

SLS

Simracing League System

<http://sls.simracing.pl>

Start your own league now!



| | | | | |
|-------------|------------------------|----------|--------|----|
| Brno | Lamborghini Murciela | 2:00.471 | 01.124 | 23 |
| Brno | Gillet Vertigo Streiff | 2:06.878 | 39.329 | 19 |
| CastleCombe | Ferrari 550 Maranellic | 53.386 | 00.936 | 49 |
| CastleCombe | Mosler MT900 | 57.570 | 01.551 | 46 |



| | | | | |
|----------|----------------------|----------|--------|----|
| Dusk_Spa | Chevrolet Corvette C | 2:30.571 | 07.383 | 17 |
|----------|----------------------|----------|--------|----|



| | | | | |
|--------------|------------------------|----------|--------|----|
| Volkenberg | Ferrari 550 Maranellic | 4.11.171 | 01.173 | 28 |
| Magny-Cours | Ferrari 550 Maranellic | 1:38.379 | 01.173 | 28 |
| Magny-Cours | Ferrari 360 Modena | 1:44.964 | 02.870 | 10 |
| Monza | Ferrari 550 Maranellic | 1:46.887 | 09.867 | 22 |
| Monza | Ferrari 360 Modena | 1:55.899 | 01.340 | 21 |
| Mugello | Ferrari 550 Maranellic | 1:49.355 | 09.795 | 23 |
| Mugello | Ferrari 360 Modena | 1:53.976 | 06.865 | 23 |
| Night_LeMans | Lamborghini Murciela | 4:12.070 | 10.935 | 3 |
| Norising | Ferrari 550 Maranellic | 50.807 | 01.063 | 52 |
| Norising | Ferrari 360 Modena | 54.442 | 00.862 | 49 |
| Oschersleben | Ferrari 550 Maranellic | 1:31.012 | 06.404 | 29 |
| RoadAmerica | Ferrari 550 Maranellic | 2:07.653 | 05.841 | 21 |
| RoadAmerica | Ferrari 360 Modena | 2:14.657 | 03.457 | 20 |
| Silverstone | Ferrari 360 Modena | 1:51.825 | 01.211 | 15 |
| Silverstone | Ferrari 550 Maranellic | 1:53.107 | 00.460 | 16 |

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OVERVIEW

What SLS is

Simracing League System (SLS) is a 3-layer application for managing leagues. It is designed as a web application, making it easy for the worldwide community to use all the features just by means of an Internet browser.

It can store a lot of binary data like car skins, driver photos, race results files, and more.

SLS includes LiveView which shows current standings during all the events started by an application (sim) that generates live results.

Logged-in driver: **MaXyM**

Language: English

Sim: GTR

Season: 2005

Live View
GTR LiveView (GTR)

Last Event Info
Season: 2005
Track: Ocherleben
Winner: Skubiszak Tomasz
Poleman: Durska Agnieszka

Next Event
Season: 2005
Track: Monza
Date: 1/19/2006 9:00 pm

Last Skins
Dees: Ferrari 360 Modena 1/9/2006
maLy: Ferrari 360 Modena 12/27/2005

SLS WORLD FEATURES
MANUAL
FAQ
FORUM
EXTRAS
ORDER
DONATE
ABOUT

SLS v3.0 beta
©2004-2006

GENERAL STANDINGS: nGT

| Pos | Driver | Nickname | Q pos | Qual time | Best lap | Consist | Laps | Status | Weight | Penal | Bonus | Points |
|-----|--------------------|-------------|-------|-----------|----------|---------|------|-----------|--------|-------|-------|--------|
| 1 | Skubiszak Tomasz | scobie | 6 | 1:28.464 | 1:29.032 | 05.267 | 78 | | 15kg | | | 25 |
| 2 | Szubborski Janusz | Janu | 2 | 1:27.668 | 1:27.969 | 06.156 | 78 | +07.243 | | | | 20 |
| 3 | Durska Agnieszka | Kozak | 1 | 1:26.666 | 1:27.413 | 08.633 | 78 | +45.247 | 20kg | | | 16 |
| 4 | Kawiorski Waldemar | walder | 4 | 1:27.965 | 1:29.669 | 08.719 | 76 | +2L | | | | 13 |
| 5 | Dudka Krzysztof | Budr | 3 | 1:27.811 | 1:29.959 | 09.646 | 75 | +3L | | | | 11 |
| 6 | Migut Krzysztof | Zenon | 7 | 1:29.926 | 1:30.984 | 07.178 | 75 | +3L | | | | 10 |
| 7 | Szerszeń Darek | Darek | 12 | 1:32.037 | 1:32.846 | 06.229 | 75 | +3L | | | | 9 |
| 8 | Stolecki Wojciech | remo | 8 | 1:30.248 | 1:31.426 | 08.931 | 74 | +4L | | | | 8 |
| 9 | Siczek Maciej | Vale | 11 | 1:31.677 | 1:33.447 | 07.337 | 73 | +5L | | | | 7 |
| 10 | Roszczyk Rafał | Rochu | 10 | 1:30.489 | 1:31.490 | 07.437 | 74 | Fuel | | | | DNF |
| 11 | Cebula Jarek | Jarek Cebul | | | 1:32.724 | 11.091 | 69 | no reason | | | | DNF |
| 12 | Paterek Przemysław | Przemek | 9 | 1:30.268 | 1:33.687 | 23.471 | 10 | no reason | | | | DNF |
| 13 | Golda Paweł | Gofer | 5 | 1:28.293 | 1:30.630 | 28.853 | 4 | Accident | 10kg | | | DNF |

LAPCHART

Drivers: Durska Agnieszka, Szubborski Janusz, Dudka Krzysztof, Kawiorski Waldemar, Golda Paweł, Skubiszak Tomasz, Migut Krzysztof, Stolecki Wojciech, Paterek Przemysław, Roszczyk Rafał, Cebula Jarek, Siczek Maciej, Szerszeń Darek, Cebula Jarek.

Features

- Support for simulations: GTR, GTL, rFactor, Nascar Racing 2003, GPL, LFS
- Localized
 - 13 languages: Brazilian, Czech, Danish, English, English[AU], French, German, Hungarian, Italian, Polish, Portuguese, Spanish, Swedish
 - Automatically selected language
 - Language selectable and set in cookie
 - Date/time format related to selected language
- E-mails
 - Notifications
 - Mass-mailing for administrators
- News system
 - News can be assigned to selected seasons or simulations
- Easy-to-use interface
 - skinable
- Unlimited number of drivers
 - Unlimited (limited by admins) car skins
 - Career data
 - Personal language settings
- Unlimited number of seasons
 - Car class restrictions for each season separately
- Unlimited number of events for each season
- Unlimited number of tracks
- Unlimited number of car classes
- Unlimited number of cars
- Support for teams with a signing on/off mechanism
 - User can be a leader of unlimited numbers of teams
 - Leader need not be a driver
 - Driver can be a member of different teams in different seasons
- Results
 - Per-event results
 - Statistics
- Standings
 - General
 - Team
 - Car Constructor
 - Car model
 - Hot laps
- Penalty system
 - based on points, warnings and DQs
 - weight handicaps
- XML/RSS feeds – shows data taken from system on your website
- System
 - All files stored in database
 - Data integrity controlled by database engine

Requirements

- HTTP Server (Apache, IIS or others)
- MySQL server series 4 or later (with InnoDB and temporary tables enabled)
- PHP series 4.1 or later
- Result files from simulators
- IE6 or FF1.x with JS enabled or any compatible browser

Note there is no possibility to use earlier versions of this software.

Compatibility

HTTP server and PHP

SLS is written to be compatible with most HTTP servers and PHP configurations. It is tested to work with Apache and IIS servers. With PHP installed as CGI or as module. However, there are still a lot of server settings which can affect system functionality, like the ability to upload large files into php-based systems. Disabling some of these functions will cause the installer to stop.

The following variables must be set to install the system:

- `file_uploads` – must be set to on. It means that php is able to support uploading files.

The following variables will affect functionality of SLS

- `upload_max_filesize` – limits maximum size of uploaded file
- `post_max_size` – limits maximum size of uploaded file
- `max_execution_time` – limits time spent on executing script
- `max_input_time` – limits the time which the script will wait for uploaded data
- `default_socket_timeout` – limits the time of loading a binary file by `LOAD_FILE` MySQL function

In some systems it is possible to force settings and set values as you wish. It can be done by using the `htaccess` file. To do this, create or edit the existing `.htaccess` file and add a command line to it which looks as follows:

```
php_value variable value
```

For example, setting 120 sec of max execution time will look like this:

```
php_value max_execution_time 120
```

For more information see: <http://www.php.net/configuration.changes>

The System is written in a way that allows working on servers with more restriction settings.

- `error_reporting` – can be set to `E_ALL` - all variables are initialized before use. That is why no notice messages will appear. It makes the program safer and free of bugs.
- `register_globals` – can be set to ON or OFF. The system works with `register_globals` disabled as well. This feature should be disabled in php due to security reasons.
- `magic_quotes_gpc` – should be set to ON. Otherwise you will not be able to use MySQL restricted characters in saved texts. For example, you will not be able to use quotes. In further versions SLS will handle this issue

MySQL server

Why not 3.23

The database of SLS is designed with widely used relation constraints. It means that relations between data stored in tables are controlled by the database engine which makes it impossible to make data inconsistent. The next advantage of using the newer MySQL server is transactional data access. SLS uses transactions for writing data. This feature guarantees that all database queries must be finished with success. In case of failure all data modifications are rolled back. In this way the data stored in the database is always complete and consistent, even if a system/connection failure occurs during the saving process.

Both of these features need InnoDB table type of MySQL. MySQL 3.23 supports these tables but only MySQL 4 and newer support relation constraints and transaction in a correct way. That is why the earlier versions of MySQL are not supported by SLS.

Storing binary files

To store binary files into database two methods are available, depending on server configuration.

`LOAD_FILE` method name is taken from MySQL. This function allows to load a file directly from the filesystem into a table. Note that MySQL must have rights to access this file. On most commercial hosting servers this possibility is disallowed. However, this method is faster, needs less memory and requires no additional settings in mysql.

`LONG_QUERY` method is compatible with all systems. It converts binary data into hexadecimal string where each byte is represented by HEX representation. For example, a byte with value 255 will be converted to string FF. It takes 2 characters – means 2 bytes – instead of one byte. Due to long SQL queries, MySQL can return an error when a limit of query length is reached. There is a mysql configuration variable which defines the max. length of SQL query. It is named **max_allowed_packet**. By default it is set to 1MB. It means that the maximum size of uploaded file is about 500kB (a few bytes less because there are other SQL statements in the query). It will be enough for importing race result files but not enough for importing skins. Set this variable to 8MB to handle files up to 4MB.

LEGAL STUFF

Developers

Michal 'MaXyM' Kozusznik - database model, mysql implementation, php & HTML coding, project supervisor
Krzysztof 'McLaren' Walinski, gfx design and layout, consultation, language buttons, parsers programming
(NR2003, GPL, RBR, nkPro, LFS)

Official translators

Brasilian - Felipe Vaz (VVROnline), Czech - Iveta Morisáková, Danish - Hans Holmgaard, English - Michal Kozusznik, French - Olivier Théâtre, German - Oliver Trende, Hungarian – Marco, Italian - Stefano Triches, Norwegian - Bård Lauris Heitmann/Leif Andreas Valen, Polish - Michal Kozusznik, Portuguese - Marco Rosas, Spanish - Paco 'Torete' Astilleros, Swedish - Niclas Norenheim

Previous translators: Michael Beissel (German), Paco Astilleros (Spanish)

Additional credits

Language recognizing is based on code by Michal Čihař (phpMyAdmin)
Menu based on code taken from DynamicDrive.com
Manual layout based on GTR manual by 10Tacle
Proofreading of Manual by Krzysztof Migut
Pictures used in this manual are taken from PRS GTR League

Beta Testers: Alex Sawczuk, FIG_JAM (AusORC), Paulo Kareka, Polish Racing Server community, Ralle8295 (WirPre Racing community)

Thanks

I would like to thank: Michael Beissel for hard testing and ideas in previous system version (GTR-LS), Ralf Pressler and Karl Pesenhofer who helps us with rFactor, Bård Lauris Heitmann who helps us with LFS, Pawel Dąbrowski who helps me with GPL, and my sweet Iveta for patience with me.
and also: Martijn Pantlin (10Tacle Studios AG), Ferenc PAL, Piotr 'Richie' Oblicki, Speedy, Mariusz 'Camer' Chamera, Holger Gross, Peter Marquart

Licence

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The Authors refer to the group of creators of the Software, represented by Michal Kożusznik.

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SUPPORT

Known issues

1. If you are using Norton Security package you will not see some subwindows in SLS. This software disables generating multilevel IFRAMEs making it impossible to, for example, assign cars for seasons.
2. If you get a blank screen during an operation (instead of expected content), this means you have reached the max time defined for executing the php script or time for input data (for example during upload). Try again. If it still does not work contact you server administrator.

Support forum

You can find news and latest packages and updates on the SLS site: <http://sls.simracing.pl>

Support forum: <http://prs.simracing.pl/forum/forumdisplay.php?f=53>

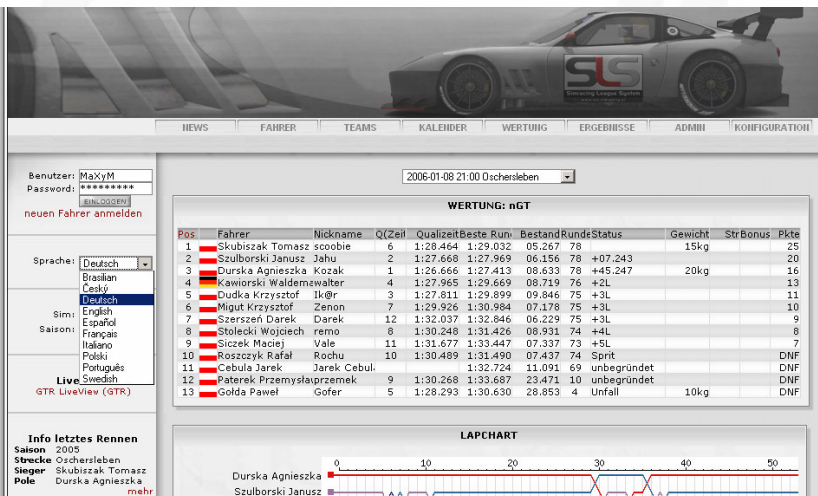


MULATION

MULTI-LANGUAGE SUPPORT

SLS offers language recognition, based on the language set in the Internet browser. It means that SLS tries to find out the language using the signature that the browser sends to a http server. If the found language is available in SLS, then it will be selected. Otherwise, English language will be chosen.

Currently 13 languages are supported: Brazilian, Czech, Danish, English, French, German, Hungarian, Italian, Norwegian, Polish, Portuguese, Spanish and Swedish. English is released as 2 different selections for UK and AU. Difference is in date and time formatting.



