

# Rally GPS Tracking unit User guide

---

## SelfTest

- Tlačítko
- Přepínač
- Akcelerační čidlo
- GSM
- GPS
- Napájení
- Záložní baterie
- Rádio

Self- test

Displayed only during installation of the unit at scrutineering.

---

## Language selection

You can select your language by long pressing the top left button below the display. You can choose between Czech, English and German.

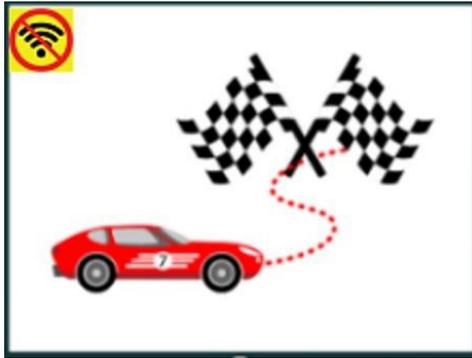
---

## Brightness setup

You can set the brightness of the display by long pressing the second left button below the display.

---

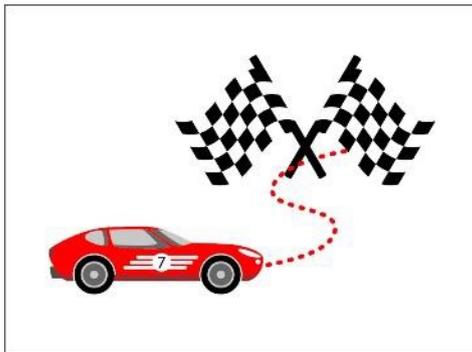




#### **Lost connection of the control panel and main GPS unit**

This yellow symbol displayed in the left-hand top corner means that the connection in between the unit and its remote-control panel has been lost. Due this malfunction the OK button and SOS switch are not working; any possible alarms will not sound (as without OK button it cannot be muted). Should you discover this situation please report it to the administrator of the system as soon as possible. A repair will be made.

#### **Basic display of the GPS – screens during the race**



**Liaison screen**, no special information displayed.

---



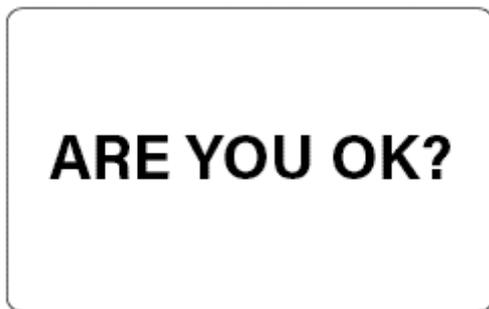
**SS Start screen**, displaying the number of relevant SS.

---



Right after the successful start into the SS, when reaching at least 40 km/h, the distance driven from the SS start will be shown. After reaching the finish of stage the system will automatically switch back to liaison mode.

---



**This screen appears when stopping in the SS**

In case you stop in the stage, after 30 second this screen appears on the main unit display, asking the crew and track is OK. At the same time acoustic siren will beep. An information about an obstacle on the SS is send to cars which started behind you. At any time, by pushing the OK button you can confirm the crew is OK and the car is not blocking the road. Once OK is pressed the obstacle warning will disappear immediatly from the Main unit display of the other cars.

**When to push the OK button?** When you have stopped in the stage, **you are NOT blocking the road** and the crew is OK. If you pressed the button the information about you staying in the SS is not passed to the following cars, the Rally control headquarters will be notified you're OK.

**When NOT to push OK button?** When you have stopped on the stage crew is OK, but your car **is blocking the road**, the road is **completely impassable**. Should you solve the situation and unblock the road (by pushing the car away etc), please push the OK button. The waring will disappear from displays of other crew's units. Don't forget to call the Rally controls and describe the situation.

Simple help for memorizing the OK button functionality:

**Is it OK and safe for the other crews to pass?**

Yes, it's **OK** > Press **OK**

No, it's **not** > Do **not** press OK button

Unjustified using or not using OK button might be penalised by stewards of the race.

---



#### Appearing a SS blockage / issue

This screen will appear when approaching to the car stopped on stage, where the crew **did not** press the OK button. As they did not push the OK button there might be an obstacle on the road or the road can be blocked completely. Distance to the stopped car is displayed in the range from 2000 m and counts down to 0. In case the crew of the stopped vehicle pushes the OK button, information about obstacle will disappear immediately.

**What to do when you see this screen?** This is only a warning information, there is no reason to stop at the stopped car or to receive notional time. Technically this is only general information for you that there might be some issue on the stage. It's to be evaluated by the crew after arriving to the stopped car if any further action should be taken.

---



#### Accident screen

This screen appears in case of accident automatically recognized by the unit (accelerometer detects the impact, car stops after crash etc.). Screen will display this message right after the accident, followed by alarm of the acoustic siren. In the very same moment the information about the accident is being sent to following crews. Immediately when the crew pushes the OK button, information will disappear from display of following crews.

