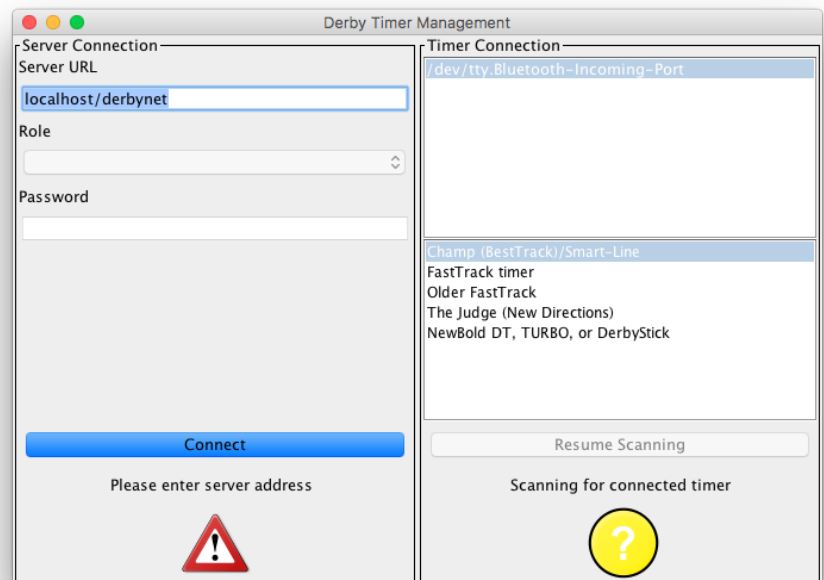


DerbyNet Race Timer Operation

DerbyNet communicates with your track timer through a small Java program, derby-timer.jar, that runs on whatever machine (typically laptop) your timer is connected to. derby-timer.jar can be launched by double-clicking (on most platforms), or from the command line. By default, derby-timer.jar puts up a simple user interface, seen here:

The left side of the window controls the connection to the DerbyNet web server. If you run derby-timer.jar on the machine that is hosting your DerbyNet web server, enter localhost/derbynet as the server URL, and click “Connect.”



The right side of the window controls the serial port connection to the timer device. derby-timer.jar will attempt to scan all available serial ports and identify the attached timer device. If this scan doesn’t successfully identify your timer, click on the correct serial port and timer device to force the choice. See also the “-d” and “-n” command-line options.

Presently, the following electronic timers are recognized:

- Microwizard “Fast Track” Timer: <http://www.microwizard.com>
- BestTrack “Champ” Timer: http://www.besttrack.com/champ_timer.htm
- “The Judge:” <http://www.newdirections.ws>
- NewBold DT, TURBO, or DerbyStick (untested)¹

For automation purposes, or for platforms that don’t support launching a jar file by double-clicking, derby-timer.jar can be launched from the command line:

```
java -jar derby-timer.jar -help
```

(Note that, when run from the command line, it’s possible to suppress the user interface and run derby-timer.jar completely headless.)

¹ If you have access to one of these devices, please get in touch!