Benutzer: MaxYm
Passwort: *****
[neuen Fahrer anmelden](#)

Sprache: **Deutsch**
Brasilian
Czechy
English
Español
Français
Italiano
Polski
Portugals
Live Swedish
GTR: LiveView (GTR)

Info letztes Rennen
Saison: 2005
Sleecke: Oscherleben
Sieger: Skubiszak Tomasz
Pole: Durska Agnieszka mehr

| Pos | Fahrer | Nickname | Q(Zeit) | Qualizeit | Beste Run | Bestand | Ründe | Status | Gewicht | Str Bonus | Pkte |
|-----|--------------------|--------------|---------|-----------|-----------|---------|-------|------------|---------|-----------|------|
| 1 | Skubiszak Tomasz | scoobie | 6 | 1:28.464 | 1:29.032 | 05.267 | 78 | | 15kg | | 25 |
| 2 | Szulborski Janusz | Jahu | 2 | 1:27.668 | 1:27.969 | 06.156 | 78 | +07.243 | | | 20 |
| 3 | Durska Agnieszka | Kozak | 1 | 1:26.666 | 1:27.413 | 08.633 | 78 | +45.247 | 20kg | | 16 |
| 4 | Kaworski Waldemair | | 4 | 1:27.965 | 1:29.669 | 08.719 | 76 | +2L | | | 13 |
| 5 | Dudka Krzysztof | Ik@r | 3 | 1:27.811 | 1:29.899 | 09.846 | 75 | +3L | | | 11 |
| 6 | Migut Krzysztof | Zenon | 7 | 1:29.926 | 1:30.984 | 07.178 | 75 | +3L | | | 10 |
| 7 | Szerszeń Darek | Darek | 12 | 1:32.037 | 1:32.946 | 06.229 | 75 | +3L | | | 9 |
| 8 | Stolecki Wojciech | remo | 8 | 1:30.248 | 1:31.426 | 08.931 | 74 | +4L | | | 8 |
| 9 | Siczek Maciej | Vale | 11 | 1:31.677 | 1:33.447 | 07.337 | 73 | +5L | | | 7 |
| 10 | Roszyk Rafal | Rochu | 10 | 1:30.489 | 1:31.490 | 07.437 | 74 | Sprint | | | DNF |
| 11 | Cebula Jarek | Jarek Cebul. | 9 | | 1:32.724 | 11.091 | 69 | unbegündet | | | DNF |
| 12 | Paterek Przemysław | przemek | 16 | 1:30.268 | 1:33.687 | 23.471 | 10 | unbegündet | | | DNF |
| 13 | Golda Paweł | Gofer | 5 | 1:28.293 | 1:30.630 | 28.853 | 4 | Unfall | 10kg | | DNF |

LAPCHART

Durska Agnieszka
Szulborski Janusz

The language set by SLS can be changed by using the drop-list placed on the left side of the system. The selection is saved in a browser's cookie and remembered for 6 months.

Each registered driver must set their language during the registration process. This setting is used for e-mail notifications. It also forces any previous (default, cookie) language settings. So, just after logging in, the language is changed to the defined one in a driver profile.

Note, you can still change the system language after logging-in using the Language drop list.

Note, in SLS all system content and e-mails are encoded using utf-8 unicode character set.

Choosing utf-8 instead of national ISO encodings guarantees that the names, news, mails which contain national characters (beyond ASCII table) will be displayed correctly no matter what language is chosen.

SIMULATIONS AND SEASONS

SLS supports numerous racing simulations - GTR, GT Legends, rFactor, Nascar Racing 2003, Grand Prix Legends. Live for Speed support is being prepared. In future other sims may be added (RBR and nkPro on the way). But please note that SLS is reserved for simulators only. Please don't ask us to add support for NFS or any such titles.

One or more seasons can be created for each sim. The number of seasons is unlimited.

The following pages relate to a selected season.

- drivers list – it shows only the drivers who compete in the season – technically, the ones who have chosen a car for the season
- teams list – it shows only the teams which are set to compete in a season by the team leader. If the team has competed in a season, but after completing it the team leader signed the team out of this season, it will not be listed on the teams list.
- all results, standings, statistics are shown for the selected season

Note that driver's details and team's details are not season-related. This data contains overall data of the selected subject.

To select a season, first choose the sim from the drop list placed on the left side of the system. The drop list with seasons will be updated immediately afterwards. If only one season is defined for the sim, the page will reload immediately, setting the new season for displayed data. If there are more seasons for the sim, choose the season you want. Then the page will reload.

The screenshot shows the 'TEAM STANDINGS: GT' table with the following data:

| Pos | Team | Point | BAR | BAR | MAG | MAGEN | NENN | BRN | BRN | DON | DON | SPA | SPA | AND | AND | EST | EST | OSC | OSC | MON | MON | MG |
|-----|------------------------|-------|-----|-----|-----|-------|------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|----|
| 1 | FTR GT Racing | 259 | 25 | 6 | 25 | 45 | 25 | 41 | 36 | 20 | 36 | | | | | | | | | | | |
| 2 | Ultra Racing Team | 218 | 29 | 38 | 29 | 22 | 19 | 30 | 25 | 26 | | | | | | | | | | | | |
| 3 | QEST Racing | 98 | | | -5 | 25 | 16 | 8 | | | | | | | | 21 | 33 | | | | | |
| 4 | liveSTRONG Racing Team | 90 | | | | | | | | 20 | | 20 | 25 | 25 | | | | | | | | |
| 5 | Xylo-Team | 65 | | | | | | | | | | 13 | 13 | 23 | 16 | | | | | | | |
| 6 | Calvus Racing Team | 60 | | | 36 | | | 11 | 13 | | | | | | | | | | | | | |
| 7 | Real Racing Team | 36 | 15 | | | | | 10 | | 11 | | | | | | | | | | | | |
| 8 | PolishCapote Team | 31 | | | | | | | 11 | 20 | | | | | | | | | | | | |
| 9 | MartInoDark Motorsport | 21 | 11 | 10 | | | | | | | | | | | | | | | | | | |
| 9 | Revolt Competition | 21 | | | -5 | | | 18 | | | | | 8 | | | | | | | | | |
| 10 | Generation X | 19 | | | | | | | | | | | | | | 11 | 8 | | | | | |
| 11 | Walter Management | 11 | | | | | | | | | | 11 | | | | | | | | | | |
| 12 | GRIFFE Team Poland | 10 | | | | | | | | 10 | | | | | | | | | | | | |
| 13 | CleR-Racing | 0 | | | | | | | | | | | | | | | | | | | | |
| 13 | Star Dust | 0 | | | | | | | | | | | | | | | | | | | | |

Changing a season "remember" last opened section, and open it again with new language selected.

Selected season is stored in cookie for 6 months. It is used to open the system with the last chosen season.

Just under season drop list, *rules* link is placed. Click it to see selected season rules and regulations.

Username:

Password:

Forgotten your password?

Language: English

Sim: GTR

Season: 2006.GT

rules

RULES OF SEASON: 2006 GT [GTR]

Regulations for the season

ALLOWED CAR CLASSES AND CAR MODELS

| GT | Chevrolet Corvette C5-R Lamborghini Murcielago Porsche 911 GT2 | Chrysler Viper GTS-R Lamborghini Murcielago R-Lister Storm Porsche 993 GT2 | Ferrari 550 Maranello Porsche 911 Bi-Turbo Saleen S7-R | Ferrari 575 GTC Porsche 911 Turbo Seat Toledo GT |
|----|--|--|--|--|
|----|--|--|--|--|

POINTS AND BONUSES

| Positions | 1 | 2 | 3 | 4 |
|-----------|----|----|----|----|
| Points | 27 | 24 | 21 | 19 |

No bonuses

SECONDARY RULES

No minimum pit stops required
DNF rule: driver will get points if he complete 90% of the race
Car numbering: not required
Driver positions taken to team standings: 4
Driver positions taken to constructor standings: 3
Driver positions taken to car standings: 3

PENALTIES AND HANDCAPS

| Article | Penalty name | Technical | Points |
|---------|------------------------------|-----------|--------|
| 1 | Kara za spowodowanie wypadku | | 5 |
| 2.5.1 | Kara techn za gadulstwo | yes | 5 |

W-warning multiply penalty points taken in the next event by 127%
U-warning is converted from 5 penalty points in single event
DQ for the next event is given for each 3 U-warnings

No weight handicaps defined

Live View
[GTR LiveView \(GTL\)](#)
[GTR LiveView \(GTR\)](#)

MENU

- [Forum](#)
- [Regulamin GTR](#)
- [Portal SimRacingPL](#)
- [Jak wystartować?](#)
- [ABC Skinów](#)
- [Kontakt](#)

www.simracing.pl

Panel kierowcy

Some of items on rules page may not appear if they are not defined. For example Regulations for the season appears only if admin has defined link to regulations' file.

Under all secondary rules may appear additional "custom" rules defined by admin. These rules will be not translated and appear in form inputted by administrator.










NAVIGATION

SLS is designed to control features as easily as possible. To chose desired sections move the mouse cursor on a menu item. In most cases a submenu will open. Move the cursor to the sub-menu item and click. Please note that the more comfortable drop-down menus cannot be implemented until IE supports drawing some form items (drop-down lists) ignoring the layers. These items overlap drop down menus.

All menus are visible for all users. But if a user has no rights to a particular section, a no-access message will appear instead of the selected page content.

Buttons






While navigating the system you can use appropriate buttons. In most cases the buttons have standard names.


| | |
|---|--|
|  | By clicking this button you will go into the Add New Item mode. Sometimes it will open a new window with a form to fill in. |
|  | This button switches SLS to edit mode. After hitting it a new form may appear. |
|  | Hit it if you want to remove the records to which the button is related. After clicking it, the confirmation requester will appear. |
|  | Save new or changed data. After clicking it, the confirmation requester will appear. |
|  | Double +/- button gives you the choice option. By clicking + you answer YES. Clicking - means NO |
|  | Single + or - button shows the current state of the option. For example, if a driver is accepted, the button will appear as +. Clicking it will turn the option into the opposite value and the buttons will change. |
|  | Envelope button is used to send a single mail to a single user |
|  | Clicking this buttons will allow you to see more detailed information (about a driver or a team, etc) |
|  | Send button sends an e-mail |

Other buttons which appear in the system appear in separate places, like LOGIN, LOGOUT and IMPORT

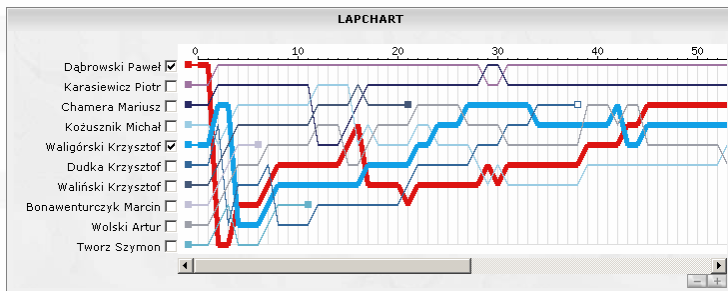
Icons

To make the system more compact and more intuitive some icons are displayed instead of textual descriptions. If you have a driving license you will have no difficulty recognizing its meaning.

| | |
|---|--|
|  | Means you cannot go this way or your query was rejected |
|  | Means some of your activity must be suspended until the administrator takes appropriate action. For example, it means that the skin you have uploaded will not appear in the system until it is accepted by the administrator. |
|  | If a skin or team-related query is waiting for acception this icon appears. It means you have to wait |
|  | Something is wrong. For example, in blocks section, the block file cannot be read by php |
|  | Everything is OK |



Race results contain best qualifying and race times, consistency, points and, of course, drivers and their positions. Additionally, you can hit  icon to unfold/fold detailed per-lap data of each imported session with lap time quality color indicator. Indicator changes the color from green (best driver time) to red. Red color is calculated as 106% of driver's best time.

Lap chart contains a dynamically generated graph with per-lap positions of each driver during a race.





Filled colored squares against each driver mean that the race was begun or finished without problems. An empty square means the drivers have not finished the race (DNF), often due to some accident. The reason of DNF is displayed in the Status column of Race Results.

Checking checkmarks next to driver name, charts of him will be bolded.

To scale chart horizontally, use  and  buttons. The last chosen scale is stored in session data and will be executed for each lap chart until the session expire (i.e. browser will be closed). Additionally, if race had 30 laps or less, the horizontal scale is automatically doubled.

Lap chart will not be displayed if php system does not have the gd library installed

Penalties section shows details of penalties imposed by administrators after an event. If no penalties were imposed this subwindow does not appear.

| PENALTIES | | | | | |
|--|-------------------------|---------|-----|--------|--------|
| Driver | Penalty description | Article | Lap | Factor | Points |
|  Galek Michał | Kara techn za gadulstwo | 2.5.1 | 1 | 30% | 2 |
|  Szykko Paweł | Kara techn za gadulstwo | 2.5.1 | 1 | 30% | 2 |

Find out more about the penalty system in the PENALTY SYSTEM section of this manual.

HOTLAPS

Additionally, SLS offers a simple hot laps ranking. Results are calculated using lap data imported into the system by administrators. Lap data are taken by importing race and other sessions' results.

| HOTLAPS | | | | | |
|-------------------------------------|---|---------------------------|-----------------|---------------------|--|
| Track | | Car | | Season | |
| Magny-Cours | | --- any car --- | | --- any season --- | |
| Sessions | | Simulator | | Country | |
| --- any session --- | | GTR | | --- any country --- | |
| <input type="button" value="show"/> | | | | | |
| Pos | Driver | Car | Time | Gap | |
| 1 |  Karasiewicz Piotr | Lamborghini Murcielago | 1:34.358 | | |
| 2 |  Nowicki Jaroslaw | Lamborghini Murcielago R- | 1:34.400 | +00.042 | |
| 3 |  Dybowski Jacek | Ferrari 550 Maranello | 1:34.586 | +00.228 | |
| 4 |  Bartoszek Dariusz | Lamborghini Murcielago | 1:34.748 | +00.390 | |
| 5 |  Karasiewicz Piotr | Lister Storm | 1:34.956 | +00.598 | |
| 6 |  Belliot Patrick | Lamborghini Murcielago | 1:35.193 | +00.835 | |
| 7 |  Dabrowski Pawel | Ferrari 550 Maranello | 1:35.368 | +01.010 | |
| 8 |  Golda Pawel | Lamborghini Murcielago | 1:35.423 | +01.065 | |
| 9 |  Chamera Mariusz | Ferrari 575 GTC | 1:35.450 | +01.092 | |
| 10 |  Domaradzki Pawel | Ferrari 550 Maranello | 1:35.580 | +01.222 | |
| 11 |  Kocjan Jacek | Ferrari 550 Maranello | 1:35.732 | +01.374 | |
| 12 |  Tworz Szymon | Ferrari 550 Maranello | 1:35.738 | +01.380 | |
| 13 |  Waligorski Krzysztof | Ferrari 550 Maranello | 1:35.753 | +01.395 | |
| 14 |  Bonawenturczyk Marcin | Ferrari 550 Maranello | 1:35.826 | +01.468 | |
| 15 |  Smejkal Marek | Ferrari 550 Maranello | 1:35.960 | +01.602 | |
| 16 |  Karasiewicz Piotr | Saleen S7-R | 1:36.082 | +01.724 | |
| 17 |  Wolski Artur | Ferrari 550 Maranello | 1:36.114 | +01.756 | |
| 18 |  Migut Krzysztof | Saleen S7-R | 1:36.169 | +01.811 | |
| 19 |  Lebioda Mariusz | Ferrari 550 Maranello | 1:36.171 | +01.813 | |
| 20 |  Gos Piotr | Saleen S7-R | 1:36.264 | +01.906 | |
| 21 |  Kożusznik Michał | Saleen S7-R | 1:36.380 | +02.022 | |
| 22 |  Furmaniak Dominik | Ferrari 550 Maranello | 1:36.442 | +02.084 | |
| 23 |  Szulborski Janusz | Lamborghini Murcielago | 1:36.444 | +02.086 | |

There are several filters you can use to manage the results. The data may be filtered by track, car, season, event session, simulator and country. All drop lists contain data related to existing results only. For example, a track on which no lap was done will not be listed in Track filter. However, you can get no records as a result of combination of filters excluding all possible results.

If a user is logged into SLS, their track record will be marked with a bold font.

CAREER

Career contains the best times and consistency for each driver and also some other data.

