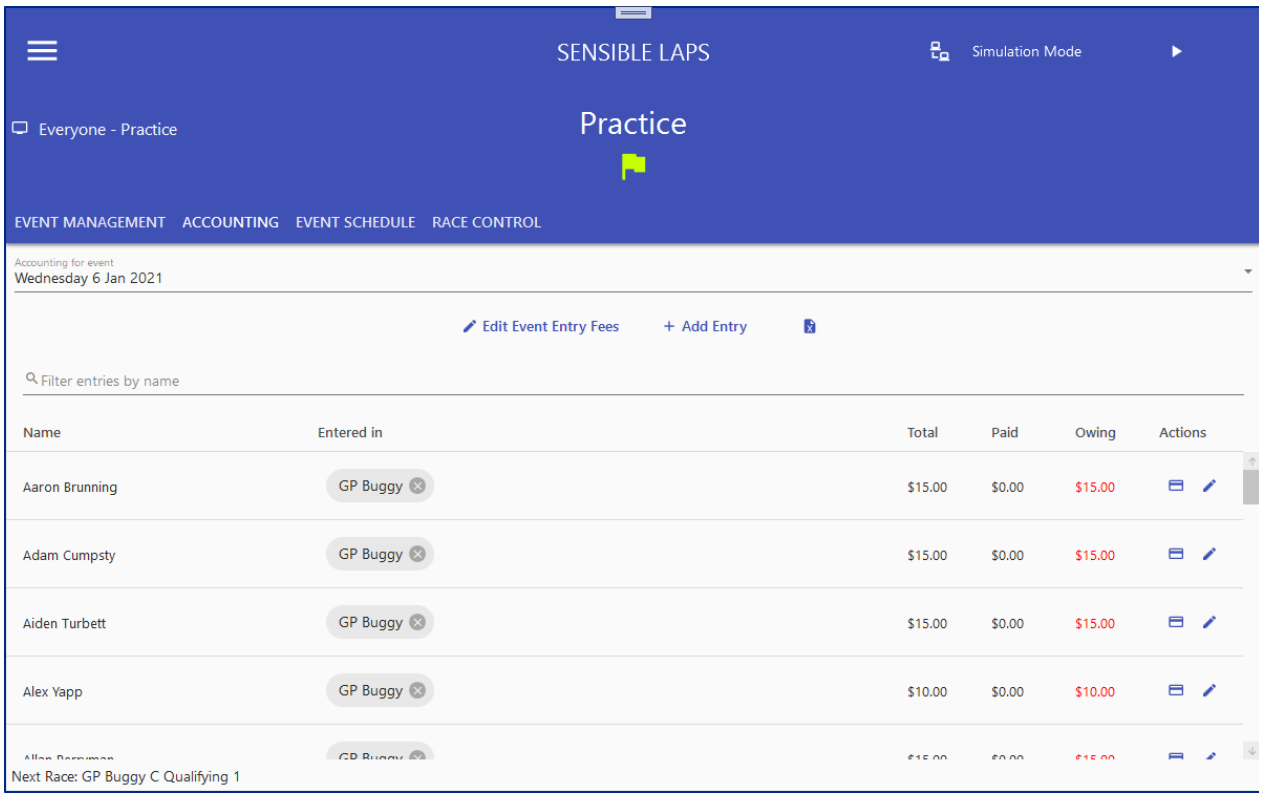
The entry fee and subsequent entry fee are saved per projet, however there are default values applied to a new event, located in *General Settings*.

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



Current event selected shown below



The fees available for the event can be modified by clicking Edit Event Entry Fees

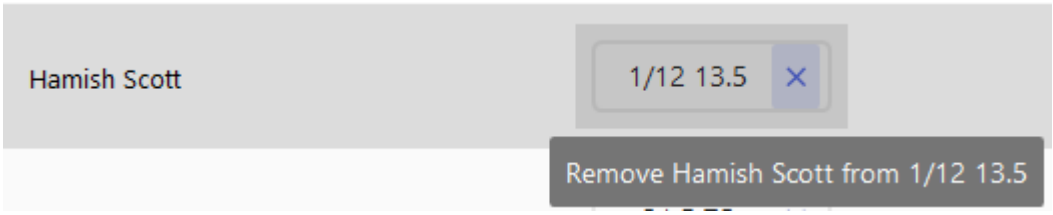
New entries can be create on this screen by clicking the add new entry button + Add Entry

Quick actions for each entry are:

Mark as paid

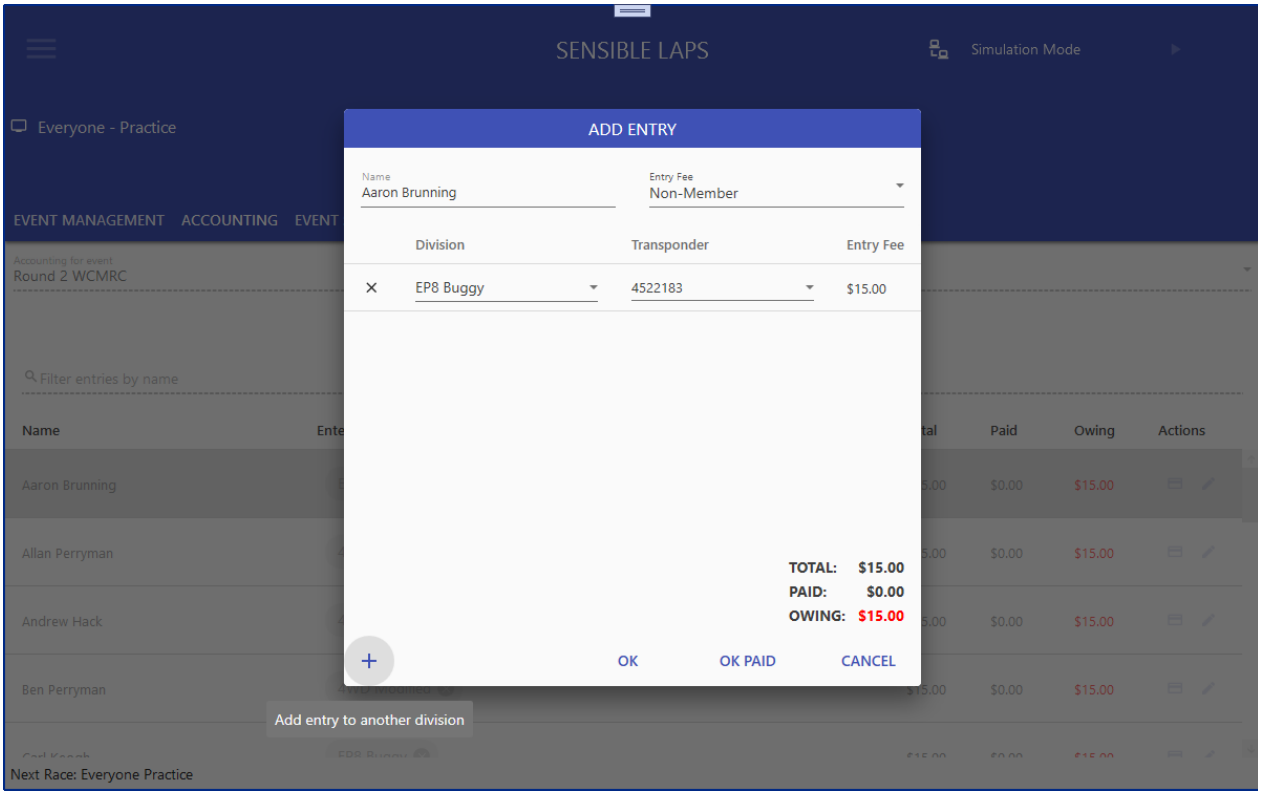
Edit Entry

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.

Event Schedule

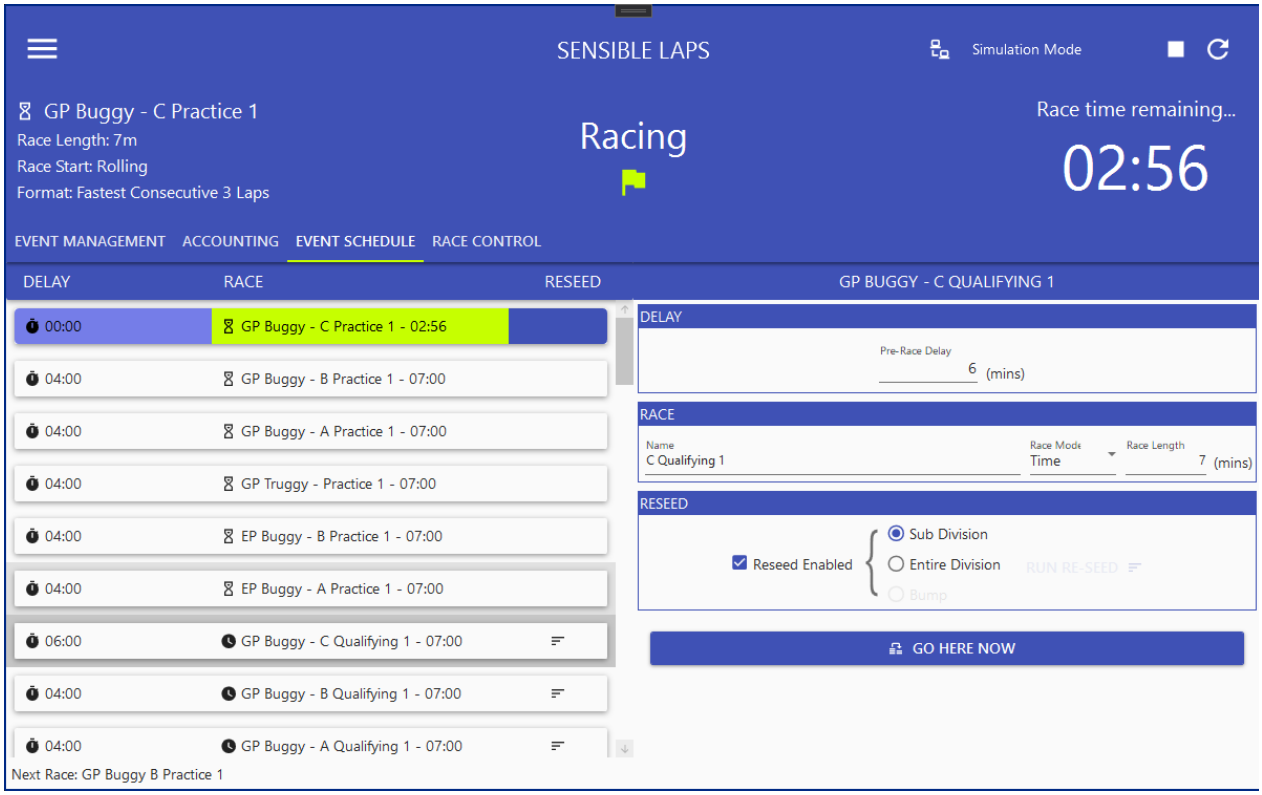
The event schedule shows the linear progress of the event.

