RacerMate One - Release Candidate Testing

Thank you testing the release candidate of RacerMate One. RacerMate One is fully functional and tested for up to 2 riders. Release #1 of RacerMate One focused on the "Home User" market, which is one or two riders. 3 riders and higher have been tested in 3D Cycling, but there are still some minor issues we are seeing and we do not want to hold off this release to solve those issues. Please see the readme text file (part of the setup files) for any known issues and subsequent work-around, if available.

What is not completed in RacerMate One?

Work has been started on the new Course Creator tool and MultiRider is slated for phase two of development. You will see placeholders in the software for both of these applications. You can use ALL of your preexisting courses and tools to make courses for RacerMate One. If you open (import) these old-style courses, RacerMate One will ask whether to import and store a new version of this course in the software.

What am I receiving?

You are receiving the following items:
- Software (contains the most current version of RacerMate One software and associated documents)
- New Handlebar Controller label

Do I meet Minimum System Requirements for the RacerMate One?

Though every effort was made to minimize a need to upgrade your computer, improvements can't be made without also needing to improve the tools used to make the software better than it was. Before you begin with this upgrade, you should first verify whether your CompuTrainer computer meets or exceeds the minimum system requirements for the new software. To do so you should run an application found on all Windows computers called DirectX Diagnostics.

Step 1: On *Windows XP* select Start, then click on Run. Type DXDIAG and then click OK to launch the app.

On *Vista* (if you don't see Run) right-click the Taskbar, choose Properties, then the Start Menu tab. select Classic Start Menu. This will modify the start menu and give you the Run command. Then follow the XP instructions.

On *Windows 7*, select the Start button and type DXDIAG in the search box to search for dxdiag.exe and double-click it to launch the app. *Note: If the application asks you to check for WHQL certified drivers, skip this check.*

Step 2: With the diagnostics application running, click on *Save all information* to create a diagnostic report.

Step 3: Compare the contents of this diagnostic report to our minimum system requirements, shown below.

Minimum System Requirements
• Processor: *Intel Pentium 4 (or equivalent) and higher. Dual and Quad-core processors preferred.*
• System Memory: *preferred minimum of 1 gigabyte (GB) on XP, 2GB on Vista, 4GB on Win7*
• Operating System: *Windows™ XP/Vista/Win7*
• Data Communication: *One Serial Port or USB Port per trainer.*
• Video Display Device: *DirectX version 9 compatible video card with 256MB <u>dedicated</u> Display memory or higher - minimum. Note: Running 3D Cycling with more than one pacer may require more video RAM. An optimal system will have 512MB or higher dedicated memory.*
• CD-ROM drive: *needed for application software installation purposes only*
• DVD-ROM drive: *needed for Interactive Real Course Video installation, when installed separately.*

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Step 4: If your system appears to meet these requirements - you can proceed. If they do not, you will want to make any necessary updates to your computer before proceeding.
A note to laptop users: Laptops do almost all their processing work in software. Hardware is often-times emulated, whereas in a desktop it is physical hardware doing the work. Laptop users should be ever diligent in checking for updates to their computer and verifying whether the laptop they are attempting to use with RacerMate One is sufficient for use in computer gaming graphics capabilities.

Step 5: Update your computer. If you notice any driver older than 6 months from today's date, you should go to the computer maker or video card makers' web site and look for updated drivers and install them. You should also run any Windows updates available from their site.

Handlebar Controller update...

Replace the label on your Handlebar Controller with the new label supplied. Simply cover the old label with the new label. The old label will not show beneath, and due to the adhesive used, the old label is difficult to remove. Just peel off the backing and install the new label directly over the old label. You will notice RESET is now a "Fn" key and we've added F4, F5, F6 and Fn + and - to the available key presses.

RacerMate One software installation and first use...

Step 1: Now move to the CompuTrainer computer and insert the installation disc.
Step 2: Click on *Install RacerMate One Software* and follow the instructions to install the software.
Note: This version copies the setup file to your Downloads folder and launches it from there - please be patient after clicking an action. It can take a couple minutes for the software to show action, but it is running.
Step 2A: Install any support application required when asked to do so.
Step 3: RacerMate One has a "first-use" wizard to help the user setup their rider(s). Please make sure your trainer(s) are connected to the computer and turned on before launching the software.
Step 4: Launch RacerMate One. It will first attempt to detect your CompuTrainer. On the first use, this may take a minute, or two. You will then be asked *"what type of user are you?"*
Note: Most users in this test release will be home users, but if you are not, and the software detects more than 2 trainers, you will not see this question. If this is the case, or you select Professional, you will be directed to the Options - Hardware setup page. From here you can manually assign your hardware. You will want to select Help, then Options - Hardware setup to learn more about hardware setup in RacerMate One.
Step 5: Next, enter rider data for yourself and any other users using the system. When finished, click *Done.*
Step 6: The next step is where we ask you to calibrate. This often "overlooked" procedure is now emphasized.
Note: If you calibrate in Stand-Alone mode, you can click not to ask you this question again - otherwise you will be asked to calibrate on every use of the software. It would be worth doing it at least once to see how it works.
Step 7: If you decide to calibrate as your first experience of RacerMate One, you will see a 10-minute long 3D ride followed by an automated display with instruction on how to calibrate.
Step 8: When you have completed the calibration, or proceeded without it, you will now be presented with the *RacerMate One Launchpad.* From here you can launch any application. You should first click on *Options* and select the *Riders* tab and verify/complete the data setup for your rider(s).

Software manuals and Help!

The software manual is built into the software. You should click on Help from any page and browse the help system as soon as possible. There are many new features to learn about in RacerMate One.

Checking for updates...

Until we have a general release, there may be updates to the software until the testing phase of development is complete the final software disc. You can check for updates to this edition of RacerMate On prior to when the final edition is complete, upon which time updates to this test edition will cease.

The web link to check for updates to this edition (only): **www.computrainer.com/rm1/rm1test.htm**

Thank you - and enjoy your new RacerMate One software and your new RacerMate training experience!