

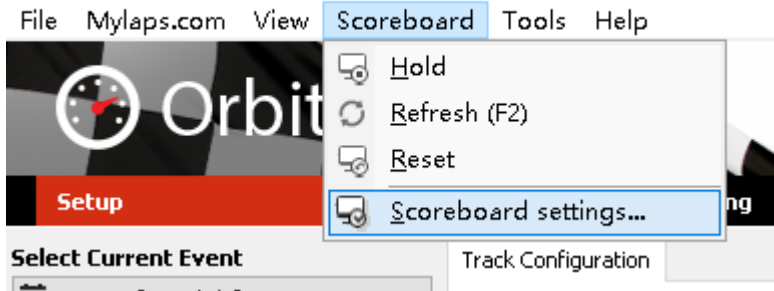
CICADA & MYLAPS ORBITS

Connection Manual

1. Connecting the software.

Enable Scoreboard Feed on Orbits.

Orbits 5.3 - [Setup]



Scoreboard Settings
✕

Scoreboard Settings
 Specify the scoreboard settings

Enable Scoreboard Feed

Daktronics Feeds

Send Qualify Results
 Send Race Results

Number of Lines:

Serial Port

Port:

Baudrate:

Databits:

Parity:

Stopbits:

Host Information

Name:

TCP/IP Port:

IP address:

IP address/Network port	Baudrate	In Queue	Total Send
10.10.30.2	0.00 Kb/s	0.00 KB	95 KB

Setup Mylaps Orbits network IP and port in CICADA, the default is port is 50000.

Settings...

Output Device Sensor Interface


T&S Device: Mylaps Orbits [Motor Racing]

IP: 192.168.222.10 Network Port: 50000

Athlete Name Separator: / Encoding: Local 8bit

Data Latency Duration: 0

Save Match Info (Match Name, Team Name, Player, etc) into Database.



Manual...

OVR Device: -

OK Cancel

2. The following variables was supported

Name	Description	Usage
General Information		
<i>Match:Name</i>	Match name.	
<i>Match:Event</i>	Name of the event	
<i>Match:Location</i>		
<i>Match:Venue</i>		
Weather		
<i>Match:Venue:WeatherCondition</i>		
<i>Match:Venue:WeatherConditionIcon</i>		Background Image
<i>Match:Venue:Temperature</i>		
<i>Match:Venue:Humidity</i>		
Race Information		
<i>Match:Mode</i>	QUALIFYING / RACE	Visible Control
<i>Match:TotalLaps</i>	Total laps to go	
<i>Match:FinishedLaps</i>	Finished laps	
<i>Match:LapsToGo</i>	Laps to go	
<i>Match:RaceTime</i>	Elapsed Time	
<i>Match:TimeToGo</i>	Time to go	
<i>Match:Flag</i>	GREEN / YELLOW / YELLOWSC / RED / LASTLAP / FINISH	Visible Control
Startlist		
<i>Startlist:Pos[N]:Class</i>		
<i>Startlist:Pos[N]:ClassColor</i>		Background Image
<i>Startlist:Pos[N]:Position</i>		
<i>Startlist:Pos[N]:Number</i>		
<i>Startlist:Pos[N]:AthleteName</i>		
<i>Startlist:Pos[N]:AthleteName1</i>	1 st Athlete's name of rally match.	
<i>Startlist:Pos[N]:AthleteName2</i>	2 nd Athlete's name of rally match.	
<i>Startlist:Pos[N]:AthleteName3</i>	3 rd Athlete's name of rally match.	
<i>Startlist:Pos[N]:AthletePhoto</i>		Background Image
<i>Startlist:Pos[N]:AthletePhoto2</i>		Background Image
<i>Startlist:Pos[N]:TeamName</i>		
<i>Startlist:Pos[N]:TeamLogo</i>		Background Image
<i>Startlist:Pos[N]:Country</i>		
<i>Startlist:Pos[N]:CountryFlag</i>		Background Image
<i>Startlist:Pos[N]:CountryCode</i>		Background Image
<i>Startlist:Pos[N]:CarModel</i>		
<i>Startlist:Pos[N]:CarPhoto</i>		Background Image
<i>Startlist:Pos[N]:QualifyingResult</i>		
Realtime Position		
<i>Car[N]:Class</i>	The class name of Car[N].	
<i>Car[N]:ClassColor</i>	The color value of class of Car[N].	Background Color
<i>Car[N]:Position</i>	Realtime position of Car[N].	
<i>Car[N]:Number</i>	Number of Car[N].	
<i>Car[N]:AthleteName</i>	Athlete name of Car[N].	
<i>Car[N]:AthletePhoto</i>	Athlete photo of Car[N].	Background Image