The left pane shows the list of races to run, top to bottom, with their pre-race delay and the type off 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.



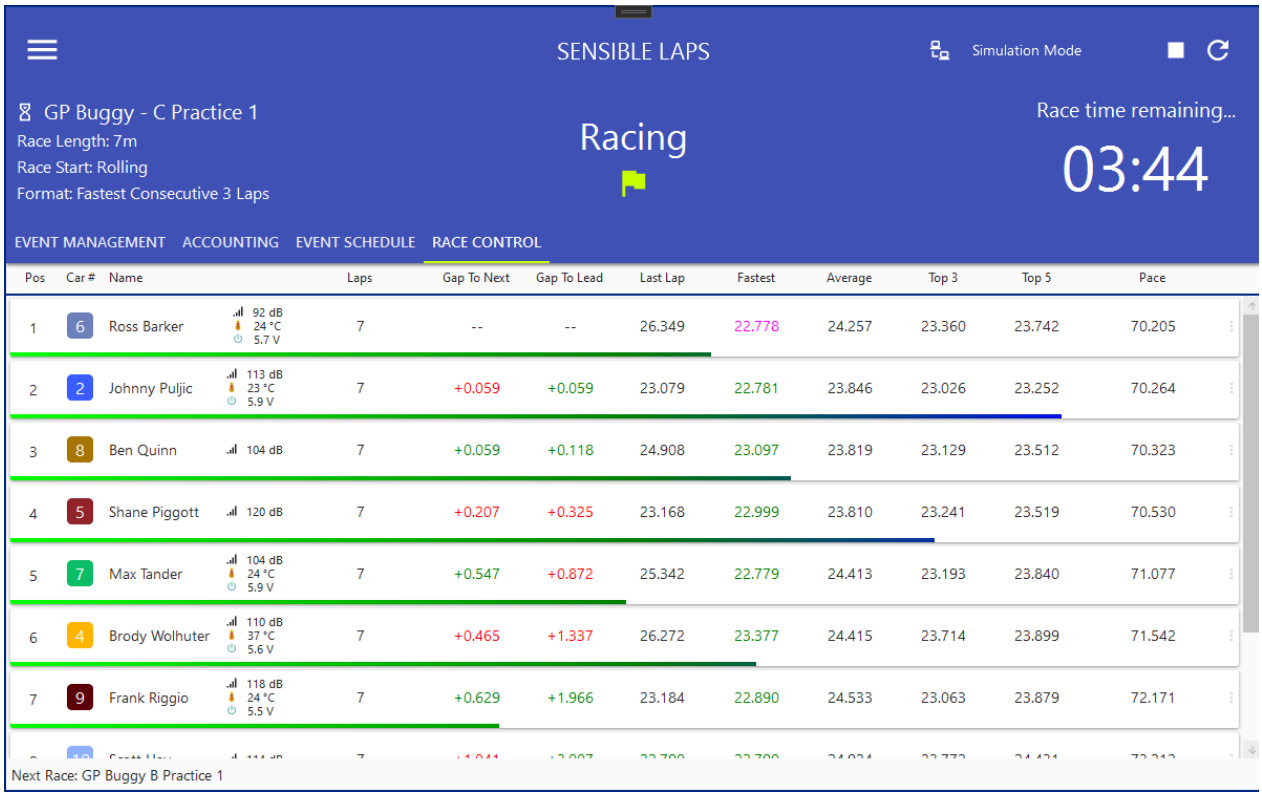
Any schedule item can be selected and the schedule can be moved to that item by clicking the "go here now" button.

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

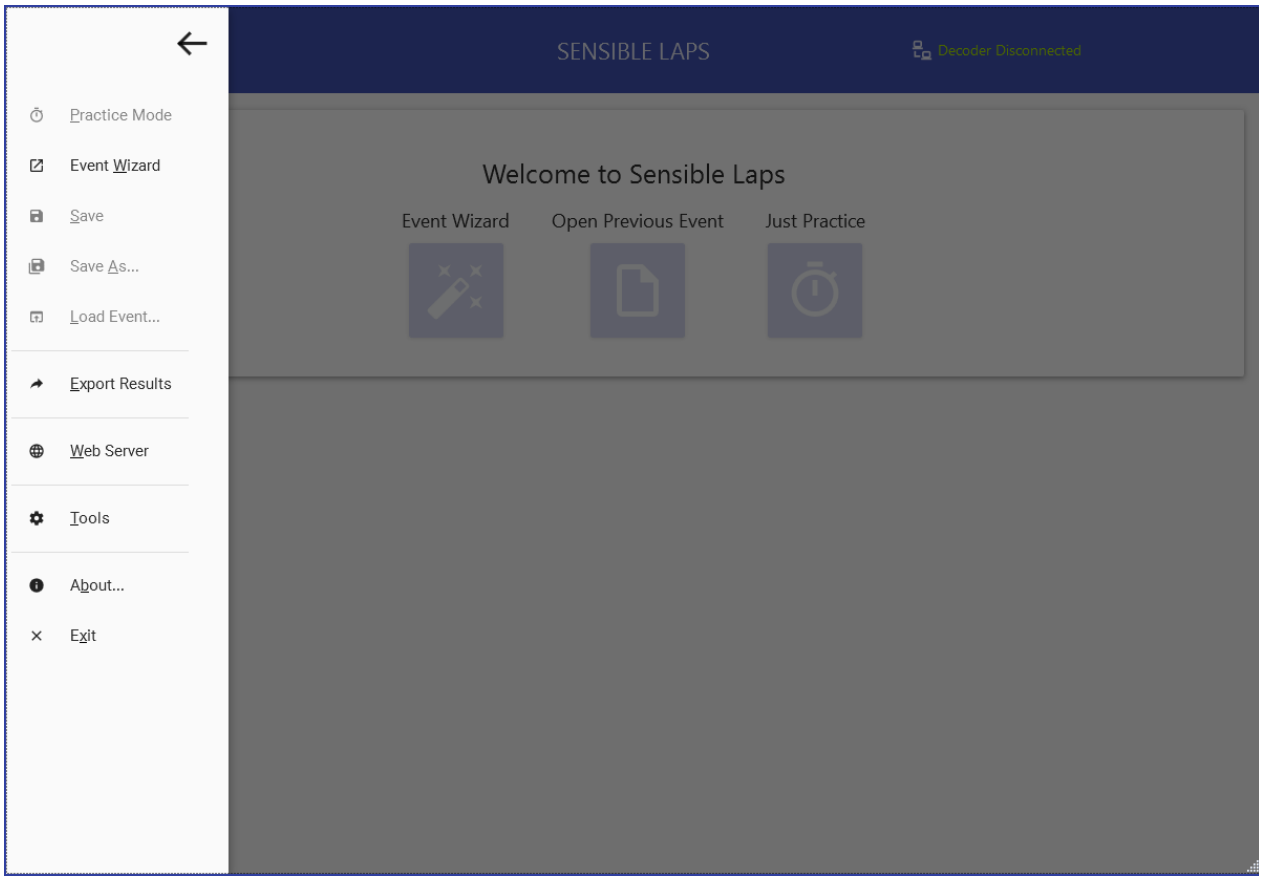
The race control tab shows the currently runing race.



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.



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 exisiting 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 seperate 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.

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*.

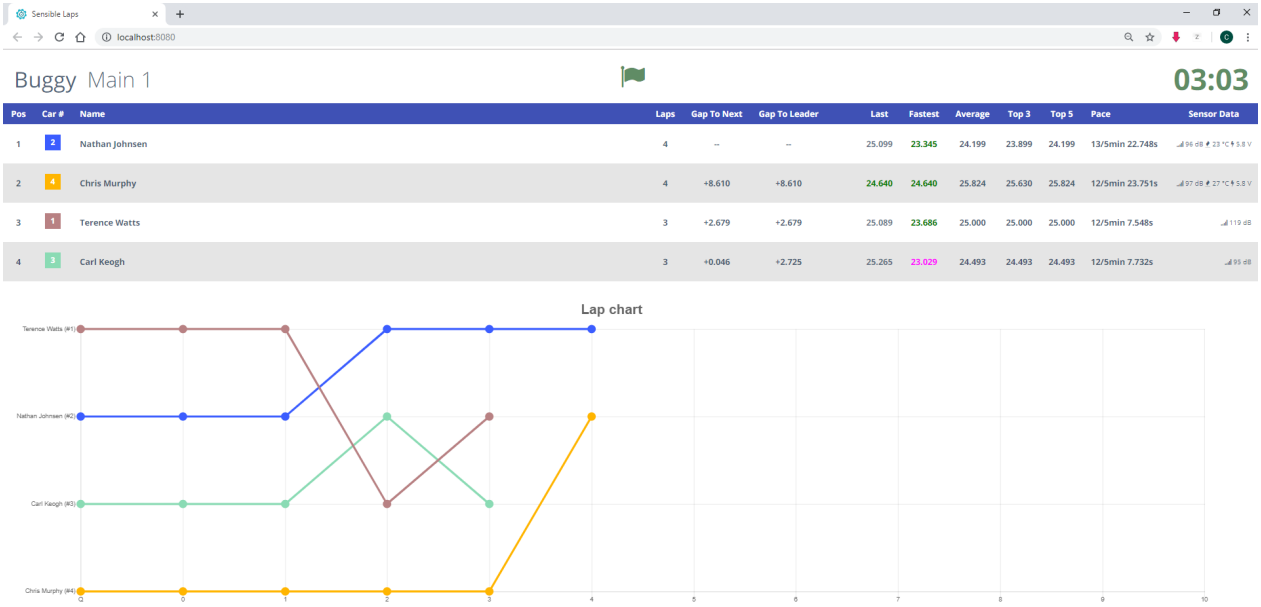
This web server will show the current race progress and can be accessed from multiple other devices (check

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.