You can see each driver's career by opening its details (magnifier icon) from the drivers list, then clicking on the career tab. You will see a driver's best laps for each track and car, consistency and some data about participation in races, events and such.

Best times are reported for each track raced in each car. These are taken from all lap data stored in the system, no matter from what session

Consistency is the standard deviation calculated for race sessions only. If a driver competed in more than one race done on the same track in the same car, the average value will be shown.

GENERAL CAREER

| Track Name | Car Name | Best Time | Consist. | Laps |
|--------------|------------------------|-----------|----------|------|
| Anderstorp | Lister Storm | 1:27.841 | 12.514 | 60 |
| Anderstorp | Ferrari 360 Modena | 1:35.047 | 02.620 | 29 |
| Barcelona | Ferrari 550 Maranello | 1:41.576 | 00.627 | 26 |
| Barcelona | Ferrari 360 Modena | 1:49.201 | 01.949 | 25 |
| Birno | Ferrari 550 Maranello | 1:58.463 | 10.005 | 17 |
| Birno | Lamborghini Murciela | 2:00.471 | 01.124 | 23 |
| Birno | Gillet Vertigo Straiff | 2:06.878 | 39.329 | 19 |
| CastleCombe | Ferrari 550 Maranello | 53.386 | 00.936 | 49 |
| CastleCombe | Mosler MT900 | 57.570 | 01.551 | 46 |
| Donington | Chevrolet Corvette C | 1:31.065 | 07.742 | 29 |
| Donington | Gillet Vertigo Straiff | 1:36.990 | 01.132 | 29 |
| Dusk_Spa | Gillet Vertigo Straiff | 2:27.009 | 02.041 | 18 |
| Dusk_Spa | Chevrolet Corvette C | 2:30.571 | 07.383 | 17 |
| Enna | Lister Storm | 1:30.846 | 03.263 | 40 |
| Enna | Chevrolet Corvette C | 1:36.892 | 00.724 | 24 |
| Enna | Gillet Vertigo Straiff | 1:42.629 | 00.757 | 25 |
| Estoril | Ferrari 550 Maranello | 1:37.229 | 03.007 | 73 |
| Estoril | Ferrari 550 Maranello | 1:39.274 | 03.007 | 27 |
| Estoril | Ferrari 360 Modena | 1:44.870 | 00.852 | 27 |
| Falkenberg | Gillet Vertigo Straiff | 41.977 | 01.775 | 42 |
| Magny-Cours | Ferrari 550 Maranello | 1:38.379 | 01.173 | 28 |
| Magny-Cours | Ferrari 360 Modena | 1:44.964 | 02.870 | 10 |
| Monza | Ferrari 550 Maranello | 1:46.887 | 09.867 | 22 |
| Monza | Ferrari 360 Modena | 1:55.899 | 01.340 | 21 |
| Mugello | Ferrari 550 Maranello | 1:49.355 | 09.795 | 23 |
| Mugello | Ferrari 360 Modena | 1:53.976 | 06.865 | 23 |
| Night_LeMans | Lamborghini Murciela | 4:12.070 | 10.935 | 3 |

Seasons 1
Events 37
Wins 1
Top3s 18
Top5s 36
PPs 0

Date 2005-07-10 21:00

Last Skins
DrDEATH 2005-06-21
Zenon Ferrari 360 Modena 2005-06-21
Zenon Ferrari 360 Modena

- Szyko Pawer SID Revolt Competition
- Iworz Szymon szymon.to Real Racing Team
- Wach Piotr Meth
- Waliński Krzysztof McLaren Ultra Racing Team
- Wielewski Michał Rossi FTR GT Racing
- Wojciechowski Bartosz seick
- Łagoda Piotr Pedro[PL] Ultra Racing Team

In future it will be possible to get career stats from one SLS system and upload it into another.

PENALTY SYSTEM

SLS offers a penalty system based on points removed from standings for each penalty.

This system was created for leagues with crazy drivers to stop them causing deliberate accidents and/or other undesired actions. This penalty system has no relation to FIA rules.

All penalties must be defined by administrators, giving names and points for each offence.

Penalty points will not be deducted from race results, so they will not affect the race standings. But they may affect overall standings (all standings available in the system).

There are two warnings supported, calculated from penalty points.

1. T-warning, as a part of DQ from next race
2. W-warning

T-warning is given for each (defined) number of points taken in the one event. For example if T is defined for 5 points and the driver gets 12 penalty points in an event, it will take 2T. The remaining 2 points will not be used during T calculation in next event.

Now, if a defined number of T-warnings is reached, these are converted into a DQ for the incoming event. Note, the incoming event means the first event which will be raced. Removing events from the dictionary will not affect the DQ. It will still be active for the first incoming event.

W-warning works differently. It can be given by Administrator, and it multiplies penalty points received by a driver in a first driven event by 1,5 (default, may be changed by admin). If a driver gets no penalty points, W is automatically **cancelled**.

VISITORS

Without logging into SLS system, visitors have rights to view all pages excepting the admin, config, driver edit, and team managing sections. It means a visitor can read the news, see results, standings, drivers index and each driver's details and also download files: car skins, race data files, replays and videos.

Visitors cannot see any contact data like e-mails, communicator IDs etc.

The language of SLS is set for visitors according to the rules described in the *Language* section of this manual

DRIVERS

Registering new driver

To register, go to the Drivers/Registration section or just hit the *Register new driver* link in login panel. Then you will be asked to agree with the League system rules. Answering YES will move you to the registration form.

| NEWS | DRIVERS | TEAMS | CALENDAR | STANDINGS | RESULTS | ADMIN | CONFIG |
|------|---------|-------|-----------|--------------|---------|-------|--------|
| | INDEX | CARS | EDIT DATA | REGISTRATION | | | |

Username:

Password:

[Register new driver](#)
[Forgotten your password?](#)

Language:

REGISTRATION CONDITIONS

Registering to the League you confirm the knowledge of League Regulations content (if exists) and you agree with that rules. Additionally you agree to show your personal data you have entered into registration form on this site and agree to receive notification e-mails from this service.

You must enter valid data: first, last name, nick name and working e-mail into registration form. Entering untrue data allows the Administrators of the League to remove you from database including your results.

Do you agree with this conditions?
YES NO

After this, a following form will appear.

EDIT DRIVER DATA

Re-enter your password if you want to change the Nickname

| | | | |
|--|--|--|---|
| Nickname** <input type="text" value="MaXyM"/> | First name* <input type="text" value="Michal"/> | Last name* <input type="text" value="Kozusznik"/> | E-mail** <input type="text" value="maxym@media-it.net"/> |
| Password*** <input type="password"/> | Repeat password*** <input type="password"/> | Country <input type="text" value="Czech Republic"/> | City <input type="text" value="Praha"/> |
| Language <input type="text" value="English"/> | Birth year <input type="text" value="1975"/> | www <input type="text" value="www.media-it.net"/> | |

Driver's photo (jpg,gif,png, 100x120, max.100kB)

 Remove driver's photo

| | | | |
|--|---|--|--------------------------------------|
| ICQ number <input type="text" value="147756577"/> | Skype <input type="text" value="maxym_urt"/> | MSN number <input type="text"/> | Yahoo number <input type="text"/> |
| Jabber address <input type="text" value="maxym_urt@jabber.cz"/> | AOL number <input type="text"/> | Gadu-Gadu number <input type="text" value="1905678"/> | Tlen number <input type="text"/> |

Hide e-mail address E-mail notifications

* Required data
** Required and unique data
*** Required only if you want to change the password

You must enter data into fields marked with *, ** or *** characters. Especially, Password and Repeat password fields must be the same. Used nickname and e-mail must be unique for the whole system.

You can ignore other fields in the form but keep in mind that that data may be helpful for the whole racing community in some cases.

The Country setting has an informative value only, but in further versions of SLS it may be used for Country standings.

Language settings define e-mail notifications language and the whole system language. For more information read *Language* section of this manual.

After registering you have to log in and choose a car for seasons. These options are not available during registration.

In relation to system settings your registration may need to be confirmed by means of an activation code. In that case you will not be able to log-in to the system until activation.

In that case a confirmative e-mail will be sent to you with an URL you must use to activate the account. After activation (or just registration if the confirmation option is disabled) the system will send a welcome e-mail with the main information about using the system.

Editing driver data

| | | | | | | | |
|-------|----------------|-------|------------------|--------------|---------|-------|--------|
| NEWS | DRIVERS | TEAMS | CALENDAR | STANDINGS | RESULTS | ADMIN | CONFIG |
| INDEX | | CARS | EDIT DATA | REGISTRATION | | | |

To edit your data you have to be logged in the SLS. Then go to the *Drivers/Edit* data section.

If you need to change your Nickname you HAVE TO re-enter your password again into both password fields.

Your e-mail entered into this form is visible in Driver Details window only for registered and logged-in users. However, it can be hidden with the "Hide e-mail address" option. Note that administrators can see your e-mails.

Administrators can see and can edit any of your data

Selecting the season

The driver **must** select a season in which they will compete. It is done by selecting a car for each season and defining *Sim Nickname* used in a simulator (driver profile name in the sim). This nick will be used during importing data. If the car and the Sim nickname are not defined, the race results will not be imported for this driver.

To edit data, go to *Drivers/Edit/Cars* section. Press *Edit* button for a selected season, select a class, then a car, fill other fields and save the data using the "Save" button. The "Allowed classes" drop list contains only the classes allowed in the season by the administrator(s).

From the system's point of view, the car may be changed many times during a season. It will not affect any stored results already existing in the database. You can withdraw from a chosen season by pressing DELETE.

EDIT DRIVER DATA

GENERAL
CARS
SKINS

Allowed classes

Cars in the class

Car No.

Nick in Sim*

| Sim | Season name | Car class | Car model | Car No. | Nick in Sim | |
|---------|-------------|-----------|-------------|---------|-------------|---|
| GTR | 2005 | GT | Saleen S7-R | 3 | MaXyM | <input type="button" value="EDIT"/> <input type="button" value="DELETE"/> |
| GTR | 2005 T | GT | Saleen S7-R | | MaXyM | <input type="button" value="EDIT"/> <input type="button" value="DELETE"/> |
| rFactor | rf | PCC 2005 | PCC05 | | MXM | <input type="button" value="EDIT"/> <input type="button" value="DELETE"/> |


This option is not visible in the "Registering a new driver" mode. After registering you have to log in

Skins

Each driver can upload their own skins into the system. The max number of uploaded skins is defined by administrators. They can set each single season to require acceptance for each new skin uploaded or assigned to the season. In that case such a skin will be waiting for acceptance, being not visible for other users during that time.

EDIT DRIVER DATA

GENERAL
CARS
SKINS



Saleen S7-R

Skin date:
2006-03-04

Status:
Accepted

Selecting seasons

This section shows a list of your skins assigned to the seasons. On top of the list the season drop-list is placed. It contains all open seasons to which a driver has assigned skins. The number next to season name informs about the number of skins assigned to this season by a driver. To select a season just choose one from the drop list.

To add a new skin, press the ADD button. It does not matter what season is selected at this time.

To edit an existing skin, press the EDIT button.

In both cases the same form will appear.

Operations on skins

The "Edit skins" section is not available during registration. After registering you have to log in.

The skin upload form looks like the one in the picture. Don't forget to set the season(s) for which the skin is created. On the list are visible not only open seasons but also finished seasons which the skin is assigned to. It is for informational purposes only, for example if a user wants to know about his skin's assignments. Unassigning the skin from a finished season is not possible – only the 'x' sign is displayed in place of the checkmark.

The screenshot shows the 'EDIT DRIVER DATA' interface with the 'SKINS' tab selected. The 'Cars' dropdown is set to 'Lamborghini Murcielago'. The 'Seasons*' table lists two seasons: '[GTR] default' (2MB, 1/1, checkmark) and '[GTR] test' (2MB, 0/0, red X). The 'Car skin file' field has a 'Przełóż...' button. The 'Picture file' field has a 'Przełóż...' button. A preview of a car skin is shown on the right. Below the preview are checkboxes for 'Remove skin' and 'Remove picture'. At the bottom, there is a '* Required data' label and a 'SAVE' button.

The Season list contains a few icons, making the form more compact and intuitive.

If a season is set to verify each added/updated skin the ▼ icon appears. After making changes for such a season, the icon will turn into ⚠ which means that skin is waiting for acceptance.

Some seasons may not allow adding skins. Then ⛔ icon is displayed instead of checkbox. Such an icon may have 2 meanings:

- Driver has reached a maximum number of skins assigned to this season. Especially, if this number is set to 0, it means that no skin can be assigned to the season. The number of assigned skins (of the driver) and the maximum allowed number of skins for the season is displayed on the Seasons list in the skins_number / max_skins_allowed form.
- The size of an uploaded skin file is bigger than allowed by the season settings. This situation may appear only when a skin is already uploaded and a user wants to assign it to another season. When a driver is going to upload a new skin, the max file name rule is checked during the uploading process. Then the upload is aborted if one of the condition is not fulfilled.

The number shown under the "Upload skin" field shows the maximum file size which the system can handle. Max size of uploaded/assigned skins for selected seasons is also limited by seasons' settings. For more information about uploading files and limits please read the File Upload section.

Be careful when removing skins. Using this option will unassign the skin from all seasons and completely remove it from the database.

Email Notifications

When a new skin is added to a season or removed from one, a lot of e-mail notifications can be generated. To avoid e-mail flooding, notification e-mails are sent only to users who really need to be notified. For example, if a driver adds a season to the skin assignment list, the notification will be sent only to drivers who compete in this particular season and don't compete in other seasons connected to this skin. If a season is removed from the assignment list, only the drivers who don't compete in any other season connected with the skin are notified.

If some season is set to require admin's acceptance, a special notification will be sent to all admins. If a season accepts skin automatically, the notification will be sent to drivers.

Restore lost password

For users who lost or forgot a password, SLS gives a chance to set a new one. Because passwords are stored in the database in an encrypted form, it is not possible to restore the original password. It can be done only by generating a new one and sending it to the user.

To start the restore-a-password procedure, click the link in the Log-in block. You will be asked to enter your e-mail address. The driver with this e-mail must be registered in the system already. After pushing the SEND button, an e-mail with a confirmation code will be sent. Using this code, the system will generate a new password and send it to the user.

Note, that if you use this feature (or someone else does) and you don't want to generate a new password – just ignore the e-mail with the confirmation code.

File upload

SLS allows uploading and storing various files in the database:

- driver pictures
- team logos
- car pictures
- car skins
- race result files

This feature can be restricted or limited by server settings. It is not related to SLS system. However SLS will try to take some control over these restrictions and give some information to the user.

Next to all the fields used for uploading files, the maximum file size is displayed. This value may not be exceeded. Additionally, time upload can be restricted by some servers. SLS cannot control this issue.

Next to the picture upload fields the dimension and allowed type of picture is displayed. You can upload only pictures which match the format and have exact dimensions.

Teams

Team name

- Calvus Racing Team
- CleX-Racing
- FTR GT Racing
- Generation X
- GRIFFE Team Poland
- liveSTRONG Racing T
- Martinodark Motorsp
- More Power Team
- Orange Racing Team
- OWAD RACING TEAM
- PlanaAvanti
- Prodrive
- Qlaqs Race Team
- QuEST Racing
- Raq Racing
- RBR.PL
- Real Racing Team
- Remo Pro Sport
- Skidmark Racing Team

Team drivers

| | |
|-------------------|--------|
| Bukowski Lukasz | Luk |
| Chamera Marusz | Cammer |
| Karasiewicz Piotr | Karas |
| Wiedlewski Michal | Rossi |

Team leader

Country: Poland
 Nickname: Karas
 e-mail: mlodykaras@gmail.com

Team compete in seasons

| |
|---------------|
| 2005 |
| 2005 T |
| FIC 2005/2006 |
| RBR 2005 |

Simracing League System
<http://www.sls.simracing.pl>

Praca Witold
 Rakowski Bartosz
 Górczyński Piotr
 Tworz Szymon
 Stolecki Wojciech
 Boguta Rafał
 Gołda Paweł
 Siczek Maciej
 Szulborski Janusz

SLS offers a possibility to group drivers into teams and then calculate standings for them.