**When to push the OK button?** When you have crashed on the stage, however you are **not** blocking the road and the crew is OK. You should push OK button only in time when the car is not blocking the road - information about obstacle will disappear from GPS units of other crews.

**When not to push the OK button?** When you have crashed on the stage, however the car is **completely blocking the road** and it is impossible for other crews to go through, however your crew is OK. Please note it can be also matter of derbies on the road – pole, tree fallen on the track etc. By **not** pushing the button you are warning following crews that there is an obstacle on the road following the accident. Don't forget to inform rally control about the accident and your current situation by calling them!

**When not to push OK button and to use SOS switch?** In case an immediate emergency intervention of rescue system is required, mainly ambulance. More is described in SOS screen.

**Is it OK and safe for the other crews to pass?**

Yes, it's **OK** > Press **OK**

No, it's **not** > Do **not** press OK button

Unjustified using or not using OK button or SOS switch might be penalised by stewards of the race.

---



**Appearing a crashed car.**

This screen will appear on your display only in case there is a crew in front of you which crashed on the stage, however is not calling for help. As they did not push the OK button there might be an obstacle on the road and the road can be blocked completely. Distance to the crashed car is shown in range of 2000 meters, counting down to 0. In case that crashed crew pushes the OK button, this warning will disappear.

**What to do when you will see this screen?** This is only a warning information, about possible road blockage following an accident. Display of this message is not related to receipt of a notional time. Technically this is only general information for the crew that there might be some issue on the stage. It's to be evaluated by the crew after arriving to the stopped car if any action should be taken.

---



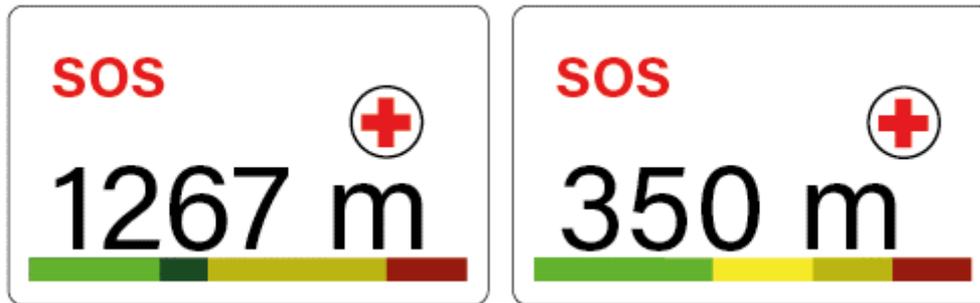
**SOS – Medical emergency**

This screen will appear only in case you have activated the SOS lever to call for **medical emergency**. At the same time an acoustic siren will start to beep, and the main GPS unit is sending SOS information to following cars and to Rally controls. After activating the SOS emergency, it is possible to push OK button once to stop the acoustic siren, however the actual call for help will remain active.

**When to switch SOS lever?** When you are in the stage and it is necessary to receive an **emergency help from rescue system**, mainly ambulance. By switching this SOS lever, you are informing following crews about the problems and it is also passing this information to Rally control to stop the stage and send rescue system immediately.

**When NOT to switch SOS lever?** In all cases when it is not necessary to have immediate emergency help from rescue system, mainly ambulance.

Information: If you have “just” crashed, the crew is OK, however **you are blocking the road, do not switch the SOS lever, and do not press the OK button**. Simply keep the screen of accident displayed and try to remove the car out of the road. Press OK button once the road is cleared and safe for the other drivers.



This screen will appear when approaching a car calling for an immediate help.

This screen will appear on your display only in case there is a crew in front of you calling **for immediate help** by activating the SOS switch. In the same time an acoustic siren will start to beep. The sound alarm can be muted by pressing the SOS button. Distance to the car asking for help is displayed in range from 2000 meters, counting down to 0 metres.

**What to do when you will see this screen?** This screen indicates that crew in front of you has **serious problems and is calling for help**. It means that stage will be immediately interrupted, and rescue system was probably sent already. After an arrival to the place of accident you **are obliged** to check the actual situation and provide any help necessary. Crew should have right to obtain notional time.



#### **Red flag screen**

This screen will appear on your display, followed by acoustic siren, in case there was a red flag issued by Rally control. In fact, this screen means the SS has been interrupted and cancelled.

**What to do when you will see this screen?** Crew is **obliged** to confirm the acceptance of the red flag by pushing OK button, which also stops the acoustic alarm. According to the rally rules the crew is obliged to slow down and safely continue to finish of the stage, following Marshalls instructions subsequently.

Red flag screen will disappear only in case Rally control can cancel it. **Crews will obtain notional time.**

---

#### **WARNING! Circuit stages!**

Due to used technology and the form of GPS positioning evaluation, there is a limitation of this unit for circuit or semi-circuit special stages. The unit is evaluating car positions by the kilometrical distance driven from the start line, ignoring the physical position of the car on the circuit stage. That's why information about a car crashed in first lap will be passed only into cars which **started behind it** and not to cars driving e.g. second or third lap already, despite these will pass the spot as well.

Red flag is shown to all cars on a special stage, there is no limitation.