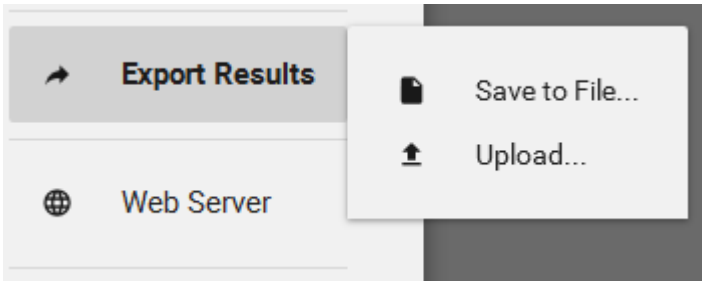
As the data is displayed in a browser, it can be scaled to suit your equipment.



Export Results

Once an event is complete, The results can be exported to a file or to the Sensible Laps results site (https://results.sensiblelaps.com).

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

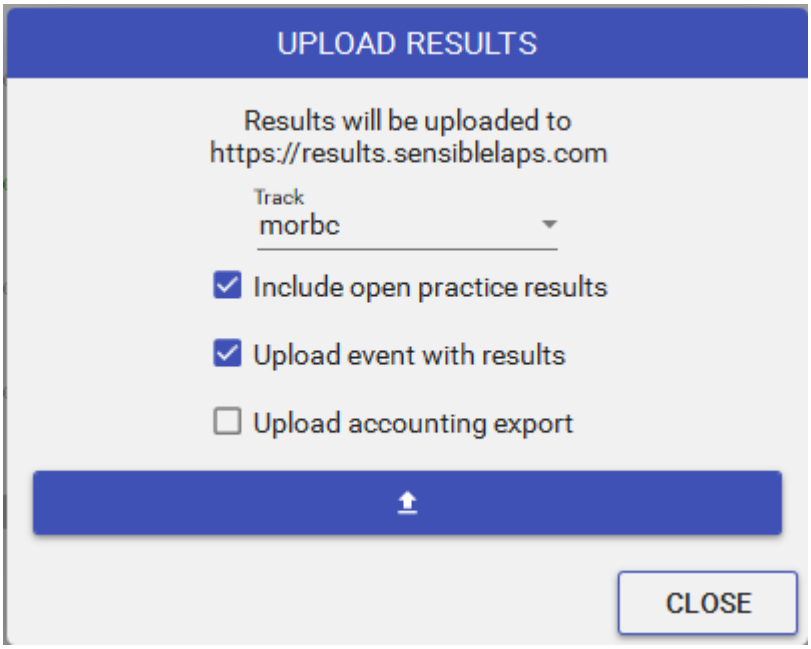


Upload

The list of tracks available is determined by your license.

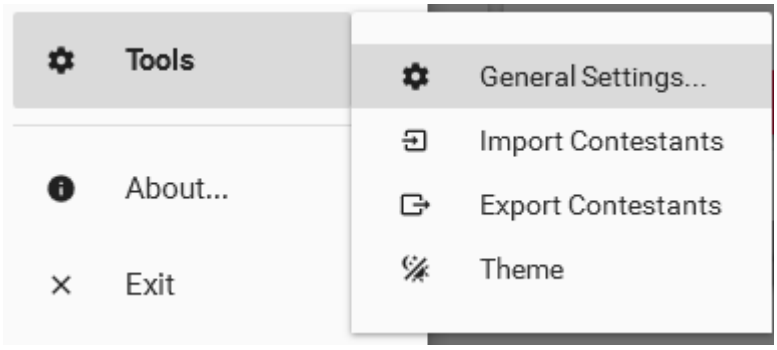
Most licenses will only have a single track available.

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



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)*

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.

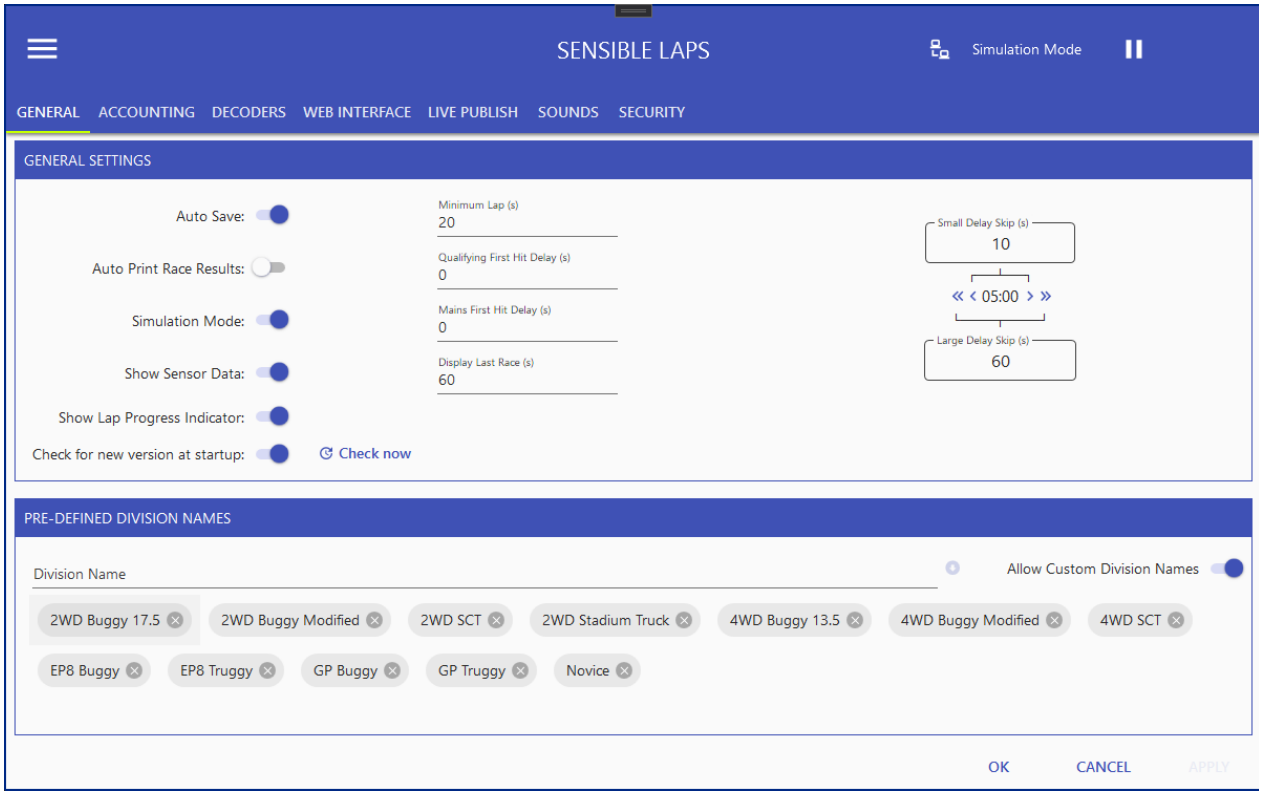
To add a new name, type the name in the text box and click the button to add the name to the list  . You can not add a duplicate name.
To remove a name, click the delete button on the name 

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.



Accounting

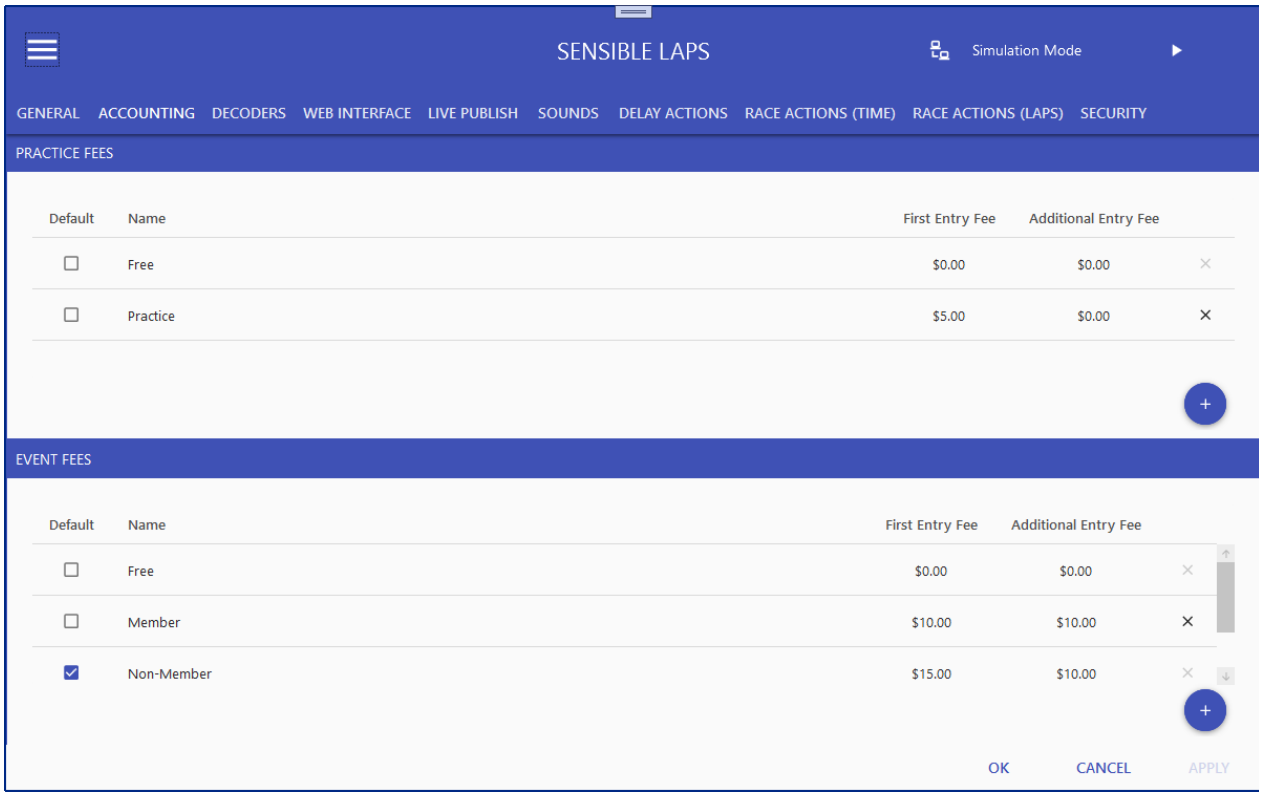
Entry fees can be defined here, new events from a template with no fees applied will get these fees added when they are created.