To calculate standings only first the best results of team members are taken from the race results. The number of the best results is defined by the administrator for each season separately. For example (and by default) only 3 best results of team members are taken to calculate number of team points, even if team contains more than 3 members.

Driver results are assigned to his/her team only during the importing of race data (by administrator); if the driver is assigned to the team. Further changes in teams do not affect team results from the past.

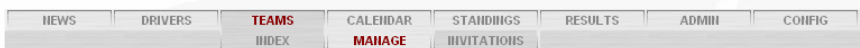
Only registered drivers can take advantage of team feature.

To see team members choose the TEAMS/INDEX button in main menu. Then you can click on the magnifier icon to see more detailed information about the team.

Managing teams

You can create your own teams. The number of created teams is unlimited. It means one person can lead more than one team. The only condition to be met is that the Team name must be unique in the whole system. The Leader can be a member of the team but it is not a must.

Go to the *Teams/Manage* section



It will open a section with 3 subwindows. The first one, 'MANAGE TEAMS', is for creating and editing teams. The second shows members of your teams and gives a possibility to sign off any of the members. The third allows you to communicate with other drivers: invite, accept or reject queries.

Create the team

To create a team clicks the *ADD* button in the *MANAGE TEAM* window. The following form will appear:

The form is titled "YOUR TEAMS" and contains the following fields and options:

- Team Name***: A text input field.
- Team Homepage**: A text input field.
- Team e-mail**: A text input field.
- Team logo**: A text input field with a "Przełóż..." button next to it. Below it, the text "(jpg,gif,png, 240x180, max.4.9MB)" is displayed.
- Remove team logo
- Compete in seasons**: A list of seasons with checkboxes:
 - 2005
 - 2005/2006
 - F1C 2005/2006
 - RBR 2005
- Image preview**: A central area showing two silhouettes of a person in a racing suit.
- SAVE**: A button at the bottom center.

Fill in the data fields. The Team name must be unique in the whole system. On the Seasons list, check the ones for which you want your team to compete in. The Season list contains only active (not finished) seasons. It means you will not be able to make changes to the seasons that are finished.

To accept your values click the *SAVE* button. If everything is OK the window will switch into a list of your teams.

Note, that creating a team is not equal to being the team member.

If you want to be a member of own team, send an invitation to yourself using the *TEAM INVITATION* subwindow on that page. In that case, accepting the invitation will not be needed and also an e-mail notification will not be sent.

If you have created the team, you can use the next two windows. Please note, both of these windows have a drop list to choose the team and the season. It means that all actions will be done for the selected season and the team only.

Manage team members

The first window shows the members of your (selected) team in a selected season.



| TEAM MEMBERS | | | | | |
|--|----------|--------------|-----------------------|--------------------------------------|--|
| Team name: Ultra Racing Team | | Season: 2005 | | | |
| Driver | Nickname | Class | Car model | | |
|  Kozusznik Michał | MaXyM | GT | Saleen S7-R | | |
|  Smejkal Marek | smejki | GT | Ferrari 550 Maranello | <input type="button" value="LEAVE"/> | |
|  Lebioda Mariusz | Leon | GT | Lister Storm | <input type="button" value="LEAVE"/> | |

You can sign off any team member from the team in the season. If you want to remove a member from all seasons/teams you have to remove them for each combination separately.

Invitations

The last window allows you do invite drivers to your team or answer to queries sent by drivers wanting to join your team. Each operation is related to ONE of your teams in a SELECTED SEASON. That's why the list shows only the drivers who sign into the season selecting a car for it.

So, if you need to get some information first chose these ones using the drop lists.

To invite a driver into your team for just select a season. Only the drivers who compete in this season will be listed. Choose the driver and then push the SEND button placed in the row that corresponds to it. The driver will be asked if s/he wants to join your team. From this moment,  sign will be shown instead of the button. If the driver will reject your query, this sign will be changed to  sign. If s/he accepts the query, s/he will automatically appear in team member list for the selected team and season.

| TEAM INVITATIONS | | | | | | |
|---|-----------|--------------|-----------------------|-----------|-------------------------------------|--------|
| Team name: Ultra Racing Team | | Season: 2005 | | | | |
| Driver | Nickname | Car class | Car model | Team name | Invite | Accept |
|  Waliński Krzysztof | McLaren | GT | Lister Storm | | ... | |
|  Bukowski Lukasz | luk | GT | Lister Storm | | <input type="button" value="SEND"/> | |
|  Domaradzki Pawel | jaizm | GT | Ferrari 550 Maranello | | <input type="button" value="SEND"/> | |
|  Dąbrowski Pawel | Padek78 | GT | Ferrari 550 Maranello | | <input type="button" value="SEND"/> | |
|  Tworz Szymon | szymon.to | GT | Ferrari 550 Maranello | | <input type="button" value="SEND"/> | |
|  Chamera Mariusz | camer | GT | Lister Storm | | <input type="button" value="SEND"/> | |
|  Bryzek Sebastian | hermik | GT | Lamborghini Murciela | | <input type="button" value="SEND"/> | |
|  Łagoda Piotr | Pedro[PL] | GT | Ferrari 550 Maranello | | <input type="button" value="SEND"/> | |
|  Karasiewicz Piotr | Karas | GT | Lister Storm | | <input type="button" value="SEND"/> | |
|  Szumski Piotr | Tetsuo | GT | Lamborghini Murciela | | <input type="button" value="SEND"/> | |
|  Nowicki Jarek | dragoo | GT | Ferrari 550 Maranello | | <input type="button" value="SEND"/> | |

If some drivers ask you to join your team (see *joining teams* section of this manual), you can accept this driver as your new team member by pressing button. To reject this query, press button.

Joining teams

If you want to join a foreign team, just go to the *Teams/Invitations* section



In this section you will see a list of available teams. Hit the button corresponding to the chosen team to send a query to the team leader. After this, the button will be replaced by sign, which means a waiting sign. If the team leader rejects your query, it will be replaced again by sign.

If some team invite you to the team, you will see and buttons. Press button to accept the invitation or to reject it.

TEAM APPLICATION

You are a team member already for THIS season!
You have to sign from your team off to send query to another team.

Season: 2006 GT

| Team name | Team Leader | Sign of Ask |
|--------------------|--------------------|-------------|
| Bydgoszcz Racers | Lang Martin | |
| Calvus Racing Team | Migut Krzysztof | |
| Generation X | Domaradzki Pawel | |
| More Power Team | Czuchaj Adrian | |
| PlanaAvanti | Skubiszak Tomasz | |
| QUEST Racing | Pluta Witold | |
| Ultra Racing Team | Kozusznik Michał | LEAVE |
| Walter Managment | Kawiorski Waldemar | |

ADMINS

SLS administrator is a common system user (a driver) with rights to do all administrative things including arbitrage.

Just after the first-time system installation two users are created:

- admin, password admin
- demo, password demo

Admin/admin user has admin rights but is not accepted as a league driver. If you (installator) need to be a regular driver in the league, you have to accept your account in the Admin/Drivers section (see further information about managing drivers).

Demo user has rights to see the administration section but no rights to execute any admin-related functions. S/he cannot even change your own data. This means, the demo user is for demonstrational purposes only. However, you can remove this user from the system. Note that after deleting the demo user you will not be able to recreate it again.

Warning! Do not forget to change the admin password after the installation

You can change admin user data in the Driver/Edit Driver section

Quick Start

To quick start using SLS with your sim you have to:

- Go to ADMIN/DICTIONARIES – check if there are defined cars you want to use in the season, and car classes you want to assign to the season. These classes should be linked with the selected cars.
- Define a season – go to ADMIN/SEASONS, add a season, chose the simulation, input points array (numbers separated by comas), define bonuses and other values. Select classes which will be assigned to the season
 - Now, drivers which want to compete in the season should sign into the season choosing a car in the DRIVERS/EDIT/CARS section. The driver, who has not selected the car for a season will not appear on the drivers list, cannot be accepted to the team (for this season) and his race results will be skipped during importing data.
- Define a calendar for the season – go to ADMIN/CALENDAR, chose a season from the drop down list, hit add and define event parameters.

Dictionaries

Dictionaries are the base things working with database. They contain repetitive data, which can be called just from dictionaries instead of each record being scattered around the database. Additionally it guarantees that names displayed in each part of the system will always be the same because they are always taken from the dictionary.

SLS contains a few tables used as dictionaries: Track dictionary, Car Class dictionary, Car models dictionary and Penalty names dictionary. However Drivers table, Seasons and Calendars tables are dictionaries too (from the database's point of view), these are placed in other parts of system.

Some of these tables are filled with default values during the installation process. Mostly, for compatibility with a racing simulator.

Track Dictionary

It contains data related to tracks used in the system:

- Track Name, displayed in the system – up to 40 characters
- Track Name In sim – up to 255 characters

What are these differences for? Not always the track name reported by the game is exactly the same name we want to see in the system (ie in calendar). For example Watkins Glen Long in game is named: WatkinsLong.

The track name is saved by a simulator into results files, especially including these names into file names. If the Track Name In Sim field is correctly filled you will be able to browse live files filtered by the track name related to a chosen event.

Because it is possible that the same track in different simulators can be named in a different way, it is possible to assign several sim track names to one real track name, the pipe character - | serving as separator.

For example, Magny-Cours is reported by GTR as Magny-Cours but GTL reports it as Magny-Cours National. You can still have these two tracks under one name. Just input Magny-Cours|Magny-Cours National.

| TRACKS DICTIONARY | | |
|-------------------|-------------------|-------------|
| Track Name | Track name in GTR | SAVE |
| Anderstorp | Anderstorp | EDIT DELETE |
| Barcelona | Barcelona | EDIT DELETE |
| Brno | Brno | EDIT DELETE |
| Castle Combe | Castle Combe | EDIT DELETE |
| Donington | Donington | EDIT DELETE |
| Enna | Enna | EDIT DELETE |
| Estoril | Estoril | EDIT DELETE |
| Falkenberg | Falkenberg | EDIT DELETE |
| Imola | Imola | EDIT DELETE |
| Kyalami | Kyalami | EDIT DELETE |
| Le Mans | Le Mans | EDIT DELETE |
| .. | .. | |

Class Dictionary

Contains the following data definitions for each car class:

- Class name (unique)
- Weight penalties
- Weight penalties limit
- Cars belonging to this class

Class name is the name of class used by SLS. There may be no relation with class names in simulations. The installation process fills this dictionary with classes available in the default installation of supported sims. Cars are also assigned to classes in relation to their appearance in sim.

| CAR CLASS DICTIONARY | | | | | |
|----------------------|------------------------|----------------------|--|----|-------------|
| Nascar 2003 | Nascar Chevrolet | | | | |
| | Nascar Dodge | | | | |
| | Nascar Ford | | | | EDIT DELETE |
| | Nascar Pontiac | | | | |
| nGT | Bmw Z3 M | | | | |
| | Ferrari 360 Modena | | | | |
| | Gillet Vertigo Streiff | | | | |
| | Lotus Elise | | | | |
| | Morgan Aero 8 | 20,15,10,-10,-15,-20 | | 50 | EDIT DELETE |
| | Mosler MT900 | | | | |
| PCC 2005 | Porsche 911 GT3 Cup | | | | |
| | Porsche 911 GT3-RS | | | | |
| | PCC05 | | | | EDIT DELETE |
| Rhez | Rhez | | | | |
| | Rhezx | | | | EDIT DELETE |
| | ZRx | | | | |
| rtSchool | rTrainer | | | | EDIT DELETE |
| | Abarth 1000TC | | | | |
| TC-75 | Alfa Romeo GTA | | | | |
| | Austin Mini Cooper S | | | | |
| | Ford Falcon | | | | EDIT DELETE |
| | | | | | |

After hitting the ADD or EDIT button the edit form will appear in place of the class list. It contains Fields for editing class name, weight handicaps and list of cars with checkmarks against each one.

| CAR CLASS DICTIONARY | |
|-----------------------|---------------------------|
| Class Name* | Select cars for class: GT |
| GT | Abarth 1000TC |
| Weight penalties (kg) | AC Cobra |
| 40,30,20,-20,-30,-40 | Alfa Romeo GTA |
| Limit | Austin Healey 3000 |
| 80 | Austin Mini Cooper S |
| SAVE | BMW CSL |
| | Bmw Z3 M |
| | Chevrolet Corvette |
| | Chevrolet Corvette C5-R |
| | Chrysler Viper GTS-R |
| | DeTomaso Pantera |
| | F3Euro |
| | Ferrari 275 GTB/C |
| | Ferrari 360 Modena |
| | Ferrari 550 Maranello |
| | Ferrari 575 GTC |
| | Ford Capri RS |
| | Ford Escort RS |
| | Ford Falcon |
| | Ford GT40 |

Weight penalties and Weights penalties limit are related to FIA weight handicap rules. These rules are described on FIA www pages.

You can define your own rules by putting weights array (numbers separated by comas) into the Weight penalties field. Positive values mean adding weight to the car in the next event. Negative values mean removing weight from car in the next event. For example, when rules are defined as in the picture above, the driver who wins will get additional 40kg of ballast for the next event in which s/he will compete. The second driver will get 30kg and the third – 20kg. The next drivers will have ballast removed in the following order: the fourth driver will have 20kg removed, the fifth – 30kg and each next 40kg.

Note, that weights cannot exceed the maximum weight limit. Also if removed weight is greater than currently mounted in a car, it will be removed without remembering the rest of weight.

Vehicles dictionary

Defines all cars used in the system. After installation the table contains all cars available in the default installation of supported games. Additional cars may be added with uniform

- Model name (unique)
- Constructor
- Name reported by a sim

| VEHICLES DICTIONARY | | | |
|-------------------------|-------------------------|-------------------------|-------------|
| Model name* | Constructor* | Name reported by a sim | SAVE |
| Abarth 1000TC | FIAT | Abarth 1000TC | EDIT DELETE |
| AC Cobra | AC Cars | AC Cobra | EDIT DELETE |
| Alfa Romeo GTA | Alfa Romeo | Alfa Romeo GTA | EDIT DELETE |
| Austin Healey 3000 | Austin Motor Company | Austin Healey 3000 | EDIT DELETE |
| Austin Mini Cooper S | Austin Motor Company | Austin Mini Cooper S | EDIT DELETE |
| BMW CSL | BMW Motorsport GmbH | BMW CSL | EDIT DELETE |
| Bmw Z3 M | BMW Group | Bmw Z3 M | EDIT DELETE |
| Chevrolet Corvette | Chevrolet Motor Company | Chevrolet Corvette | EDIT DELETE |
| Chevrolet Corvette C5-R | General Motors | Chevrolet Corvette C5-R | EDIT DELETE |
| Chrysler Viper GTS-R | DaimlerChrysler | Chrysler Viper GTS-R | EDIT DELETE |
| DeTomaso Pantera | DeTomaso Automobili | DeTomaso Pantera | EDIT DELETE |

If several different cars are manufactured by the same constructor, make sure that the constructor name is the same for all these cars. Otherwise, you will get separated standings for each Constructor.

Name reported by a sim is used to recognize and check a car model used by a driver in the imported race data. It allows having real car names visible in the system, even if game reports cars as different names. For example rFactor's mod PCC05 reports cars as PCC05. But we know that in fact it is a Porsche. So, we can define Porsche as model name and PCC05 as Name reported by a sim.

