

Warranty

Core Analog Inc. ("Core") warrants the hardware to be free of defects in material or workmanship for a period of 90 days from the first date of sale. If a defect arises and a valid claim is received by Core within the Warranty Period, Core will repair the product at no charge, using new or refurbished replacement parts. Core disclaims all warranties, whether expressed or implied, including, but not limited to, implied warranties of merchantability and fitness for a particular purpose, and any warranty of non-infringement, with respect to the software, the printed materials, the software images, and otherwise. The software is provided "AS IS" and without warranty. Core does not warrant that the software or operation of the software will be error-free or that the software will meet your specific or special requirements. Additional statements, whether oral or written, do not constitute warranties by Core and should not be relied upon.

Regulatory Notices

This system comprises of an RF transmission device and is therefore subject to national and international regulations. Prior to operating this system, relevant government or other organization approval must be obtained in some countries.

FCC Notices (U.S.A.)

A typical system configuration has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. Any unauthorized modification to the hardware may void the FCC approval for operation.

Software License Agreement

The accompanying software is copyright © 2005 by Core Analog Inc. ("Core"). A copy of the complete software license agreement can be found in the Core installation directory (license.txt) and is viewable when you first install the software. By installing, loading, or running the Core software, you are agreeing to be bound by the terms of the software license agreement. The license agreement sets the following prohibitions with regard to the software. You, whether directly or indirectly, shall not do any of the following acts:

- a. rent the Software;
- b. sell the Software;
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- e. disassemble, reverse engineer, decompile, modify or alter the Software;
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- i. remove or alter any notices or other markings or legends, such as trademark or copyright notices, affixed on or within the Software or the Printed Materials; or
- j. remove, alter, modify, disable, or reduce any of the anti-piracy measures contained in the Software, including, without limitation, measures relating to internet racing and hardware control; or
- k. use or modify the software to control other hardware besides the accompanying Core Competition Racing System.

Core Analog Inc.

Advanced hardware and software solutions

For more information, please contact:
support@corespeedway.com



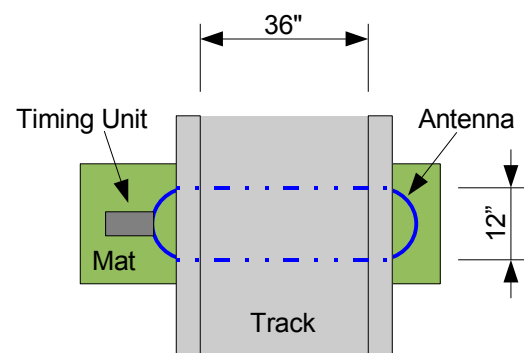
www.CoreSpeedway.com

Pro Competition Racing Systems
Patent Pending

[Quick Install Guide](#)

Hardware Setup

Timing Unit and Antenna - The system can be placed on the ground underneath the track or suspended on a bridge over the track. It is recommended to place the aluminum unit and antenna on a thin mat or rug when the unit is at ground level. The antenna has been optimized to be placed between two layers of racing tiles made by RCP Tracks. Setup the antenna as shown in the following diagram:



The rectangular area overlapping the track surface should be approximately 36-40 inches wide and between 12 to 14 inches in length. Try to keep the wire as straight as possible except at the corners where it needs to bend. Do not overbend the antenna wire. Masking tape works well to hold the antenna in place and does not leave a residue on the antenna wire when it is removed. Large metallic objects may cause interference with the system so it is best to place the unit in a large open area.

Transponders - The transponders should be attached in a horizontal position on the car. For a Mini-Z (1/28 scale), the best position to mount the transponder is underneath the front hood. For larger scale cars, the transponders can be taped underneath

the front hood or roof. Car bodies with metallic paint will block the transponders from being pickup up correctly by the timing unit and cannot be used. In order for the transponders to be detected reliably, the transponders should be less than 8 inches away from the pickup antenna. The transponders work best when they are completely flat. Excessive bending of the transponder will greatly reduce the pickup range and may result in missed laps during a race.

USB Connection – Connect the mini-B connector of the supplied USB cable to the timing unit. Next, wind the USB cable about 8 times around the small ferrite ring. Next, connect the silver USB connector to a USB port on your computer. If you have an older USB port that cannot supply enough power to portable devices, attach the red USB connector to another USB port. Make sure to use a high quality USB extension cable that has thick guage wires if you need to lengthen the cable. Finally, the PC power cables should be wound about 8 times around the large ferrite rings.

Software Setup

Drivers - Make sure you update the Windows XP USB drivers to the latest version. Go to the Control Panel -> Device Manager to view your hardware devices. You should see the new USB device if it has been detected properly by the OS. If a “?” appears next to the device, use the included drivers in the “CoreSpeedway\winxp” directory and update the device driver by clicking on the

device and manually update the driver.

Core Software - There will be about a 10 second delay before the main window appears when launching the Core software (core-racer.exe). The LED light on the unit should blink during this time period. If the main window does not appear, the auto detection feature did not find your timing system. You can manually enter the USB port number by executing the program with the “-port” parameter: “core-racer.exe -port port_number” where port_number is the port number shown in the Windows Device Manager.

Quick Race Setup

Setup – Click on the “Setup” button to go to the setup menu. For a timed race, set the “Max Time” to a nonzero value. Or, set the “Max Laps” to a nonzero value to set a lap limit. Set the “Min Lap Time” to the minimum lap time achievable on your track. Lap times shorter than this will not count. More details on the other parameters are given in the Core User Manual.

Race – To add a car, place the car over the antenna and hit the “Scan” button. If the car was detected, the program will read the info stored on the transponder. To program the transponder, double click on the car image. After setting up the racer info, click the “Write” button to save the data onto the transponder. You can check the signal strength of the car by clicking on the “Test” button. If the car does not show 100% signal strength, check the antenna setup and transponder placement. A signal strength of less than 100% may result in missed laps during a race. Click the “Ready” button to start a race. More details on the software features are described in the Core User Manual.