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.

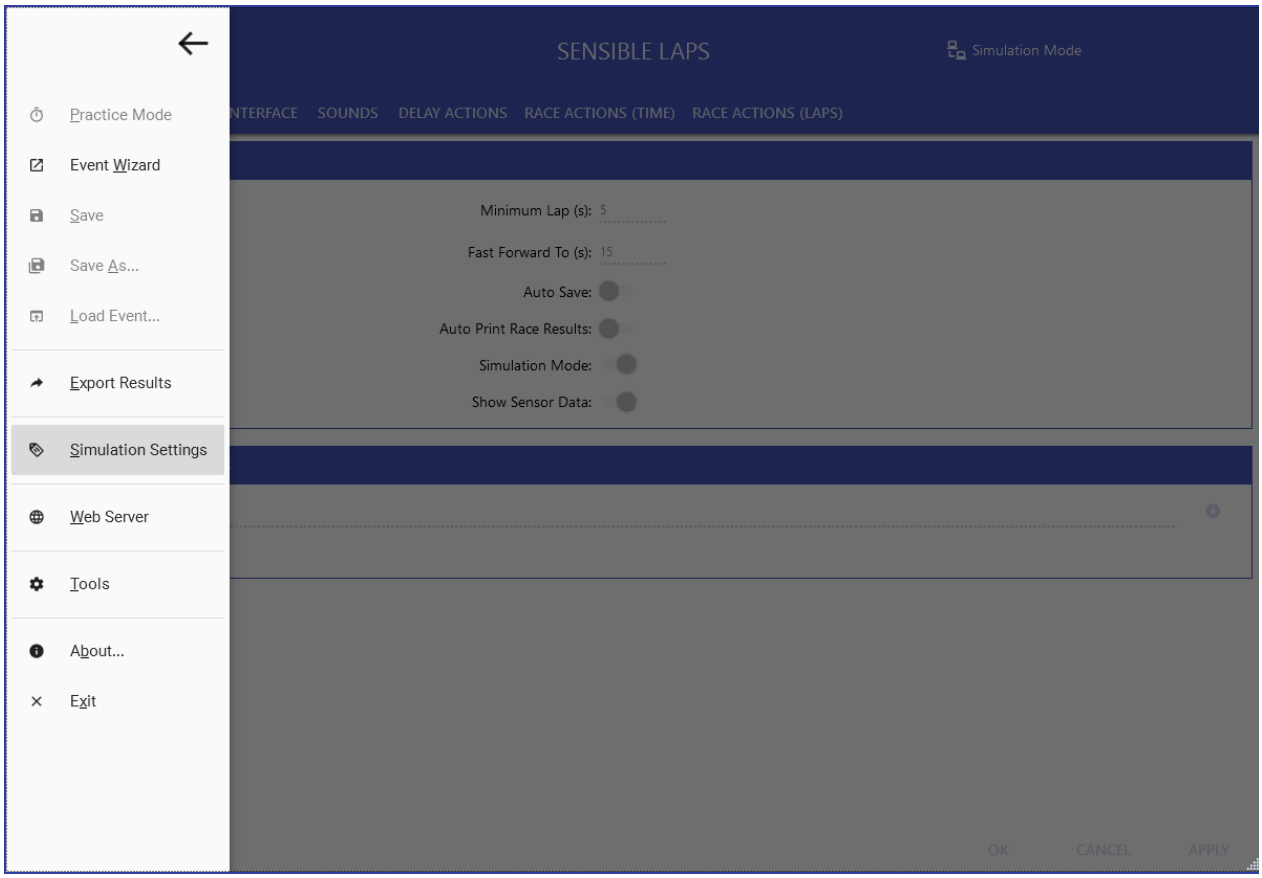


Simulation Mode

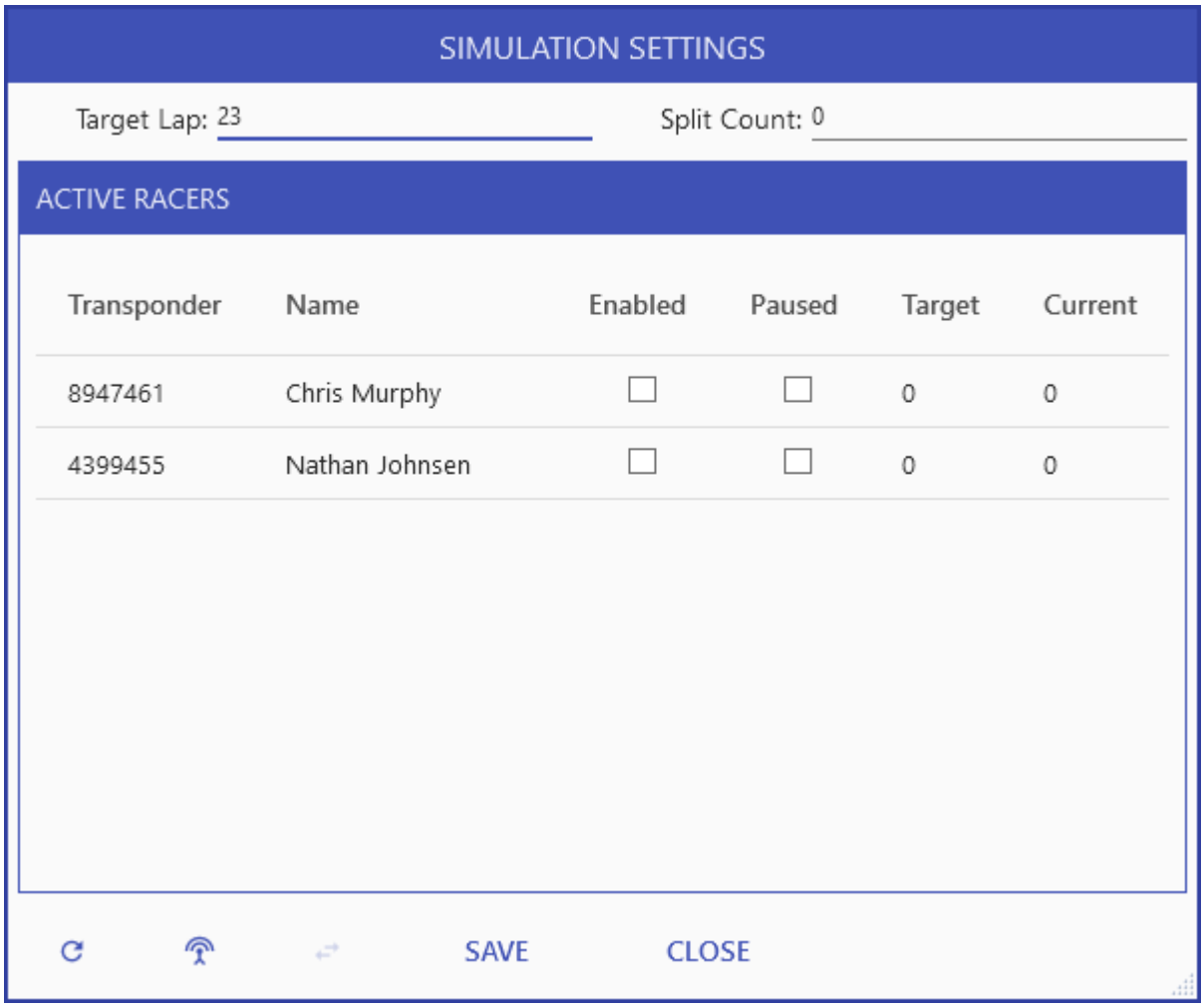
Simulation mode allows the software to be tested without the use of a decoder.