If the same car is reported in different ways, pipe separator can be used in *Name reported by sim field*.

A good example is the Lamborghini Murcielago. In the first versions of GTR it was named as Lamborghini Murcielago R-GT. Then, since GTR 1.3, the R-GT suffix has been removed. To avoid problems with recognizing these cars (some drivers can use skins based on the old version and some on the new one), *Name reported by sim field* for this car can be defined as: Lamborghini Murcielago|Lamborghini Murcielago R-GT.

Penalties dictionary

This table is related to the penalty system supported by SLS. For more information about the penalty system, see the *Penalties* section.

Penalty dictionary defines the following data for each penalty

- Penalty name
- Paragraph of regulation
- Points for penalty
- Technical checkbox

The screenshot shows a web form titled "PENALTY DICTIONARY". It contains four input fields: "Penalty Name", "S" (Paragraph of regulation), "Points", and "T" (Technical checkbox). A "SAVE" button is located to the right of the "T" field.

| Penalty Name | S | Points | T | SAVE |
|--------------|---|--------|--------------------------|------|
| | | | <input type="checkbox"/> | |

Penalty name is the penalty description, related to League regulations.

Paragraph number should point to the related article in the League regulations

Points are the number of points given for penalty. It will be removed from the points collected by drivers

Technical checkbox will mark the penalty as a technical penalty (if regulations provide such penalties).

Technical penalty is not taken into account for calculating U-warnings (and DQ in consequence)

Seasons

SLS supports unlimited number of seasons. Each season defines a lot of season related options. That's why setting up the seasons is the most important thing in SLS. To define seasons go to the ADMIN/SEASONS section.

| | | | | | | | |
|------|---------|--------------|----------|-----------|---------|-------|-----------|
| NEWS | DRIVERS | TEAMS | CALENDAR | STANDINGS | RESULTS | ADMIN | CONFIG |
| NEWS | MAILING | DICTIONARIES | SEASONS | CALENDAR | DRIVERS | EVENT | PENALTIES |

The season list will be displayed. It shows some (not all) information about the season, like the name, simulation connected to it, points, allowed car classes and info about the progress of the season. Items are sorted by simulation name, then by season name. So, finding a season on the list should be easy.

| SEASONS PLANNING | | | | | | | |
|---|---------------|------------------------|-----------------|--------|----------|---------|-------------|
| Show inactive seasons also <input type="checkbox"/> | | | | | | | ADD |
| Simulation | Season Name | Points | Classes | Closed | Finished | Removed | |
| F1C | 2006 | 10,8,6,5,4,3,2,1 | F1 2005 | | | | EDIT DELETE |
| GPL | GPL test | 10,8,6,5,4,3,2,1 | F1 67 | | | | EDIT DELETE |
| GTL | 2006 | 25,20,16,13,11,10,9 | GTL 2006 | | | | EDIT DELETE |
| GTR | 2006 GT | 27,24,21,19 | GT | | | | EDIT DELETE |
| GTR | 2006 NGT | 25,20,16,13,11,10,9 | nGT | | | | EDIT DELETE |
| GTR | Fun Race | 0,0,0,0,0,0,0,0,0 | Funrace GTR 200 | | | | EDIT DELETE |
| LFS | LFS test | 10,8,6,5,4,3,2,1 | MR formula | | | | EDIT DELETE |
| LFS | Sezon 1 | 100,90,85,80,78,76,752 | | | | | EDIT DELETE |
| NR2003 | NR2003 test | 175,170,165,160,155 | Nascar 2003 | | | | EDIT DELETE |
| NR2003 | Summer League | 75,70,65,60,55,50,45 | Nascar 2003 | | | | EDIT DELETE |
| rFactor | rf | 10,9,8,7,6,5,4,3,2,1 | rtSchool | | | | EDIT DELETE |

By default the list shows only active seasons. After checking *Show inactive seasons also* checkmark, also *Finished* and/or *Removed* seasons will appear on the list.

| SEASONS PLANNING | | | | | | | |
|--|-------------|---------------------|-----------|--------|----------|---------|-------------|
| Show inactive seasons also <input checked="" type="checkbox"/> | | | | | | | ADD |
| Simulation | Season Name | Points | Classes | Closed | Finished | Removed | |
| F1C | 2005/2006 | 10,8,6,5,4,3,2,1 | F1 2004 | X | X | | EDIT DELETE |
| F1C | 2006 | 10,8,6,5,4,3,2,1 | F1 2005 | | | | EDIT DELETE |
| GPL | GPL test | 10,8,6,5,4,3,2,1 | F1 67 | | | | EDIT DELETE |
| GTL | 2006 | 25,20,16,13,11,10,9 | GTL 2006 | | | | EDIT DELETE |
| GTR | 2005 T | 10,8,6,5,4,3,2,1 | GT nGT | X | X | | EDIT DELETE |
| GTR | 2005/2006 | 25,20,16,13,11,10,9 | GT nGT | X | X | | EDIT DELETE |
| GTR | 2006 GT | 27,24,21,19 | GT | | | | EDIT DELETE |
| GTR | 2006 NGT | 25,20,16,13,11,10,9 | nGT | | | | EDIT DELETE |

Clicking the DELETE button system will try to remove a season. This action will finish successfully only if no results are saved in this season. After clicking NEW or EDIT you will see an additional form in place of the list.

Fill in the season name, then chose a simulation. Input points. Points must be positive numbers separated by comas. Note that while choosing simulations some fields may be disabled and the content of the combo box may be limited. These changes are made dynamically in relation to features available in the used parser (provided by the game)

Choose a DNF rule – it is a rule that describes who can get points in case s/he has not finished a race. There are 4 options:

- Points for all DNF – it means everyone will get points for the race, event if not finished. Of course if the points array allows points for that position.
- No points for no-reason DNFs – drivers who have not finished a race due to an accident, fuel or car failure, can get points. If someone just gives up for no apparent reason – they score no points.
- Points for X% of a race – if a driver completes the race with MINIMUM X% of laps (max laps is equal to the laps completed by the winner) then s/he gets the points. Note it can affect drivers who finished a race with a lot of laps in plus. After choosing this option the next field will be activated and you will be able to set the percentage.
- No points for all DNF – points will only go to the drivers who finished the race.

The car number rule defines what numbers can be set for cars in a season (in DRIVER/EDIT/CARS section). There are following options:

- not required
- required
- must be unique – that means they must be unique in a selected season only

| SEASONS PLANNING | | | | | |
|---|---|---|------------------|-------------------------------------|--|
| Season Name** 2006 NGT | Simulation* GTR | Points* 25,20,16,13,11,10,9,8,7,6 | Allowed classes | | |
| DNF rule Points for X% of race done | Race percentage 90 | Car number rule Not required | AusH6 V8 | <input type="checkbox"/> | |
| Minimum pit stops 0 | Pole position bonus 0 | Fastest Lap bonus 0 | F1 2004 | <input type="checkbox"/> | |
| Lead lap bonus 0 | Most laps on lead bonus 0 | Weight penalties <input type="checkbox"/> | F1 2005 | <input type="checkbox"/> | |
| Top X* 3 | Top Y* 8 | Server address | F1 67 | <input type="checkbox"/> | |
| max. results for team standings 3 | max. results for constructor standings 3 | max. results for car model standings 3 | F3 | <input type="checkbox"/> | |
| Skip 1st lap for consistency <input checked="" type="checkbox"/> | | | FF coupe | <input type="checkbox"/> | |
| | | | FF hatchback | <input type="checkbox"/> | |
| | | | FF race car | <input type="checkbox"/> | |
| | | | Formula Nippon | <input type="checkbox"/> | |
| | | | FormulaIS | <input type="checkbox"/> | |
| | | | FR coupe | <input type="checkbox"/> | |
| | | | FR hatchback | <input type="checkbox"/> | |
| | | | FR race car | <input type="checkbox"/> | |
| | | | FR roadster | <input type="checkbox"/> | |
| | | | Funrace GTR 2006 | <input type="checkbox"/> | |
| | | | FWD GTR | <input type="checkbox"/> | |
| | | | GT | <input type="checkbox"/> | |
| | | | GTC-65 | <input type="checkbox"/> | |
| | | | GTC-TC-76 | <input type="checkbox"/> | |
| | | | GTL 2006 | <input type="checkbox"/> | |
| | | | GTR | <input type="checkbox"/> | |
| | | | Hammer | <input type="checkbox"/> | |
| | | | Howston | <input type="checkbox"/> | |
| | | | LRF | <input type="checkbox"/> | |
| | | | MR formula | <input type="checkbox"/> | |
| | | | MR kart | <input type="checkbox"/> | |
| | | | Nascar 2003 | <input type="checkbox"/> | |
| | | | nGT | <input checked="" type="checkbox"/> | |
| | | | PCC 2005 | <input type="checkbox"/> | |
| | | | Rhez | <input type="checkbox"/> | |
| | | | RR coupe | <input type="checkbox"/> | |
| | | | RR race car | <input type="checkbox"/> | |
| | | | rtSchool | <input type="checkbox"/> | |
| | | | S1600 | <input type="checkbox"/> | |
| | | | S2 | <input type="checkbox"/> | |
| | | | TBO | <input type="checkbox"/> | |
| | | | TC-75 | <input type="checkbox"/> | |
| | | | WRC | <input type="checkbox"/> | |
| U-warning points 5 | U to DQ limit 2 | W-warning factor (%) 100 | | | |
| Per driver skins limit 1 | Maximum skin size (B) 3145728 | Skins verification <input checked="" type="checkbox"/> | | | |
| Regulations for the season http://liga.simracing.pl/info/regulamin_gtr_2006.pdf | | | | | |
| Custom rules | | | | | |
| <input type="checkbox"/> Season closed <input type="checkbox"/> Season finished <input type="checkbox"/> Season removed | | | | | |
| * Required data ** Required and unique data | | | | | |
| <input type="button" value="SAVE"/> | | | | | |

Pole position bonus – number of points collected by PoleMan

Fastest lap bonus – number of points collected by a driver who did the fastest lap IN RACE

Lead lap bonus – number of points collected by each driver who has driven a full lap (from S/F line to S/F line) on a lead lap during a race.

Most lap on lead bonus – number of points collected by a driver who did the maximum laps in the lead

Weight penalties – enables the weight penalties feature in SLS

TopX and TopY – is used only in statistics. It will display the number of races which a driver finished up to X and Y place.

Server address – dedicated server address. It can be an IP or a domain name. It is used while sending a notification about an event (ADMIN/EVENT)

Files from LiveView – choose the LiveView system which allows you to import race results directly from the server's disk. Read about LiveView system for more information.

Max. results for team standings – maximum number of the team drivers finished in the best positions. The sum of their points will be used for calculating team standings.

Max. results for constructor standings – maximum number of the cars of each constructor which finished in the best positions. The sum of their points will be used for calculating constructor standings.

Max. results for car standings – maximum number of the cars of each model, which finished in the best positions. The sum of their points will be used for calculating cars standings.

Skip 1st lap for consistency – Useful when 1st lap is formation lap. It should not be taken into account for consistency calculation

U-warning, U to DQ limit and W-warning is described in *Penalties* section.

Per driver skins limit – maximum number of skins which can be assigned to this season by each driver

Maximum skin size – maximum file size (in bytes) of the skin uploaded into the system

Skins verification – when checked, each uploaded or updated skin will must be accepted by administrators.

Regulations for the season – the link to file with complete league regulations for this season (ie pdf file). It can be full URL (http, https or ftp) or relative path to SLS installation dir (for example 'info/file.doc').

Custom rules – you can write here own additional rules, you think are important. Do not use it if you are sure it is good. Because these strings will appear in season rules section as not translated. Other strings will be translated to selected language.

Closed means no more cars can be defined in the season by drivers. It affects only functionality of editing cars for seasons (the season will not appear in this list)

Finished means the competition in the season is over. Such a season will not appear on the "Edit cars for season" list, or in the Managing Team, Managing Events, Managing Penalties and Managing Calendar sections.

A season cannot be removed from the database if there are some results recorded for it.

Then you can remove a season from access from elsewhere in the system by checking the Remove option.

Finally, choose the classes which will be allowed to compete in the season. Please remember that each class has its own separate results and standings.

Click Save after finishing. Data will be saved and the season list will appear back again.

Events calendar

SLS supports unlimited number of events in each season. To define the event roster go to the Admin/Calendar section

| | | | | | | | |
|------|---------|--------------|----------|-----------------|---------|--------------|-----------|
| NEWS | DRIVERS | TEAMS | CALENDAR | STANDINGS | RESULTS | ADMIN | CONFIG |
| NEWS | MAILING | DICTIONARIES | SEASONS | CALENDAR | DRIVERS | EVENT | PENALTIES |

To create an event roster use the EVENTS PLANNING table. It contains calendar records in a related season (chosen in the drop-list). Click the NEW button to create a new record or EDIT DELETE to take a related action

| EVENTS PLANNING | | | |
|-----------------|-------|--------------------|-------------|
| 2005 | | | NEW |
| Track Name | Short | Event Date | |
| Monza | MON | 1/22/2006 9:00 pm | EDIT DELETE |
| Monza | MON | 1/15/2006 9:00 pm | EDIT DELETE |
| Oschersleben | OSC | 1/8/2006 9:00 pm | EDIT DELETE |
| Oschersleben | OSC | 12/18/2005 9:00 pm | EDIT DELETE |
| Estoril | EST | 12/11/2005 9:00 pm | EDIT DELETE |
| Estoril | EST | 12/4/2005 9:00 pm | EDIT DELETE |
| Anderstorp | AND | 11/27/2005 9:00 pm | EDIT DELETE |
| Anderstorp | AND | 11/20/2005 9:00 pm | EDIT DELETE |
| Spa | SPA | 11/13/2005 9:00 pm | EDIT DELETE |
| Spa | SPA | 11/6/2005 9:00 pm | EDIT DELETE |
| Donington | DON | 10/30/2005 9:00 pm | EDIT DELETE |
| Donington | DON | 10/16/2005 9:00 pm | EDIT DELETE |
| Brno | BRN | 10/2/2005 9:00 pm | EDIT DELETE |
| Brno | BRN | 9/18/2005 9:00 pm | EDIT DELETE |
| Enna | ENN | 9/11/2005 9:00 pm | EDIT DELETE |
| Enna | ENN | 9/4/2005 9:00 pm | EDIT DELETE |
| Magny-Cours | MAG | 8/28/2005 9:00 pm | EDIT DELETE |

After clicking NEW or EDIT you will see additional form in place of the list:

| EVENTS PLANNING | | | |
|-----------------|--|------|-----------------|
| Season name | Input date format is: YYYY-M-D H:M in 24h format | | |
| 2005 | Race * | 2006 | 01 - 22 21 : 00 |
| Track Name | Practice 1 | | : : : |
| Monza | Practice 2 | | : : : |
| Short | Qual 1 | | : : : |
| MON | Qual 2 | | : : : |
| | Warm up | | : : : |
| SAVE | | | |

After opening, the season name will be set the same as in the events list. But you can change it here, if you wish.

Choose a track from the list and enter the track's short name (max 4 characters)

Input the date of the race – it is a required value. The dates of other sessions are optional.

Click Save after finishing. The data will be saved and the events list will appear back again.

Note that the date format input fields need date in YYYY-M-D H:M. format. The date will be verified.

Drivers Management

When a new driver is registered into the system, the created account is inactive by default. Such a driver will not be able to get notifications about incoming events. If however s/he races in the event, their results will be ignored during importing data. Drivers who are not accepted are not visible on the drivers' list, either. To activate a new driver press button in the column named 'Acc' (means Accepted). The button means a driver is accepted.

