Lakeside programs

Definitions

1. **Left** click means position mouse pointer over a button and depress the left mouse button or touch the button gently with your finger. **This is the most used action**.

2. **Right** click means position mouse pointer over a button and depress the right mouse button. This is for a more serious action **rarely needed** to be used.

3. A **middle** click means position mouse pointer over a button and depress the middle mouse button. (ie depress the roller wheel) Only used to finish a boat on the water.

- The first thing to do is push the power button at the top left corner of the computer keyboard. Then check the computer battery level to see if a lead acid battery will be needed at the lake side. (Hover the mouse over the battery icon to do this)

- Then double left click on the icon at the centre of the computer screen. This will start the Lakeside programs running. The first screen that appears requires you to push Enter on the keyboard when ready. Only a single click is used in the race results programs.

- The next screen that appears allows you to choose the OODs. Left click on the the OOD name and it will turn blue. If you make a mistake left click on the name again then left click on the correct name. Next left click on the assistant OOD.   Left click on the orange button at the top of the screen to finish registering the OODs and go to the main screen.

The Main Screen

The next screen that appears requires you to select the **race description**. The most common is club racing. If this is wrong then left click on it to see a list of alternatives. Left click on the one you want.

Below that you select the **race type.**

The options are Mark Foy, A&B or C fleet, Mass Start 1, 2 or 3 fleet. (Suggestions for other methods welcomed)

Below that left click on the register boats for todays races button.

- This allows sailors to register their boat with a left click.

- They should read their Mark Foy time if it is a Mark Foy start. They register by left clicking on their boat number. If the boat is not listed see below How to deal with a boat change of ownership

How to deal with a boat change of ownership
1. In the boat registration left window, right click on the boat that has been sold.
2. Answer the few questions. If okay all that boats history is removed from the 2 handicap files and members file etc.

3. The new owner now clicks on the **NEW boat** button in the boat registration left window and answers the questions allowing them to enter the sail number, name and one of visitor, new member, borrowed boat or new boat.

For a boat new to Saturday sailing, skip 1 and 2 above and do 3.

When the registrations are finished left click on the **orange** button at the top of that screen. This closes the registration screen and takes you back to the main screen.

You now left click on the Record a new sequence of race results button.

Race Recording Program.

Now you can take the computer to the Lake Edge.

When the **gun** goes to start a new race left click on the **green** button at the top of the screen.

If it is not a Mass start then the start times will be shown on the screen so you can check that boats start correctly. These times change for each race with the A&B or C fleet type races.

Eventually they will come to the finish line and then you left click on the sail number or gently touch it with your finger.

DNFs

Boats that do not finish a race are left on the left side of the screen.

Restarting a race

Left click on the **orange** button at the top of the screen when the gun goes again. This resets the clock to get the times correctly adjusted.

Missed boats

If several boats are going to cross the line together just finish the boat's you can remember and leave the others. Later you can ask the missed boats who they came after or before, then you can finish them to see them at the bottom of the right hand column.

- Now left click on the sail number using the mouse and then you will see the sail number turn **yellow** to show you that it has been selected.

- Now left click on the sail number of where it should go.

- Other sail numbers are moved up or down by the computer program to make room.

Other things you can do

If you finish a boat by mistake then you can **right** click on it to unfinish the boat.

Some boats pull out due to breakdowns and if you wish you can **right** click on their sail number to deregister them. When the next race starts to refresh the screen, that boat wont be there decreasing the clutter. This process is repeated until all races are finished.

Middle click to finish a boat on the water.

You must <mark>NOT</mark> click on the cross at the top right hand corner of the screen or you will lose the results of the previous race.

Instead you click on the red button <mark>all races finished</mark>. This takes you back to the main screen.

Now how to handle late-comers.

If a race has finished then you can left click on <mark>all races finished</mark> to take you back to the main screen.

Now you can left click on the <mark>Add late comers to the register</mark> and after registering them left click on the <mark>orange</mark> button at the top of that screen to get back to the main screen.

Now left click on the <mark>add to the sequence of races</mark> button to continue recording races.

Note You must not add latecomers to an A&B or C fleet type race.

All races finished

With all races over and you're back at the main screen you will see a line that has OODs don't go past here.

The button below that starts a program which allows corrections to be made to any of the previous races. This is a more complicated program so best if only those who know how to use it do so.

Below that are three buttons which allow the race results to be processed giving

- <mark>place-based results</mark>,

- the second one <mark>time based results</mark>

- and the green one most commonly used giving <mark>place and time based results</mark>.

Left click on the required button and after a few seconds the results will be processed and appear using a PDF program. You can safely close that window by left clicking on the X at the top right, but **nowhere** else.

After that for MS (1,2,3 etc fleets) or MF races left click on the <mark>Produce new handicaps</mark> button.

Race types available

The race types available in this program are

1. Mass start which causes <mark>**chaos**</mark> on the start line.

2. Mark Foy start. This gives easy starting but eventually a traffic jam of boats appears at a Mark usually on the far side of the lake causing <mark>**chaos**</mark>.

3. Mass start 3 fleets. Here the fleet is divided up into three sections with the fastest boats starting at the gun, the middle third starting at 50 seconds and the slowest third starting on 100 seconds. This means that the slower boats will not catch up to the faster boats causing traffic jams. The delayed starting is accounted for in the race results calculations so it is not

a penalty. Rather it is a bonus as slower boats don't have faster boats catching them up getting in their way. Also the slower boats can look ahead to see where the best wind patterns are and take advantage of that. **No chaos** with this method! Same for MS 2 fleets.

4. A and B fleet. Here for the first race the program puts the fastest half of the registered boats in the A fleet and the slowest half in the B fleet based on MF rankings. **The B fleet starts first**. After the first race the computer will reorganize the A&B fleets according to the results from the previous race. To see the new fleets, left click on the green button even though you are not yet starting a new race. Only places matter in this method, not times so the clock is irrelevant.   **Note** You must not add latecomers to an A&B fleet type race.

None of these systems are perfect, each one is a compromise. (Suggestions for other methods welcomed)

New Mark FOY handicaps can only be processed from the Mark FOY and mass start methods.

Summary

In the boat registration left side window

- a left click registers a boat,

- a **right** click deletes a boat and its accumulated handicap data from the entire system. Extreme caution is required here.

In the boat registration right side window

- a **right** click de-registers a boat from todays races. Used if a boat pulls out before the races start.

In the race processing left side window,

- a left click finishes a boat,

- a **right** click de-registers a boat from the remaining races.

- A **middle** click finishes a boat on the water.

In the race processing right side window,

- a left click lets you move a boats finish position,

  1. first left click to select (make yellow) the boat to be moved

  2. then left click where it is to be moved to (you have to click on the sail number not position)

- a **right** click unfinishes a boat

To prevent user errors a new race cannot be started or all races finished until at least half of the boats have finished the current race. In the rare case in which many boats retire due to adverse conditions, use 3 left clicks to override this instead of the usual one left click.