Simulation mode is enabled in *General Settings.*

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



Simulation control window:



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

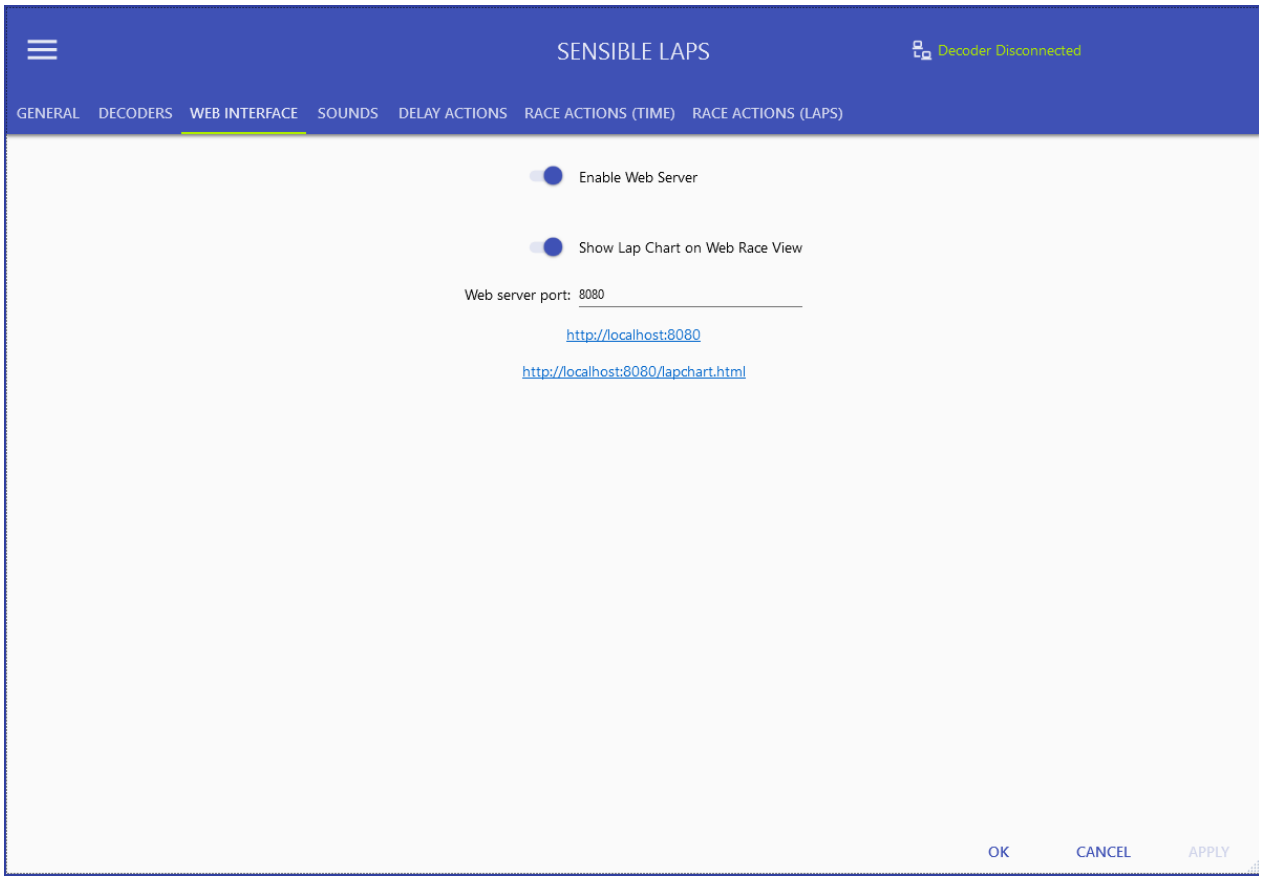
If enabled, a lap chart is displayed on the web view.

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



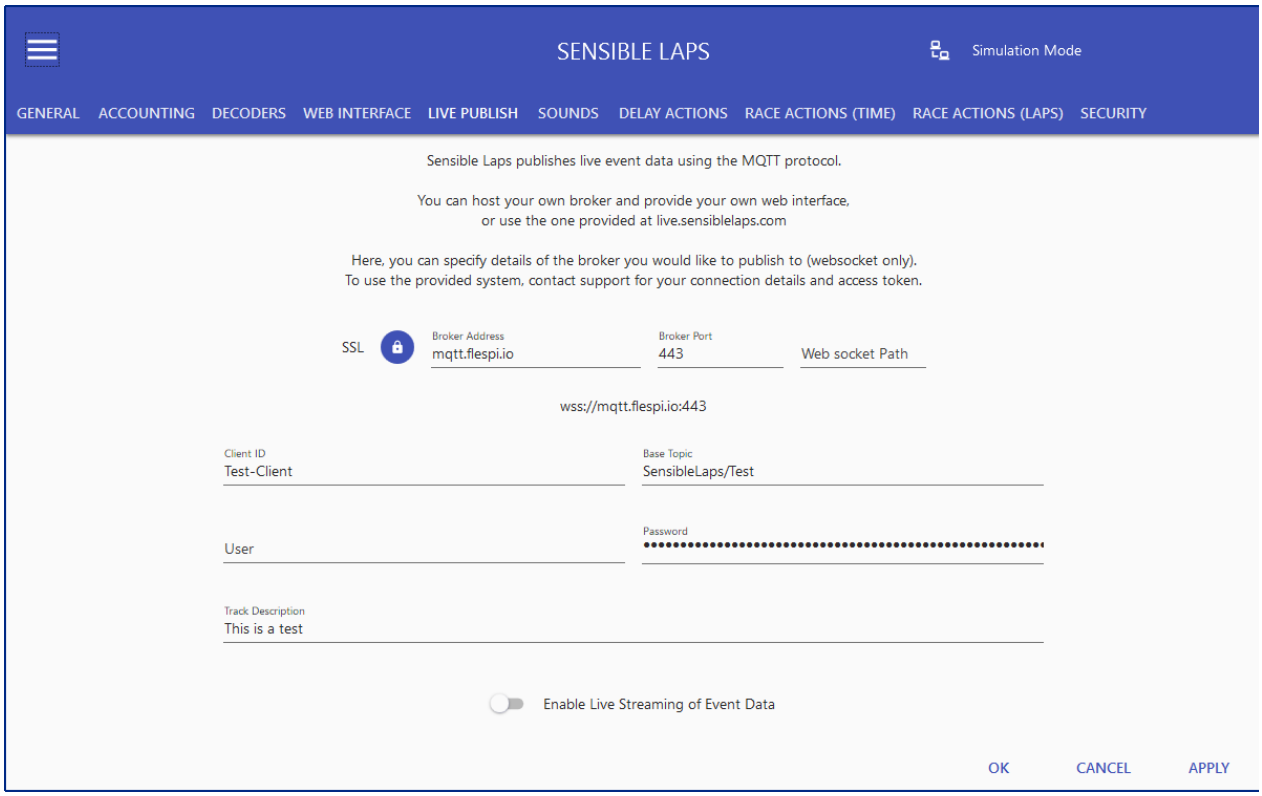
Live Publish Settings

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.



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

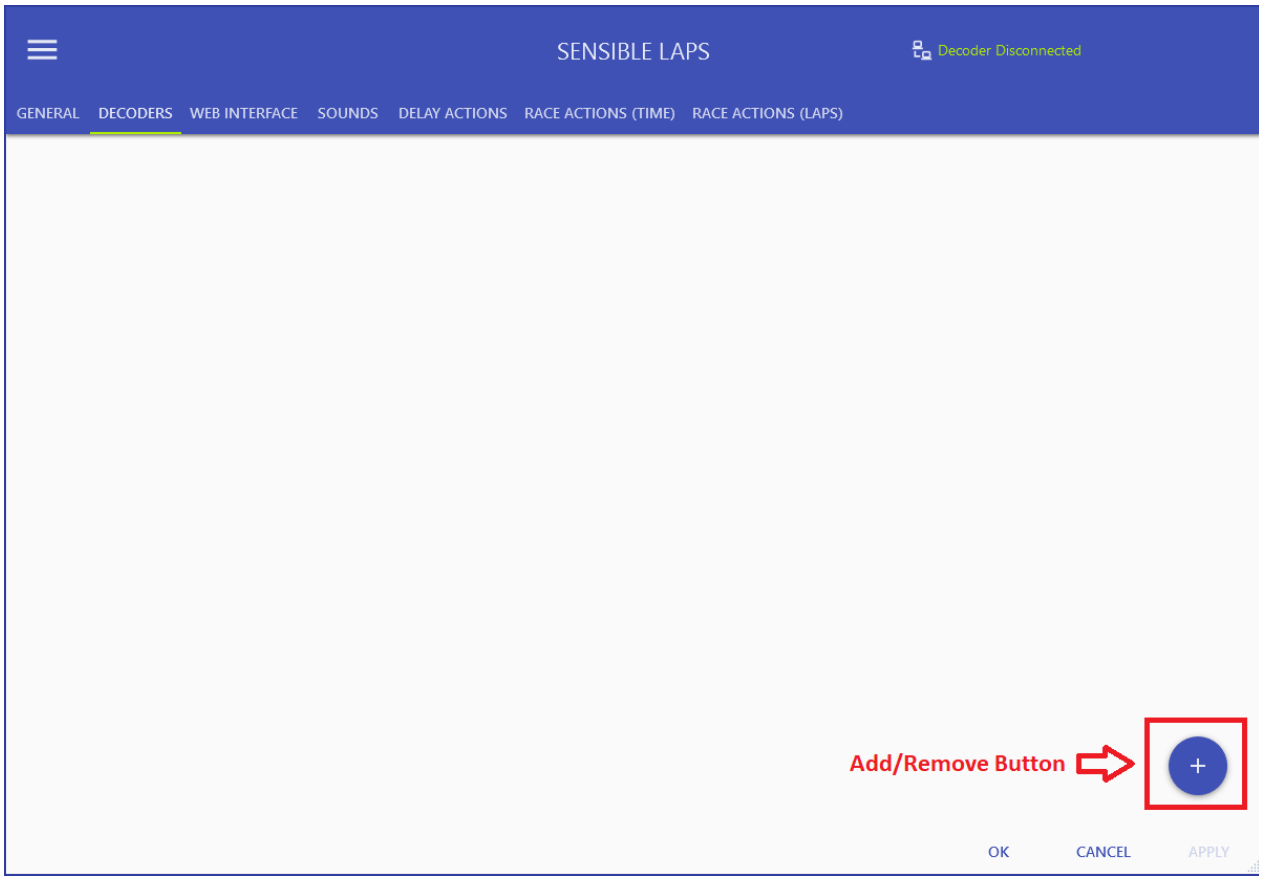
The decoders section allows for adding/removing and configuration of decoders.

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).