You can grant and refuse administrative rights to each driver using the and buttons in the column named 'Adm' (means administrator). The button means that a driver has administration rights.

You can grant and refuse rights for writing news to each driver using the and buttons in the column named 'News'. The button means that a driver has news rights.

The button with an envelope (column is marked with @ sign) will open the window that allows you to send an e-mail to the driver. If this column is empty it means that e-mailing is disabled in the system configuration.

You can change all drivers' data including the passwords. To do this hit the 'EDIT' button. A new window will open with the same form as in the Driver/Edit Driver section.

Note that you cannot see the password entered by the driver. The password is encrypted, even in the database.

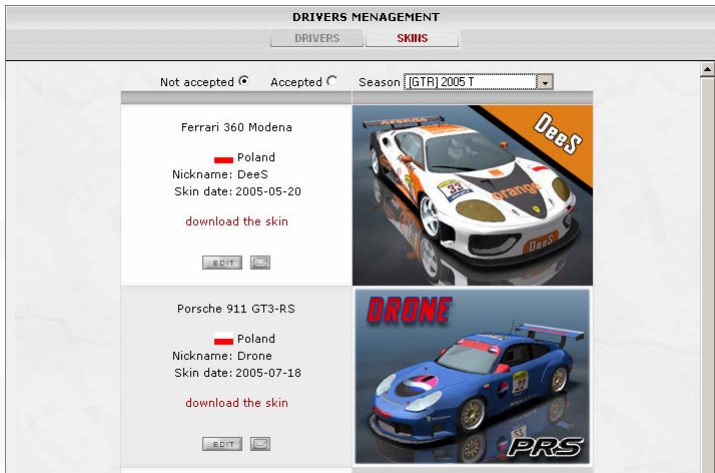
You can remove the driver from the system if s/he had no races done. Otherwise, SLS will notify you about the impossibility of undertaking this action.

| DRIVERS MANAGEMENT | | | | | | | | | |
|---------------------------------------|--------------------------|--|----------|------------------------------|--------------------------|--------------------------|--------------------------|--------------------------|-------------|
| DRIVERS | | | | | | | | | |
| Not accepted <input type="checkbox"/> | | Accepted <input checked="" type="checkbox"/> | | Season [GTR] 2005 | | | | | |
| Driver Name | Nickname | Car class | Car mode | doesn't matter | News | Adm | | | |
| <input type="checkbox"/> | Bryzek Sebastian | hermik | GT | Lamborgh - not in any season | | | <input type="checkbox"/> | <input type="checkbox"/> | EDIT DELETE |
| <input type="checkbox"/> | Domaradzki Paweł | jaizm | GT | Ferrari 55 [GTR] 2005 | | | <input type="checkbox"/> | <input type="checkbox"/> | EDIT DELETE |
| <input type="checkbox"/> | Górczyński Piotr | Piotor | nGT | Ferrari 36 [GTR] 2005 | | | <input type="checkbox"/> | <input type="checkbox"/> | EDIT DELETE |
| <input type="checkbox"/> | Koźuszniak Michał | MaXyM | GT | Salen S7-R 2006-04-24 | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | + |
| <input type="checkbox"/> | Lizak Sebastian | Przecinak | GT | Lamborghini N2006-04-24 | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | EDIT DELETE |
| <input type="checkbox"/> | Marcinkowski Marcin | Martinodark | GT | Salen S7-R 2006-04-24 | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | EDIT DELETE |
| <input type="checkbox"/> | Pluta Witold | witek_p | GT | Ferrari 550 Mz2006-04-24 | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | EDIT DELETE |
| <input type="checkbox"/> | Smejkał Marek | smejki | GT | Ferrari 550 Mz2006-04-24 | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | EDIT DELETE |
| <input type="checkbox"/> | Szumski Piotr | Tetsuo | GT | Lamborghini N2006-04-24 | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | EDIT DELETE |
| <input type="checkbox"/> | Wach Piotr | Meth | GT | Lamborghini N2006-04-24 | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | EDIT DELETE |
| <input type="checkbox"/> | Wojciechowski Bartośecik | nGT | GT | Ferrari 360 Mz2006-04-24 | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | EDIT DELETE |
| <input type="checkbox"/> | Łagoda Piotr | Pedro[PL] | GT | Ferrari 550 Mz2006-04-24 | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | EDIT DELETE |
| <input type="checkbox"/> | Ławicki Jakub | Wicko | GT | Salen S7-R 2006-04-24 | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | EDIT DELETE |

Note you cannot get administrative rights out from your self, delete or edit your data in administration section.

Skin Management

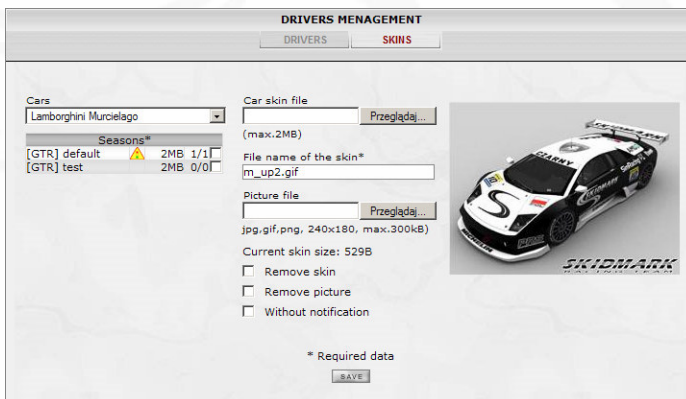
If you want to control skins quality/correctness, take a look into a table in the ADMIN/DRIVER/SKINS section. There is a list of all skins uploaded to the system. Use accepted/not accepted and the seasons filter to see the skin list.



Note that the skin rules are defined for each season separately, in the season settings. When the verifying of skins option is enabled in these settings, all uploaded (new or updated) skins are going to be waiting for acceptance. Then admin can find these skins in this section and accept or reject them.

An admin is able to do a bit more with the skins than an ordinary user. Except for accepting skins s/he can change the name of the skin file. Additionally, an admin can add a driver's skin to the season event if this operation is not permitted for the season due to defined limits (like number of skins in season or max skin size).


To work with a selected skin, push the EDIT button. In place of skin list the skin edit content will appear.



Looks familiar? Yes, it is almost the same window as an ordinary driver can see. But there are a few changes. First of all, the administrator can change the file name of the skin. The inserted name must not be an empty string but the system doesn't control the correctness of the file name. It is the administrator's task.

The administrator can see an additional box called 'Without notification'. Checking it will prevent the system from sending e-mails related to actions like accepting or removing skins from a season/database.

However, the main purpose of this section is accepting the uploaded skins. This action can be performed using checkboxes on the Seasons list. These checkboxes work in a slightly different way than in the "Edit Driver" section.

When  icon is shown it means the skin is waiting for acceptance. By checking it you will accept the skin. When there is no icon, and no checkmark is checked, it means that a skin is not assigned to any season. You can assign it by checking the checkbox. Such an assignment is automatically accepted. If a checkmark is already selected, unselecting it will cause this assignment to be removed from the season.

Please note that actions provided by administrators are not limited by season settings like max skin size for season or max skins number in a single season.

"Remove picture" option appears only when a skin's picture exists in the database. Removing the skin will remove it from all seasons and from the database itself.

Event Actions

This is most important section for each event. It allows you to take actions related to each event separately.

| | | | | | | | |
|------|---------|--------------|----------|-----------|---------|-------|-----------|
| NEWS | DRIVERS | TEAMS | CALENDAR | STANDINGS | RESULTS | ADMIN | CONFIG |
| NEWS | MAILING | DICTIONARIES | SEASONS | CALENDAR | DRIVERS | EVENT | PENALTIES |

There are:

- Import race data generated by game
- Clear existing data for the race
- Add/remove replays filename path
- Add/remove video filename path
- Send notification emails about an incoming event.

EVENT ACTIONS

Select event and execute the action

2005 Season Event: 1/8/2006 9:00 pm Oscherleben

| | |
|---|--|
| Import file <input type="text"/> <input type="button" value="Piszegldaj..."/> | Practice 1 <input type="checkbox"/> Practice 2 <input type="checkbox"/> Qual 1 <input type="checkbox"/> Qual 2 <input type="checkbox"/> Warm up <input type="checkbox"/> Race <input type="checkbox"/> |
| <input type="button" value="IMPORT"/> <input type="checkbox"/> | |
| Replay filename <input type="text"/> | Video filename <input type="text"/> |
| <input type="button" value="SAVE"/> Clear | <input type="button" value="SAVE"/> Clear |
| Send informations <input type="text"/> | Clear results <input type="checkbox"/> Confirm password <input type="text"/> |
| <input type="button" value="SEND"/> | <input type="button" value="DELETE"/> |

Before you execute the action, you have to choose the correct season and event from the drop-down lists. Importing data needs to select correct session.

Importing results

You can import race data using the file stored on your local computer or directly from the Live directory. To import files from the live directory, leave the Import File field empty and hit the IMPORT button. It will open a file browser filtered by the track name of the selected event. If you (for some reason) want to view/import data from another track, select the 'All tracks' checkbox to view all files.

After importing data, the result file is stored in the database. From now you can remove (manually) this file from the live directory.

Note, that after importing qualification data, the qual results are shown in race results table immediately (importing race is not needed to show qualify data).

After the import, the 'R' sign is displayed on the right side of the import button. When you click on it, a window with the import report will open. It can be useful to read the reason for not importing data (if such an occurrence happens). The import report for the race is accessible until a next import is performed.

To see comparison sims in relation to imported features see *APPENDIX B: Import notes* (page 61)

| EVENT ACTIONS | | | |
|---------------|-----------|--------------------|-------------|
| Track name | File size | File date | |
| Barcelona | 393 | 7/1/2005 11:38 pm | SHOW IMPORT |
| Enna | 8731 | 6/26/2005 10:54 pm | SHOW IMPORT |
| Enna | 713 | 6/26/2005 3:08 pm | SHOW IMPORT |
| Enna | 423 | 6/26/2005 12:55 am | SHOW IMPORT |
| Enna | 552 | 6/25/2005 7:52 pm | SHOW IMPORT |
| Enna | 896 | 6/25/2005 7:37 pm | SHOW IMPORT |
| Enna | 1028 | 6/25/2005 7:03 pm | SHOW IMPORT |
| Enna | 1496 | 6/25/2005 1:04 am | SHOW IMPORT |
| Enna | 723 | 6/25/2005 12:32 am | SHOW IMPORT |
| Enna | 373 | 6/24/2005 10:28 pm | SHOW IMPORT |
| Enna | 762 | 6/23/2005 9:45 pm | SHOW IMPORT |
| Enna | 382 | 6/21/2005 8:28 pm | SHOW IMPORT |
| Enna | 1338 | 6/20/2005 9:39 pm | SHOW IMPORT |
| Imola | 2880 | 6/16/2005 9:52 pm | SHOW IMPORT |
| Imola | 2447 | 6/15/2005 10:23 pm | SHOW IMPORT |
| Imola | 953 | 6/13/2005 11:18 pm | SHOW IMPORT |
| Andalucia | 2042 | 6/13/2005 11:20 pm | SHOW IMPORT |

Importing video and replay files

If you hit the "Save" button when a corresponding input field is empty, you will be moved to a file browser set to live directory (since GTR/GTL reporter saves replays in the same dir as results files). If these files are not placed in live directory you can input relative path to the file or full URL (with url header – `http://` or `ftp://` etc). It means video and replay files can be stored anywhere outside the SLS server.

Only the link is stored, not the file. Do not remove replay files whose paths are saved in the database. Otherwise, you will lose these files

Clearing race results

To clear all event data you can use the DELETE button. Note you have to confirm your password before you execute this function

Event notifications

In response to the community needs, you may want to inform all drivers about incoming events. To do this in a simple way, use the Send Information field. You can additionally fill the field with password needed to log in to a dedicated server. Notification emails are sent in the language chosen by the driver to whom it will be sent and contains the following information:

- Season name
- Track name
- Date and time
- Server address/IP or lobby name
- Dedicated Server Access password (optionally)

Mass mailing

Administrators can send mass e-mails to selected users using the Admins/Mailing section. It is possible to select each driver individually or use predefined groups. These are:

- no one – for deselecting all drivers
- everyone – for selecting all drivers
- accepted – for selecting accepted drivers only
- not accepted – for selecting not accepted drivers only
- team leader – for selecting team leaders only
- arbiters – for selecting arbiters (administrators) only
- TEAMS – this section allows to select all drivers from chosen team
- COUNTRIES – this section allows to select all rivers from the chosen country
- SEASONS – this section allows to select all drivers who compete in the selected season

You can input subject and body of e-mails. All text will be sent in plain text format.

The screenshot shows a web interface titled "MASS MAILING". At the top, there is a "Subject" input field. Below it is a large empty text area for the email body. A "SEND" button is located to the right of the text area. A dropdown menu is open, showing a list of selection options: "No one", "Everyone", "Accepted", "Not accepted", "Team leaders", "Arbiters", "TEAMS", "Calvus Racing Team", "Cendra Team", "FFS Poland", "FTR GT Racing", "Generation X", "GRIFFE Team Poland", "IMADEAKO", "Martinodark Motorsport", "Orange Racing Team", "QuEST Racing", "Real Racing Team", "Revolt Competition", "Czuchaj Adrian", "D Rafał", "DĄBEK ADAM", "DĄbrowski Paweł", and "Domaradzki Paweł". To the right of this list is a table of drivers with checkboxes for selection.

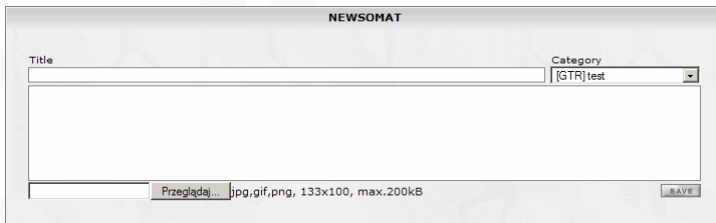
| Nickname | Selection |
|-----------|--------------------------|
| hypnik | <input type="checkbox"/> |
| Pedro[PL] | <input type="checkbox"/> |
| Wicko | <input type="checkbox"/> |
| mluko | <input type="checkbox"/> |
| IceMan | <input type="checkbox"/> |
| ping_rOx | <input type="checkbox"/> |
| 959 | <input type="checkbox"/> |
| Proximo | <input type="checkbox"/> |
| maikomore | <input type="checkbox"/> |
| GHAALL | <input type="checkbox"/> |
| Martinki | <input type="checkbox"/> |
| hermik | <input type="checkbox"/> |
| Wojtas | <input type="checkbox"/> |
| kula | <input type="checkbox"/> |
| luk | <input type="checkbox"/> |
| Cendra | <input type="checkbox"/> |
| camer | <input type="checkbox"/> |
| DeeS | <input type="checkbox"/> |
| Rafal D. | <input type="checkbox"/> |
| PUZZI | <input type="checkbox"/> |
| Padek78 | <input type="checkbox"/> |
| jaizm | <input type="checkbox"/> |

Newsomat

Native

Here is a simple news machine. It allows you to add news, which will be shown on the main SLS page in relation to a chosen season or sim. If a sim is chosen, the news will be shown for all seasons which are connected with this sim.

Native SLS news editor uses a simple TEXTAREA field for the news content. While creating news you can use HTML tags in the subject and content fields. But you must take care about HTML correctness. The system will not check HTML syntax of this content.



The screenshot shows a web form titled "NEWSOMAT". It features a "Title" input field on the left and a "Category" dropdown menu on the right, currently set to "[GTR] test". Below these is a large, empty text area for the news content. At the bottom of the form, there is a "Przełączaj..." button with a file icon, indicating an image upload feature, and a "SAVE" button.