<i>Car[N]:AthletePhoto2</i>	Athlete photo2 of Car[N].	Background Image
<i>Car[N]:TeamName</i>	Team name of Car[N].	
<i>Car[N]:TeamLogo</i>	Team logo of Car[N].	Background Image
<i>Car[N]:TeamCountry</i>	Country name of Car[N].	
<i>Car[N]:TeamCountryFlag</i>	Country flag of Car[N].	Background Image
<i>Car[N]:TeamCountryCode</i>	Country code of Car[N]	Background Image
<i>Car[N]:CarModel</i>	Car model of Car[N]	
<i>Car[N]:CarPhoto</i>	Can photo of Car[N]	Background Image
<i>Car[N]:Laps</i>	Laps of Car[N].	
<i>Car[N]:RaceTime</i>	Total race time of Car[N].	
<i>Car[N]:BestLap</i>	Best lap of Car[N].	
<i>Car[N]:BestLapTime</i>	Best lap time of Car[N].	
<i>Car[N]:LastLapTime</i>	Last lap time of the Car[N].	
<i>Car[N]:Interval</i>	Time interval to the top car of the Car[N].	
<i>Car[N]:Gap</i>	Time gap to the previous car of the Car[N].	
Best Lap Car (The car who has the best lap time)		
<i>BestLapCar:Class</i>		
<i>BestLapCar:ClassColor</i>		Background Color
<i>BestLapCar:Number</i>		
<i>BestLapCar:AthleteName</i>		
<i>BestLapCar:AthletePhoto</i>		Background Image
<i>BestLapCar:AthletePhoto2</i>		Background Image
<i>BestLapCar:TeamName</i>		
<i>BestLapCar:TeamLogo</i>		Background Logo
<i>BestLapCar:TeamCountry</i>		
<i>BestLapCar:TeamCountryFlag</i>		Background Image
<i>BestLapCar:TeamCountryCode</i>		Background Image
<i>BestLapCar:LeaderName</i>		
<i>BestLapCar:CarModel</i>		
<i>BestLapCar:CarPhoto</i>		Background Image
<i>BestLapCar:Laps</i>		
<i>BestLapCar:RaceTime</i>		
<i>BestLapCar:BestLap</i>		
<i>BestLapCar:BestLapTime</i>		
<i>BestLapCar:LaspLapTime</i>		
<i>BestLapCar:Position</i>		
Selected Car (The car be selected from the operation panel)		
<i>SelectedCar:Class</i>		
<i>SelectedCar:ClassColor</i>		Background Image
<i>SelectedCar:Number</i>		
<i>SelectedCar:AthleteName</i>		
<i>SelectedCar:AthletePhoto</i>		Background Image
<i>SelectedCar:AthletePhoto2</i>		Background Image
<i>SelectedCar:TeamName</i>		
<i>SelectedCar:TeamLogo</i>		Background Image
<i>SelectedCar:TeamCountry</i>		
<i>SelectedCar:TeamCountryFlag</i>		Background Image
<i>SelectedCar:TeamCountryCode</i>		Background Image
<i>SelectedCar:LeaderName</i>		

<i>SelectedCar:CarModel</i>		
<i>SelectedCar:CarPhoto</i>		Background Image
<i>SelectedCar:QualifyingResult</i>		
<i>SelectedCar:Laps</i>		
<i>SelectedCar:RaceTime</i>		
<i>SelectedCar:BestLap</i>		
<i>SelectedCar:BestLapTime</i>		
<i>SelectedCar>LastLapTime</i>		
<i>SelectedCar:Position</i>		
Battle (Cars be selected on the operation panel as the battle cars)		
<i>Battle:Car1:Class</i>		
<i>Battle:Car1:ClassColor</i>		Background Color
<i>Battle:Car1:Number</i>		
<i>Battle:Car1:AthleteName</i>		
<i>Battle:Car1:AthletePhoto</i>		Background Image
<i>Battle:Car1:AthletePhoto2</i>		Background Image
<i>Battle:Car1:TeamName</i>		
<i>Battle:Car1:TeamLogo</i>		Background Image
<i>Battle:Car1:TeamCountry</i>		
<i>Battle:Car1:TeamCountryFlag</i>		Background Image
<i>Battle:Car1:TeamCountryCode</i>		Background Image
<i>Battle:Car1:CarModel</i>		
<i>Battle:Car1:CarPhoto</i>		Background Image
<i>Battle:Car1:Laps</i>		
<i>Battle:Car1:RaceTime</i>		
<i>Battle:Car1:BestLap</i>		
<i>Battle:Car1:BestLapTime</i>		
<i>Battle:Car1:Position</i>		
<i>Battle:Car2:Class</i>		
<i>Battle:Car2:ClassColor</i>		Background Color
<i>Battle:Car2:Number</i>		
<i>Battle:Car2:AthleteName</i>		
<i>Battle:Car2:AthletePhoto</i>		Background Image
<i>Battle:Car2:AthletePhoto2</i>		Background Image
<i>Battle:Car2:TeamName</i>		
<i>Battle:Car2:TeamLogo</i>		Background Image
<i>Battle:Car2:TeamCountry</i>		
<i>Battle:Car2:TeamCountryFlag</i>		Background Image
<i>Battle:Car2:TeamCountryCode</i>		Background Image
<i>Battle:Car2:CarModel</i>		
<i>Battle:Car2:CarPhoto</i>		Background Image
<i>Battle:Car2:Laps</i>		
<i>Battle:Car2:RaceTime</i>		
<i>Battle:Car2:BestLap</i>		
<i>Battle:Car2:BestLapTime</i>		
<i>Battle:Car2:Position</i>		
<i>Battle:TimeDifference</i>	Time difference between the cars	
<i>Battle:Position</i>	The position that the cars compete for	
Others		

<i>Match:ShowSidebar</i>	For control the visible of sidebar: Ex: true / false	Visible Control
<i>Match:ShowGap</i>	For control the gap time beside the sidebar. Ex: true / false	Visible Control