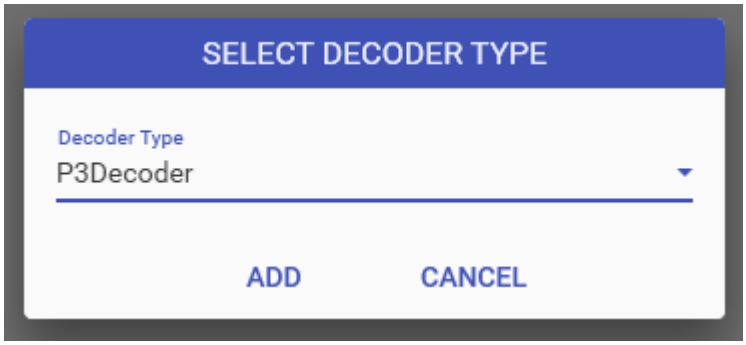
New decoders can be added using the add/remove button on the lower right.

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.

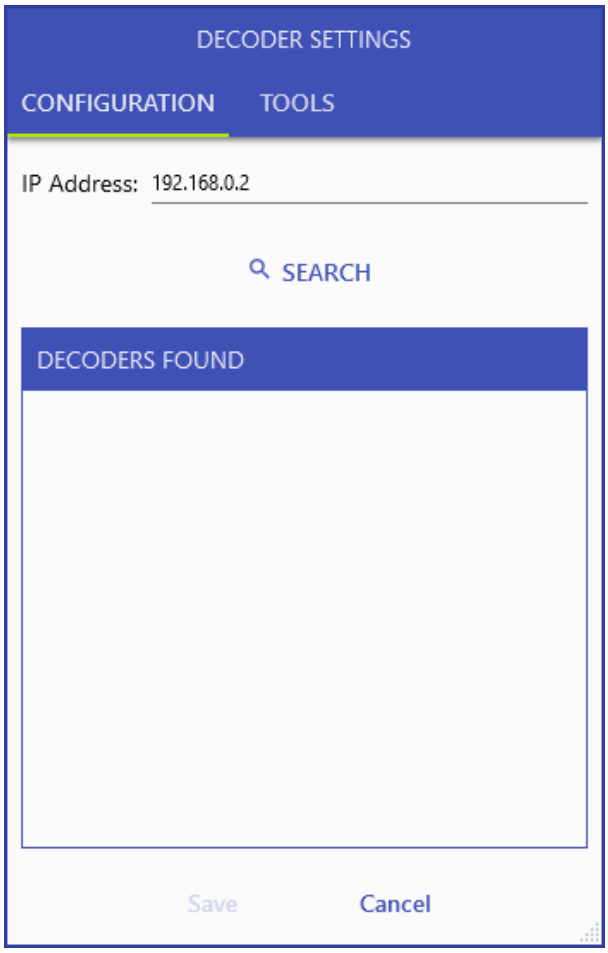
Configure decoder shows a dialogue for the specific decoder type.

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.

Sounds

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:

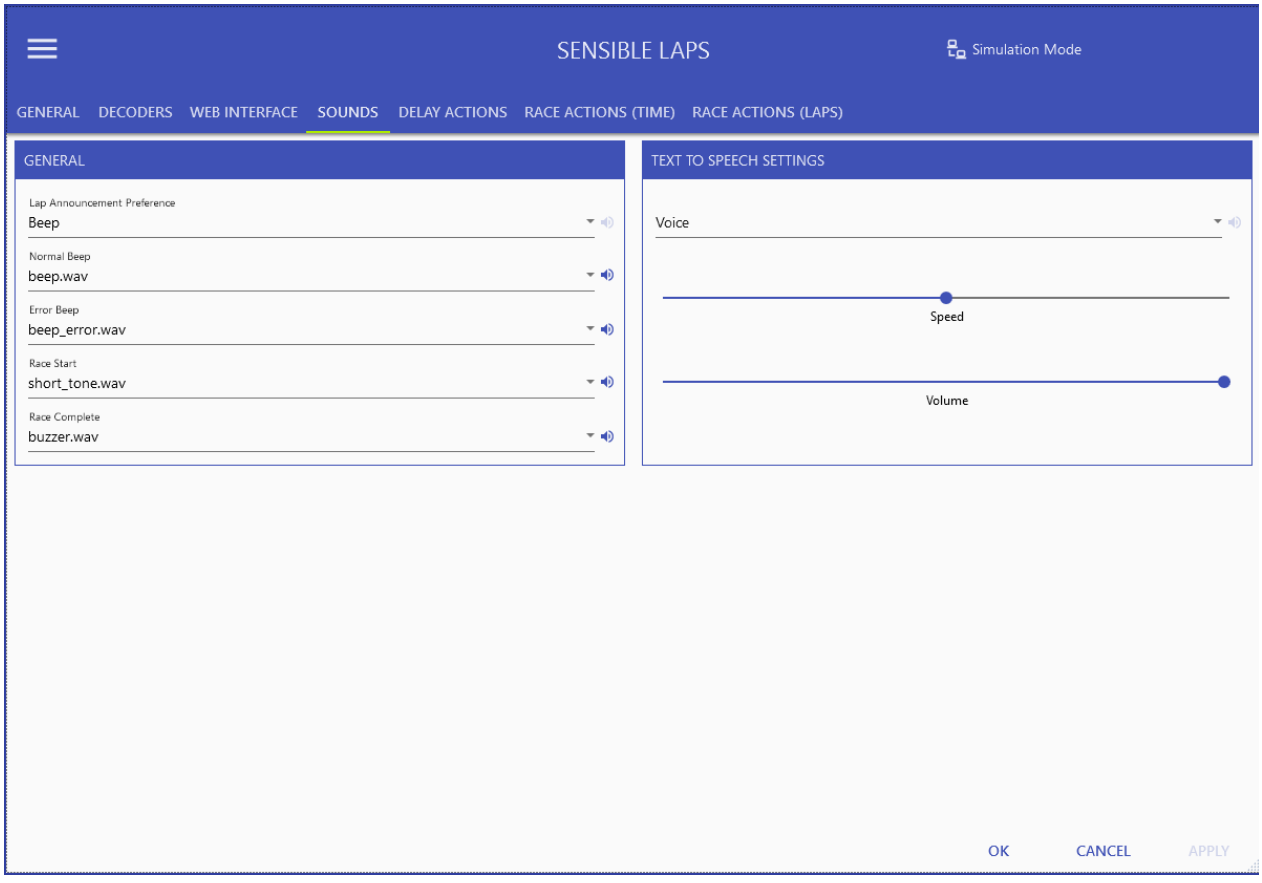
Audio file to play when the race finishes

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.



Delay Actions

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

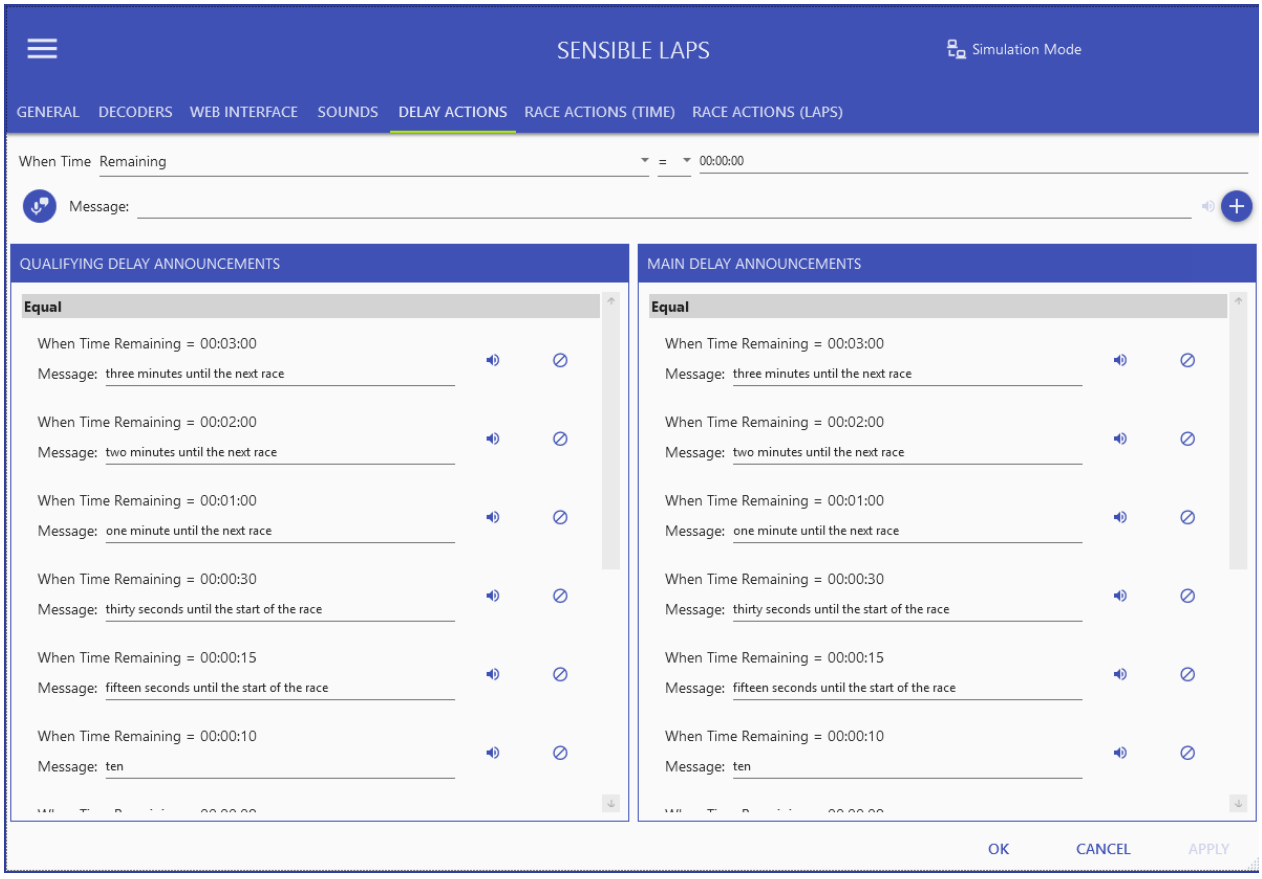
For example, with one minute until the next race starts, you may want the text "One minute until the next race" to be spoken.

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.