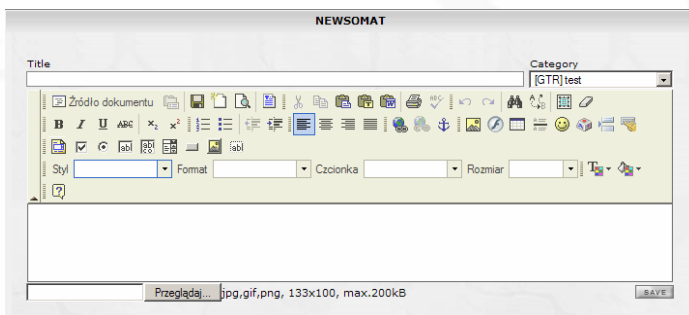
Only the body content is required. You can optionally add a picture to the news. It will be displayed with the news (placed on top-left side of news). Note that the picture is stored in database.

The number of news items displayed on one page can be defined in the CONFIG/SYSTEM section.

FCKEditor

Optionally (disabled by default) SLS provides FCKEditor. It is an HTML text editor that brings much of the powerful functionality of well-known desktop editors like the Word to the Web. However, at this stage we cannot provide documentation and support for some specific features of this software like uploading files, etc. More information you can find on <http://wiki.fckeditor.net/FCKeditor>

The image below shows how FCKEditor looks in an SLS system. To enable this editor, check the CONFIG/SYSTEM page.



The screenshot shows the "NEWSOMAT" interface with the FCKEditor (Full Featured CKEditor) integrated. The "Title" and "Category" fields are at the top. The main content area is replaced by a rich text editor with a comprehensive toolbar containing icons for bold, italic, underline, text color, background color, bulleted list, numbered list, link, unlink, and other text formatting options. Below the toolbar are dropdown menus for "Styl", "Format", "Czcionka", and "Rozmiar". The "Przełączaj..." button and "SAVE" button are also visible at the bottom.

ADDITIONALS

XML feeds

SLS gives you a possibility to show data like results outside the system. To do that, it can generate data in an XML format. It is very similar to RSS channels, except that populated field names are not standardized. To handle all possible languages and national characters, all data is encoded into the utf-8 Unicode character set.

If XML feeds are enabled in the CONFIG/SYSTEM, **RSS** and **XML** icons may appear in various places of SLS, for example, under the news section or under the results table. It is a quick link to the feed of that section and contains complete parameters lists to open this feed externally.

Note, that in the RESULTS/EVENT section a **lastres** switch is used, which means the XML link always points to the last results of the season.

To get XML data simply call backend.php script with a chosen mode and optional parameters:

```
http://your.sls/backend.php?mode=mode[&option1=val1[&option2=val2[...]]]
```

The chosen mode affects the resulting data. Below are listed all available modes with fields returned in XML.

- lastres – results of the last event. It will generate following data for each item
 - driver - driver's first and last name
 - country
 - position
 - class - class of the car
 - points
 - status – driver's race status
 - consistency
 - laps - overall laps done by driver
- genstand – general standings
 - driver - driver's first and last name
 - country
 - position
 - class - class of the car
 - points
 - penalties - penalty points
 - wins - number of races won
 - poles - number of pole positions
- teamstand – team standings
 - team name
 - position
 - points
- constand – constructor standings
 - constructor
 - position
 - points
- carstand – car standings

- car
- position
- points
- lastskins – last skins
 - car - car name
 - pubbdate - upload date – format depending on the chosen language
 - driver - driver's nick name
- drivers – list of all (accepted) drivers competing in a selected season
 - driver - driver name
 - country
 - team
 - car – car model
 - class – car class
- teams – list of teams in selected season
 - team – team name
- calendar
 - date - event date – format depending on chosen language
 - track - track name
- news – shows last news. If no limit is set, xml returns the number of news defined by *Max number of news in RSS* variable in the SLS configuration. Note that the variable also forces the maximum limit set by the limit option. The result can be filtered by a sim or by season (name or ID)
 - pubbdate – upload date – format depending on chosen language
 - author
 - title
 - description – content of the news
- liveview – generates list of LiveView systems with links
 - name – LiveView name
 - game – Simulator for which LiveView shows the results
 - link – URL to the LiveView system

Available options are:

- seasonid – chose season by id
- season – chose season by name
- simid – chose sim by id
- sim – chose sim by name
- class – chose class by name
- limit – limit the number of returned records
- lang – chose language of returned data - in results the finish status is translated

Examples

Show general standings of season named '2005' for GT class
 backend.php?mode=genstand&season=2005&class=GT

Show results of the last event of season 2005. All classes. Choose the Polish language
 backend.php?mode=lastres&season=2005&lang=polish

The last example will produce result as follows:

```
<rss version="2.0">
  <channel>
    <title>Your_system_name</title>
    <link>Your_system_URL</link>
    <description>Your_system_name</description>
    <copyright>Michal MaXyM Kozusznik</copyright>
    <managingEditor>maxym@media-it.net (Michal Kozusznik)</managingEditor>
    <webMaster>Michal Kozusznik</webMaster>

    <item>
      <carclass>GT</carclass>
      <position>1</position>
      <driver>Chamera Mariusz</driver>
      <country>Poland</country>
      <points>25</points>
      <laps>59</laps>
      <status></status>
      <consistency>09.325</consistency>
    </item>

    <item>
      <carclass>GT</carclass>
      <position>2</position>
      <driver>Karasiewicz Piotr</driver>
      <country>Poland</country>
      <points>20</points>
      <laps>59</laps>
      <status>+21.304</status>
      <consistency>11.283</consistency>
    </item>
  </channel>
</rss>
```

Including onto web pages

To include the XML feed you have to use some XML parser. The fastest way is to use some solution provided by other programming groups. For example "Magpie RSS" (from <http://magpierss.sourceforge.net>).

Below I demonstrate an example code for displaying top 5 from general standings

```
require_once 'magpierss/rss_fetch.inc';

$url = 'http://your_gtrls/backend.php?mode=genstand&season=2005&class=GT';
$maxpos = 5

$rss = fetch_rss($url);
$item = array_slice($rss->items, 0, $maxpos); // optionally you can
                                              // shorten result array
                                              // to get ie top 5

$res = '';
foreach ($item as $item)
{
    $res .= '<TR>';
    $res .= '<TD>' . $item['position'] . '</TD>';
```

```
$res .= '<TD>' . $item['driver'] . '</TD>';  
$res .= '<TD>' . $item['points'] . '</TD>';  
$res .= '</TR>';  
}  
  
print '<TABLE>' . $res . '</TABLE>';
```

Due to an XML specification all <, > and & must be escaped. That's what SLS does with exported data. After that these listed characters are coded into HTML entities. In most cases it is not needed to decode it for displaying on web pages. An exception is when the text may contain URL links (for example in the RSS news). In that case use the `html_entity_decode()` function.

```
$res .= '<TD>' . html_entity_decode($item['description']) . '</TD>';
```

Because the data are utf-8-encoded, do your best to use this encoding on www page where RSS will be displayed. If it is impossible, you can use a special function to convert it between encodings. However, you must take into account that you may lose some unsupported national characters.

An Example:

```
$res = mb_convert_encoding ($res, 'ISO-8859-2', 'UTF-8');
```

Creating SLS Skins

To create an own skin you will have to execute the following steps:

- download the SLS template file (Photoshop v8 PSD)
- create your own graphics
- create subdirectory into styles/ dir named as you wish
- copy the original.css or gtrpl.css file with the same name as your skin directory. All paths in styles change to your new directory name
- copy countries subdirectory from original or gtrpl dir.
- create subdirectories into your skin dir for each language. The names must be lowercase, the same as for original skin
- save all slices from project into styles/your_dir subdirectory
- save language-related graphics into language-related subdirectories
- copy the countries directory from the original skin to yours

To enable a new skin editing, go to the CONFIG/SYSTEM section of SLS and change the current skin.

Language subdirectory must contain all language graphics.

In case when you do not want to realize gfx for all languages, just don't not create a directory for this language in your skin directory. In that case the system will use the English language gfx. It means English gfx is required in each skin.

Creating Languages

Translate language files

There are a lot of text language files to translate. UTF8 character encoding is used for all files. The files must contain no BOM header.

To make it easier, we provide a web-based editor for all SLS strings. If you want to translate the system into a new language, please contact us. You will get access to the string editor. It is the easiest way to create a new language.

Translate graphics

To add language-related gfx files, you have to add a subdirectory named as your language name (lowercase), into the style directory you are using. The quickest way is to use the SLS template, translate strings in the project and save slices into your language directory.

INSTALLATION & UPDATES

Install notes

Firstly, you have to unpack the SLS archive into a directory. You will need to have http access to this directory to run installation script and to use SLS

SLS installation process is provided by an installation script (install.php). However, you should know what the install script needs and what it will do. The installation contains a few steps, described in the *Installation steps* section in this manual. Any data writes and database installation are done in the last step, named Install. During this step the installer will:

- create database (optionally)
- create needed tables
- write a configuration file prefs.php into SLS root directory

Before you run the installation script, make sure that your http server has rights to write files in the subdirectory where SLS is placed. Without this permission the installer will not be able to write the preferences file. The permissions are checked by the installation script right at the beginning. If the installation script is not satisfied it will not allow you to go to next step.

On some systems (i.e. Linux), the directory (for SLS) you create has defined rights only for you. PHP working with https server rights will have no rights to write into this directory! To make it possible, you have to change this directory's rights manually. The easiest way is to allow writing for all users. You can do it by using the chmod command from the server shell or by using some ftp client, ie TotalCommander, and selecting the "Change attributes" option for this directory.

Check if the prefs.php file exists in the SLS directory. If so, the installation process will stop at this stage. This check is performed to avoid installing the system more than once.

Note, only the configuration file is saved by SLS system. All files uploaded into system are stored in the database.

During the installation a number of new tables will be created in your database. Optionally, you can create a database for its tables. Note that in order to create a database you have to have special permissions. On commercial hosting servers you probably will not own these permissions.

For such cases, to make it possible to install more than one SLS in one database and/or to prevent this database from colliding with other systems (not only SLS) you can define a prefix for all table names installed. For example, table t_drivers can be named gtrls_t_drivers.

Note, you will not be able to change the names of the tables after installation. Also, you cannot change this prefix setting after installation; otherwise the system will not be able to connect the tables.

Read all descriptions during the installation process. It will explain the meaning of the values to set.

Installation steps

1. License – please read this license. There are described rights to modify some part of systems (like skinning)
2. System verification. The installer will check the versions of your php and mysql and also some configuration settings of these servers. If some of these checks are not satisfying, the installer will not allow the next step
3. Install progress

The whole system configuration data is stored in database except of database connection data and system URL, which are stored in prefs.php file. For description of prefs.php file see: *APPENDIX D: Content of prefs.php file* (page 64)

Update notes

Before updating the SLS, disable the system for other users (in CONFIG/SYSTEM0 and backup your database

After downloading update package, the content must be unpacked into SLS root directory, overwriting old files. After this, SLS probably will notify that the version doesn't match data in database. Then you have to run update.php script. It will guide you thru update process.

After this, the system is ready. You have to enable the system for others.

Some updates may require more time than is set in php configuration of http server configuration. If installation time reaches this maximum time value, http server drop connection and your get white page without any information. In that case you can try to retry update hitting refresh page (usually F5). Updates are written in way which allows to run update multiple times. In some cases refreshing dropped connection may help with finishing update.

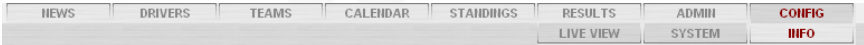
Another way is to configure php/http server variables related to timeouts to higher values. Sometimes it can be done using a method described in *HTTP server and PHP* section of this manual.

Note, that it possible that the single update doesn't update the system to most current version. In that case message about incompatibility of data version will appear again when starting SLS. Just start update.php script again. It will execute another script to perform update process corresponding to current system version.

CONFIGURATION

Overview

Most configuration settings are available as an SLS section under the CONFIG name. There are 3 tabs: INFO, SYSTEM and LiveView.



Information

This section allows the monitoring of configuration variables of used servers. All variables are important for SLS. You can basically read the max available file to upload or check if some features are enabled

| INFORMATIONS | |
|--|------------------|
| PHP SETTINGS | |
| PHP version | 4.3.10 |
| file_uploads variable | YES |
| upload_max_filesize variable | 2M |
| post_max_size variable | 8M |
| max_execution_time variable | -1 |
| max_input_time variable | 300 |
| default_socket_timeout | 60 |
| default_socket_timeout variable is important only if you choose LOAD_FILE method for loading files into DB | |
| MySQL SETTINGS | |
| MySQL version | 5.0.15-nt |
| InnoDB tables enabled | YES |
| Temporary tables enabled | YES |
| max allowed packet variable | 94370816 |
| FILE UPLOADS | |
| File Upload enabled | YES |
| Maximum file size to upload (LONG_QUERY) | 2097152 |
| Maximum file size to upload (LOAD_FILE) | 2097152 |
| FILESYSTEM RIGHTS | |
| root directory writable | YES |
| prefs.php file writable | YES |
| OTHERS | |
| GD library available | YES |
| Magic quotes enabled | YES |

File upload enabled - If the value displayed is NO, it means the system is not able to upload any files.

Maximum file size to upload – calculates the maximum size of uploaded file into database. The calculation takes the php and mysql settings into account as well as the method chosen in the database configuration (see prefs.php file).

GD library – used to draw LapCharts in the Results/Event section. If not available, no lapcharts will be rendered.

System

This form allows changing the system settings of SLS.

| SYSTEM | |
|---|---|
| SYSTEM | |
| System enabled | <input checked="" type="radio"/> Yes <input type="radio"/> No |
| Name of the system | SIMRACING LEAGUE SYS |
| Cookie's prefix | sls |
| Name of system skin | gtrpl |
| GZIP compression | <input type="checkbox"/> |
| USERS | |
| Registration of new users is enabled | <input type="checkbox"/> |
| Users need to be accepted by admins | <input type="checkbox"/> |
| Registering needs activation | <input type="checkbox"/> |
| Remove automatically not active accounts after (days) | 14 |
| E-MAILS | |
| Email support enabled | <input checked="" type="checkbox"/> |
| Send mail method | socket smtp connection |
| SMTP host address | |
| SMTP user name | |
| SMTP user password | |
| Return e-mail address | |
| Header of e-mail subjects | SLS |
| Sending emails inside transaction | <input checked="" type="radio"/> Yes <input type="radio"/> No |
| IMAGES | |
| Maximum news picture file size (B) | 153600 |
| Maximum driver photo file size (B) | 204800 |
| Maximum team logo file size (B) | 307200 |
| Maximum car picture file size (B) | 307200 |
| NEWS | |
| USE FCKeditor | <input type="checkbox"/> |
| News on one page | 5 |
| SKINS | |
| Last skins range in info (days) | -1 |
| Last skins number in info | 14 |
| EXPORTS | |
| XML/RSS enabled | <input checked="" type="checkbox"/> |
| Publish XML/RSS links | <input checked="" type="checkbox"/> |
| Max number of news in RSS | 0 |
| <input type="button" value="SAVE"/> | |

Cookie's prefix – allows creating unique cookie names if a few systems except SLS exist under one domain which can create cookies.

Name of system skin – chose the system skin

Email support enabled – enable or disable e-mailing in the system. It will completely disable all e-mail notifications and also disallows sending e-mails by SLS administrators.

Send e-mail method – choose between the internal php mail function or smtp connection via sockets. Chose the second one if you need to use an external SMTP server or SMTP with authorization. Internal PHP mail function supports only SMTP servers installed on the same machine as php and doesn't support authorization.