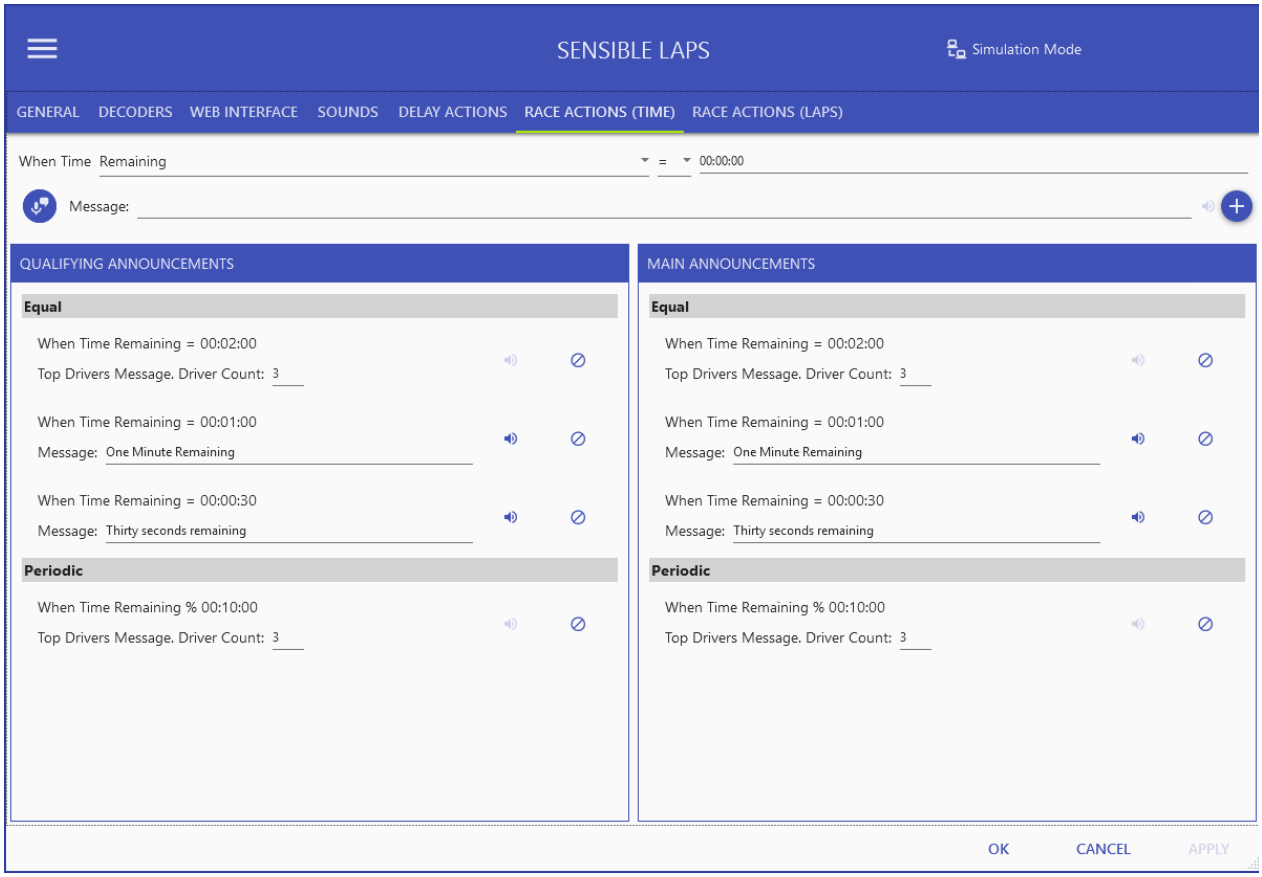
The periodic operator (%) means that the action will occur at that period of time remaining/complete.
For example, with a periodic action set to 10 minutes remaining, whenever the time remaining is a multiple of 10 minutes, the action will be performed.



There are seperate action lists for qualifying and main races.

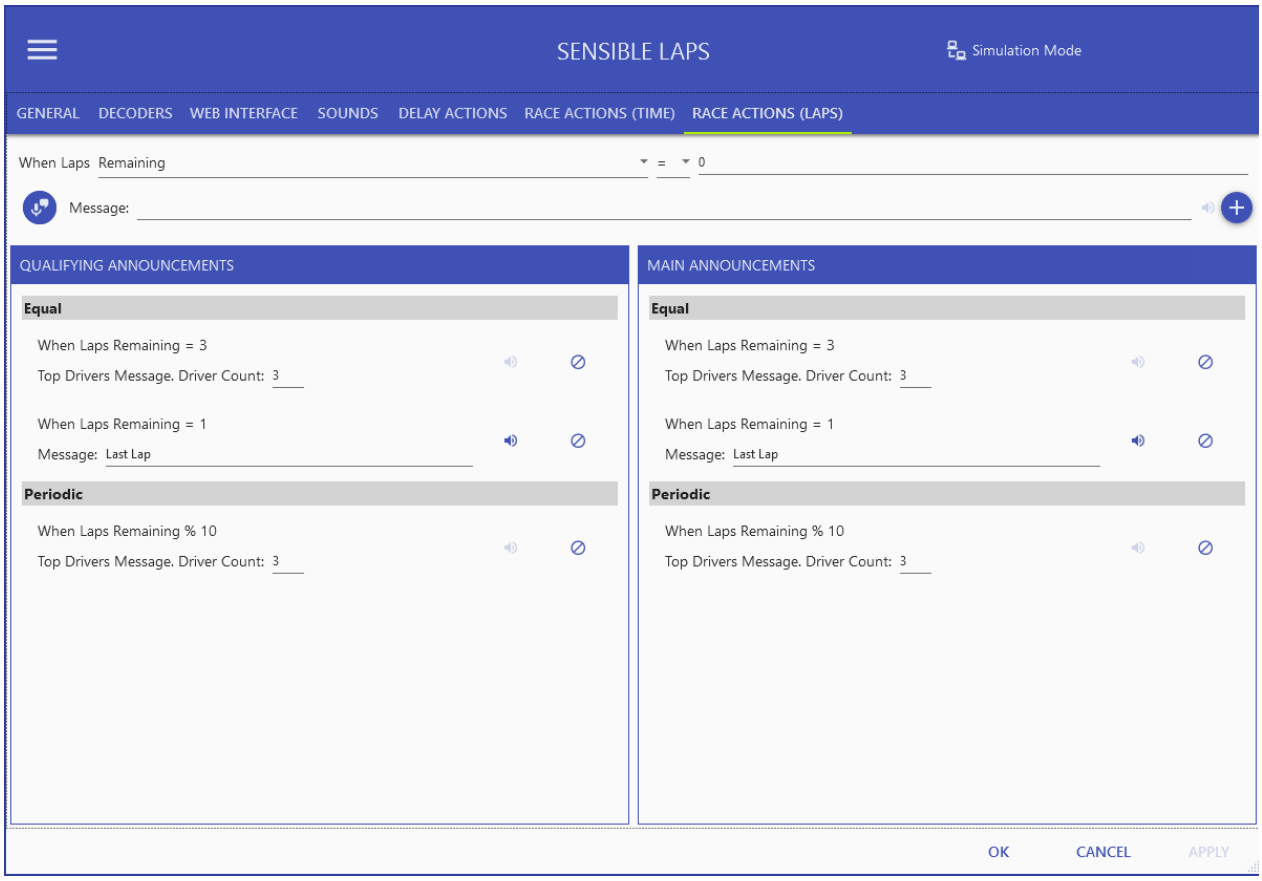
Race Actions (Time)

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



Race Actions (Laps)

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

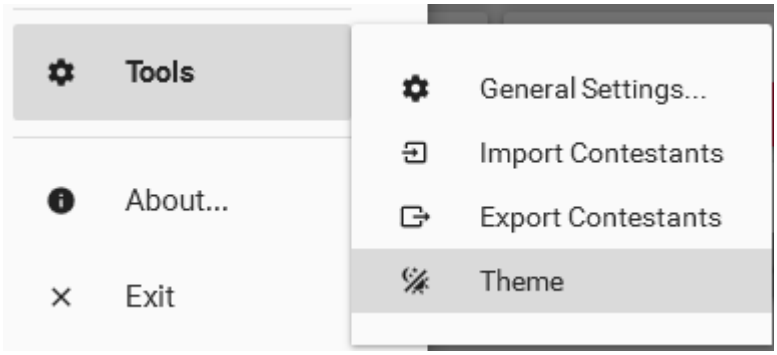


Security

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.

Theme

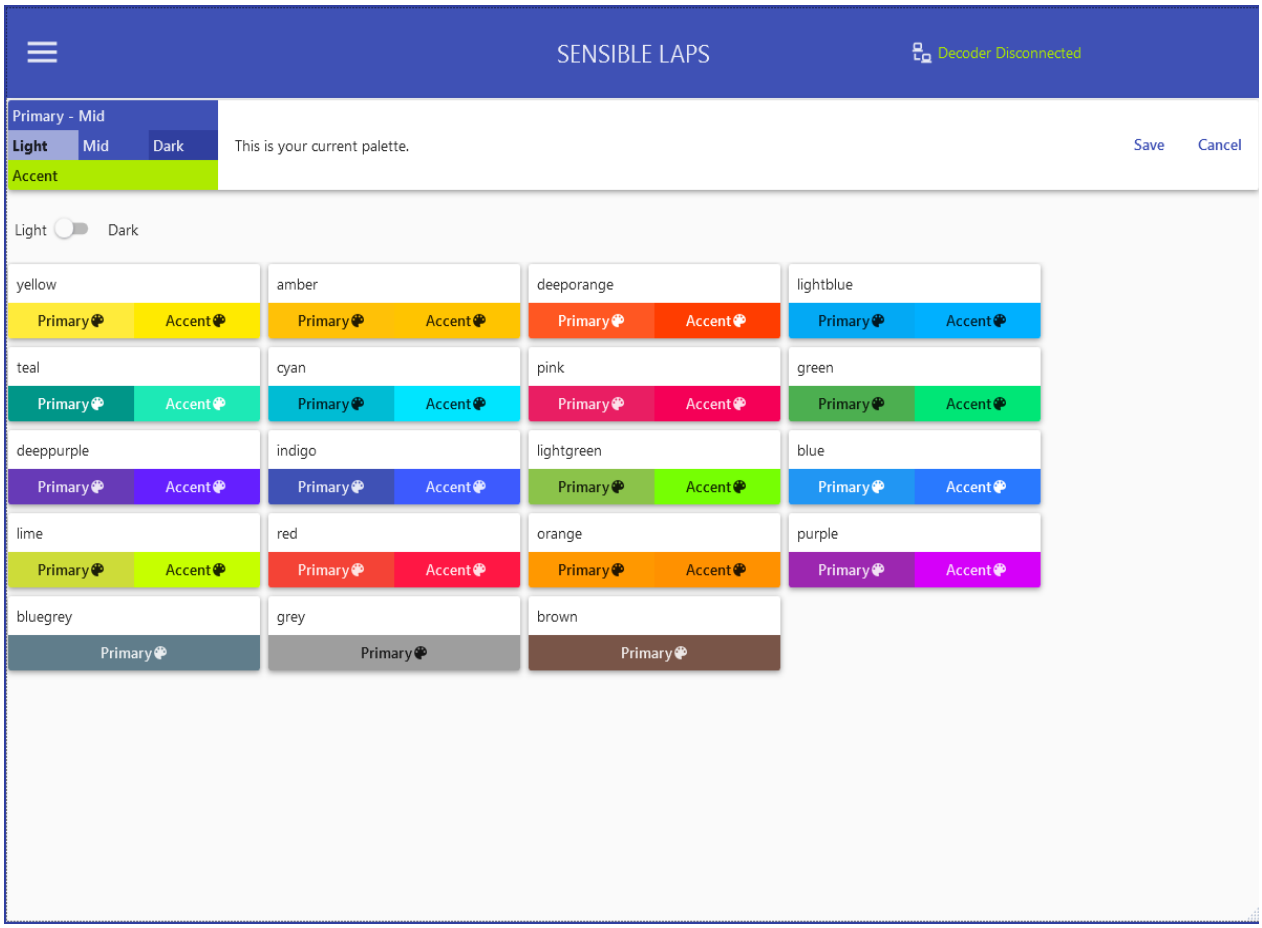
The theme of the application can be changed by navigating to Menu > Tools > Theme



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.



Events

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

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.

Divisions

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 help (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 randonly 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).

Inner Divisions

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

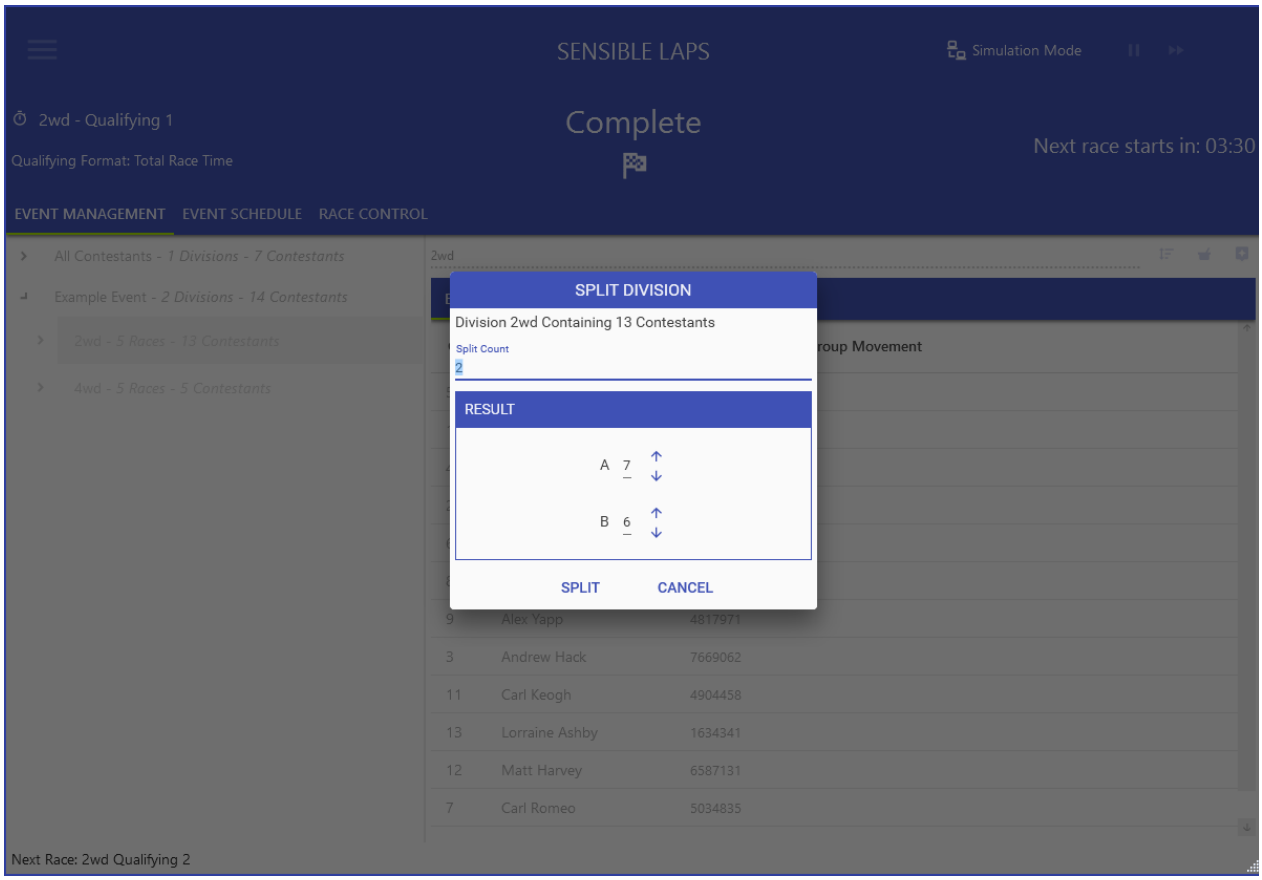
Sometimes, multiple classes are grouped together to make up numbers. This feature lets you tag indivisual entries with their actual class.

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

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.

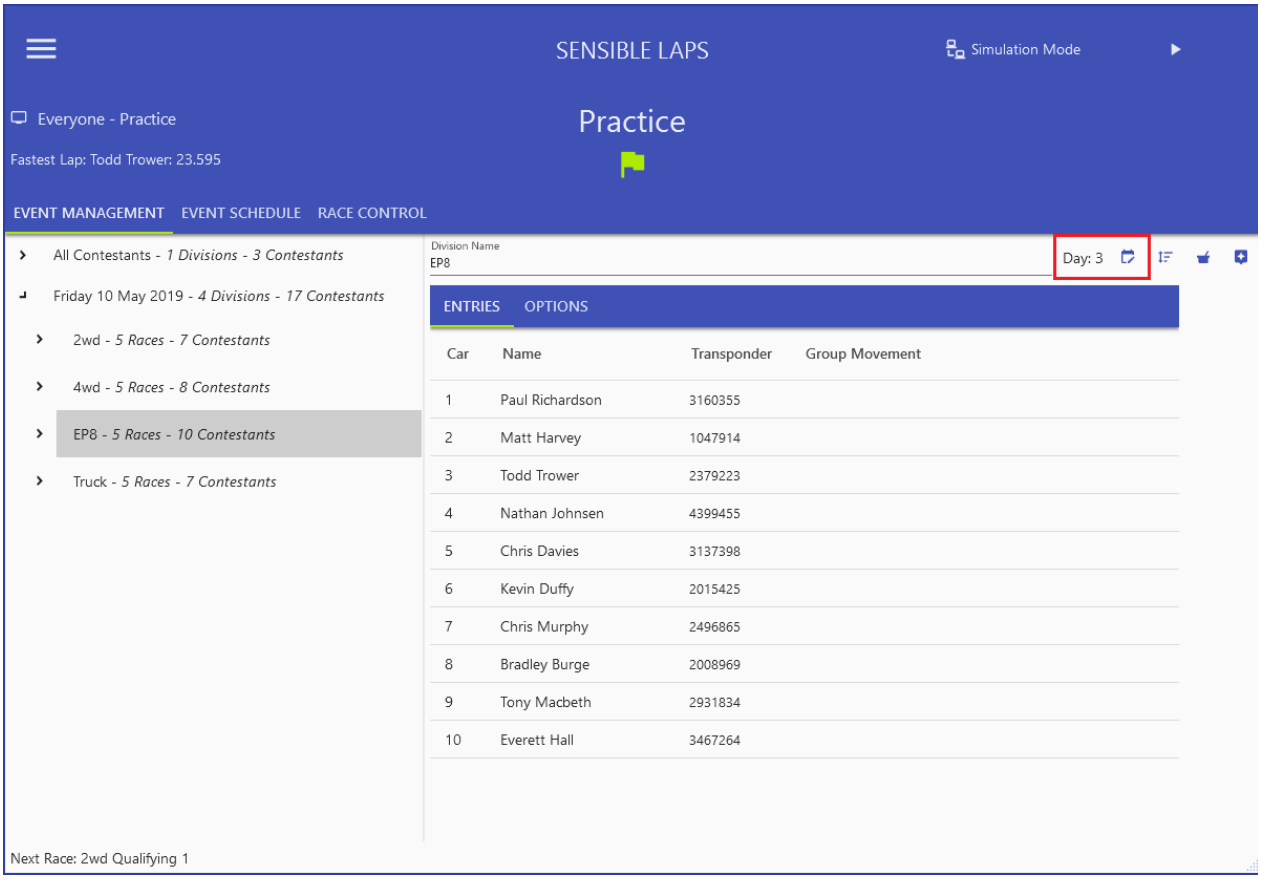
Applying the split will regenerate the schedule to include the extra races.

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.



Changing the day will reorder the divisions based on the chosen days and cause a schedule rebuild.

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

The event will pause as it transitions from one day to the next.

Races

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.

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.

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 indivisual 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.