Sending e-mails inside transactions – when enabled, all emails will be sent inside the database transaction. It means, if sending an e-mail fails, the whole database transaction is rolled back and data is not written. Not all features control the correctness of e-mail sending, however to send an e-mail some database operations are needed. When they fail, the transaction is rolled back, too. But it has a disadvantage: if sending all mails takes more than `mysql_timeout` the transaction will be rolled back automatically due to the timeout. When this feature is disabled, the data related to a chosen option is written into the database, and when finished with success, system tries to send e-mails. When it fails the data in the database are not rolled back.

In the **IMAGES** section you can define maximum sizes of data imported into the system. All sizes are in bytes.

Use FCKeditor allows to enable the FCKeditor in the news editor. It is an experimental feature, not fully documented in this manual. For more information about this editor check the FCKeditor webpage.

News on one page limits the number of news items displayed on a single page. Links for the next pages are placed at the bottom of the page.

Last skins range in info – defines the number of days during which new or updated skins can appear in the “Last skins” block (left side of SLS). Value `-1` means that the number of skins will not be limited by this value.

Last skins number in info – defines the maximum number of new or updated skins listed in the “Last Skins” block.

More skin-related settings are season-related. Look into the season settings.

The EXPORTS section sets some parameters related to exported data.

Currently SLS can export data as XML feeds (RSS formatted for news)

XML/RSS enabled - enables/disables XML feeds

Publish XML/RSS links – if checked, makes links appear on each page for which XML can be generated. If XML feed is disabled by the previous above-mentioned option, this option is ignored – the links will not appear.

Max number of news in RSS – Using RSS you can read all news in the SLS database. But it always requires some resources of the server, especially if your system is filled with a lot of news items. You can limit the number of news published by RSS by means of this option. It forces the limit set in the link used to get the feed.

LiveView configuration



LiveView is the subsystem of SLS; it allows you to view live results of an event. To do this, LiveView reads the data saved by a dedicated server of the simulation, parses it and displays in a window, refreshing data in the period defined by administrator.

It is possible to define an unlimited number of LiveView instances.

| LIVE VIEWS | | | | | | |
|---------------|---------------------|---------|-----|--------|---------|--|
| LiveView name | LiveView files path | Refresh | Sim | System | Enabled | |
| GTR LiveView | live | 60 | GTR | x | x | <input type="button" value="NEW"/> <input type="button" value="EDIT"/> <input type="button" value="DELETE"/> |

The list displays all LiveViews and basic settings. To delete LiveView click the DELETE button. If you click the NEW or EDIT button, the form below will appear in place of the list.

LiveView name will appear on the left bar of SLS.

LiveView files path is the subdirectory where data files are placed. It can be a relative or absolute path (supported schemata for Windows and Linux)

Sim defines what parser will be used during interpreting data and how file names will be recognized.

Refresh defines how often LiveView window refreshes the data

Browse in system – allows browsing LiveView files in the ADMIN/EVENT section

LiveView active – disabling checkmark will cause temporary deactivation of LiveView (but not Browsing in system)

To complete defining, the LiveView names of sessions must be entered. These strings **MUST** be the same as used by your dedicated server to create files. For example files generated by the GTR dedicated server look like this:

```
Estoril_2005_12_09_21_23_32_Live_Race.txt
Enna_GT_2005_09_04_23_02_08_Practice1.txt
```

The first filename is generated live during the session race. The second is an example of the file which has been generated after Practice 1 as complete results. These strings are used to filter files placed in the same directory. LiveView uses only files with Live placed next to date.

Because national versions of sims can have translated versions of the session names, these must be entered here.

Using external data

To make it work, you have to

- have a ftp server on the same machine as https server with SLS is installed
- have defined ftp account which will be used by the dedicated server to upload data
- uploaded files must be accessible for the php script

Optionally, if you have SLS installed on the same machine as the dedicated server, you can use files generated to the local directory by the server. Then you can create a symbol link in the SLS directory which will point to the generated data or configure an HTTP server in way that allows open files from the outside of the Document Root directory.

See [http server documentation](#) for more information.

The suggested place to upload data is some subdirectory placed in the SLS root (for example named `live_gtr`). You can achieve this in various ways.

- create an ftp user with directory defined directly in live subdirectory
- create an ftp user and then create a symbolic link in the `grils` directory for that user's dir
- create an ftp user in any place, then configure the live path to make sure LiveView knows this path

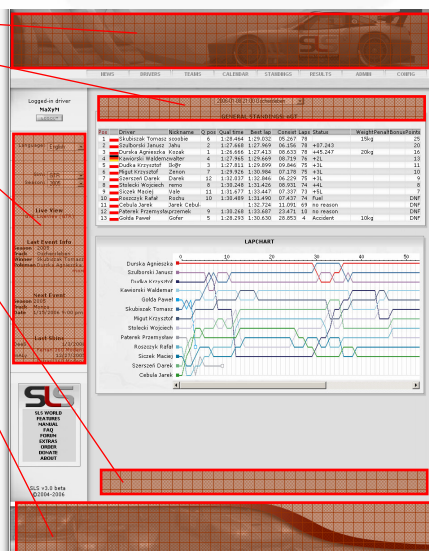
In some configurations, https servers do not allow getting outside its document directory (security reasons). This will make it impossible to access the data placed outside the http document dir.

Blocks

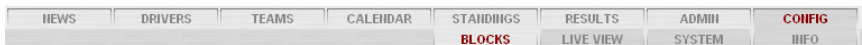
To easily add some custom menus, links etc, you may use the built-in blocks feature. It will avoid you from changing again and again the code after some system upgrades.

In the current version there are a few places where you can add/define a block content.

- header
- top of content section
- left bar
- bottom of content section
- footer



To add or edit a block, go to the CONFIG/BLOCKS section.



This section contains the list of installed blocks. On the list you will see internal SLS blocks, such as Choosing Language or Season, some information about the last/next events, etc. These blocks cannot be removed or edited. Their position can be changed, though.

| MODULES | | | | | |
|----------------------|---------------------------|--------|--------------------------|--------|-----------------|
| Module name | Module path | Side | Hidden | Status | |
| Chose language | choose_lang.php | Left | <input type="checkbox"/> | | + - |
| Chose sim and season | choose_season.php | Left | <input type="checkbox"/> | | + - |
| LiveView | info_live_views.php | Left | <input type="checkbox"/> | | + - |
| PRS menu | info/menu_prs.php | Left | <input type="checkbox"/> | | + - EDIT DELETE |
| Acris | info/acris.php | Left | <input type="checkbox"/> | | + - EDIT DELETE |
| Last event info | info_last_results.php | Left | <input type="checkbox"/> | | + - |
| Next event info | info_next_event.php | Left | <input type="checkbox"/> | | + - |
| Last skins info | info_last_skins.php | Left | <input type="checkbox"/> | | + - |
| Google | info/google_wywolanie.php | Footer | <input type="checkbox"/> | | EDIT DELETE |

To define a new block you have to:

- prepare your own HTML or PHP file which will be included into the system
- input your name and path for this file
- select the position and press the SAVE button
- define the position of block using the **+** and **-** buttons

You can hide the block by checking the 'Hidden' checkbox. It is useful if you want temporary disable the block but don't want to remove block from the system entirely. Usually, you can check it while creating a new block, and uncheck after you set its position in the desired place.

The Status will show an error sign if the defined file is not accessible, not readable or does not exist in the path you have defined.

Multiple blocks are allowed, even for the header/footer. Check if your blocks don't overlap the SLS layout.

Module path is relative to SLS root directory

Please note that your HTML/PHP code will be included directly into the layout table cell, between <TD> and </TD>. You have to prepare the code in a way that will not destroy the SLS layout itself. Make sure to close all tags. If your script is written in PHP, unset all your local variables.

DATABASE MAINTENANCE

The database of SLS uses InnoDB tables. This type of tables allows using transaction and relation constraints when working with mysql. It guarantees consistency of the data but requires some special ways of maintaining the data.

The most important thing is that the database should be dumped and restored at one go. Of course, it is still possible to dump/restore single tables but it takes a special knowledge about databases and the SLS database model to check if constrains are created correctly.

Maybe in future the SLS will have some database-related features. But for now the best solution is to use native mysql utils: mysqldump and mysql. These utils can be used from a different machine than the one the database is installed on. It means you can start these commands at home operating on a remote server.

For this purpose I have prepared simple scripts which can be found in the "extras" directory of the SLS package. There are some specific switches used to make a complete backup of, or to restore a database.

Detailed information about these utils you can find at

- <http://dev.mysql.com/doc/refman/4.1/en/mysqldump.html>
- <http://dev.mysql.com/doc/refman/5.0/en/mysqldump.html>
-
- <http://dev.mysql.com/doc/refman/4.1/en/mysql.html>
- <http://dev.mysql.com/doc/refman/5.0/en/mysql.html>

APPENDIX A: ERROR MESSAGES

All error messages appear **red colored**.

Below are listed all translated messages.

It is possible to appear error messages generated by the database. But generally, they should not appear.

| | |
|---|---|
| Cannot delete due to parent data exists | Data you want to delete are connected to other (parent) data. For example, for a race you try to delete some existing results. |
| No TEMPORARY TABLES privilege. Contact your administrator. | Your database does not enable support for temporary tables. Temporary tables are used to create complex datasheet from other tables and make possible to sort them easily |
| Database connection error. Returned description: | Problem with database connection. At the end of this message, error description from database is added |
| Version of your MySQL database is: X. Minimal required version to run SLS is: Y | Error appear when you start SLS on mySQL version lower than 4.0 |
| Version of your PHP engine is: X. Minimal required version to run SLS is: | Error appears when you start SLS on PHP version lower than 4 |
| Preferences file version doesn't match installed SLS | SLS needs current version of SLS. For example you can't use preferences files taken from older versions. In some updates, this error will be shown after unpacking new files but before you use the updater |
| Missing default language files | SLS checks language files for existing default language(s), each time the page is generated. If they are missing, this error appears. |
| Access denied | This error message will appear when entering incorrect data on log-in |
| Missing or incorrect data | Not all required data entered (in the edit form). Required data are marked with an asterisk (*) |

APPENDIX B: IMPORT NOTES

GTR notes

SLS accepts GTR files generated by GTR Reporter program. GTR version is not important. But these files must contain detailed per-lap data. To see complete event data including qualification times/positions, qual session data should be imported too. Due to some bugs (features) in reported data, some errors may appear during import data or in LiveView. Because there are no data about drivers positions, standing must be calculated using per-lap data. But when driver cut the track, the data for lap are not stored in the reported file. Especially when it cut the last lap, calculating the position is not longer possible. In that case admin must manually add the last lap with values which makes driver position correct. The sum of both times in the last lap is the total race time of driver. This time in conjunction with number of laps decides about driver's position in final standing.

GTL notes

See GTR notes.

LFS notes

SLS accepts report file generated by LFS stats (**1.38 or newer – important**) with sls.tpl template file. Template is included into SLS package (extras directory). Old files can be easily adapted. To do that you have to:

- generate/have files generated with csv and tsv templates (tsv file is optional)
- add line with *Start_RaceResults* at the beginning of csv file and *End_RaceResults* at the end
- add *Start_RacerSplits* **after the first line** of tsv file and *End_RacerSplits* at the end of this file
- add *TrackSplits*= in first line of tsv file, just before the number
- join these files into single one
- the file is ready to import

NR2003 notes

SLS can import files generated by Nascar Racing server and client games. It imports all needed data (including qualify) at once – during importing a race.

GPL notes

To import data from GPL, special single file must be prepared by administrator. To do this GPL Replay Analyser must be used. Using this program, generate following txt files: Practice, Race, Lap Chart, and Mechanical and join all into one file. Order is not important except that Race part must be on top of the file). Note, that to import data, main file is enough. However most of results can be imported/calculated only from other files generated by Analyser. Prepared file import into SLS.



OFFICIAL RACING S

APPENDIX C: IMPORTED FEATURES

| | GPL | GTR | GTL | NR2003 | LFS | rFactor |
|--------------------------|-------------------|-------------------|-------------------|------------------|-------------------|-------------------|
| Grid Position | *** | - | - | + | + | + |
| Laps number in race | + | + | + | + | + | + |
| Lap details for sessions | R*, Q** | P1/2,Q1/2, W,R | P1/2,Q1/2, W,R | Q,W**** | R* | P1/2,Q1/2, W,R |
| Car number rule | ALL | ALL | ALL | Unique number | ALL | ALL |
| Pitstops | + | - | - | - | + | + |
| LiveView support | - | + | + | - | - | - |
| Qual time/position | *** | **** | +*** | + | - | +*** |
| Consistency | + | * | * | - | + | + |
| Best Lap in tace | + | + | + | - | + | + |
| Gap/Interval | + | + | + | + | + | + |
| Race time | + | + | + | - | + | + |
| Bonuses | LL,ML, FL PP** | LL,ML, FL,PP | LL,ML, FL,PP | LL,ML, PP | LL*,ML*, FL,PP | LL,ML, FL,PP |

* If per-lap data for race exists in imported file

** If per-lap data for qual (practice in GPL) exists in imported file

*** If imported qual session data

**** Only one lap (best lap) is available to save

Used symbols:

- LL – Lead Lap Bonus
- ML – Most laps on Lead bonus
- FL – Fastest Lap bonus
- PP – Pole Position bonus
- P (P1/2) – Practice (1 and 2)
- Q (Q1/2) – Qualify (1 and 2)
- W – Warm-up
- R – Race
- Q – Qualify

APPENDIX D: CONTENT OF PREFS.PHP FILE

prefs.php file is textual file which contain the content definition for the php array named 'prefs'. This file is filled for the first time during the installation process with the values you are providing. See table below.

Each configuration value is constructed as follows:

```
$prefs['value_name'] = value; //comment
```

Value_name is the name of preferences value and it is encased in quotes or double quotes.

The Value is always placed after the "equals" sign. It can be a numeric, Boolean or string type. The string value must be encased in quotes or double quotes. The numeric is simply a number. The Boolean is usually (and recommended) a true/false value (without encasing). But it can be replaced by numeric values: positive values for true, zero and negative values for false. But still, it is recommended to use the true or false system.

If you want to further change some of the values, you can do it manually using a text editor, but you need to remember some rules:

- file must begin with the <? php opening tag and end with the ?> ending tag. Be careful not to add empty lines, or spaces before the opening tag and after the ending tag
- do not change or remove the names of the array fields

| Variable name | Value type | Default value | Description |
|------------------|------------|---------------|--|
| PREFS_VER | String | '3.0' | Do not change this value. SLS recognize if it is correct file by this number. GTR-LS have used lower version values. |
| DB_HOST | String | 'localhost' | mysql server address. Can be IP or domain. But IP is faster. The exception is localhost which represents local IP 127.0.0.1 and should be as fast as IP. The port number can be added (if needed) after double-colon. |
| DB_USER | String | 'root' | User name for mysql. |
| DB_PASS | string | | Password related to mysql user |
| DB_NAME | string | | Name of the database used to store SLS data |
| DB_PREFIX | string | 'sls_' | If you want to use one database space to store data for a few SLS systems, or just you have access to only one database space, use prefix to make sure that the table names will not collide with tables of other systems. In case of a few SLS use different prefixes |
| DB_BLOB_IN_QUERY | boolean | true | True means that files will be stored in database by SQL query, where the file will be encoded into hex values. It will generate very long queries but in most systems it is only way to store binary file from php. False means that files will be uploaded directly from hard disk, where php has saved this file. Usually it is a temporary system directory. But on commercial hosting systems, mysql has no rights to read from this directory. This method is faster and needs less resources than the first method but will be useless on some systems |