SIMRACING
LEAGUE SYSTEM

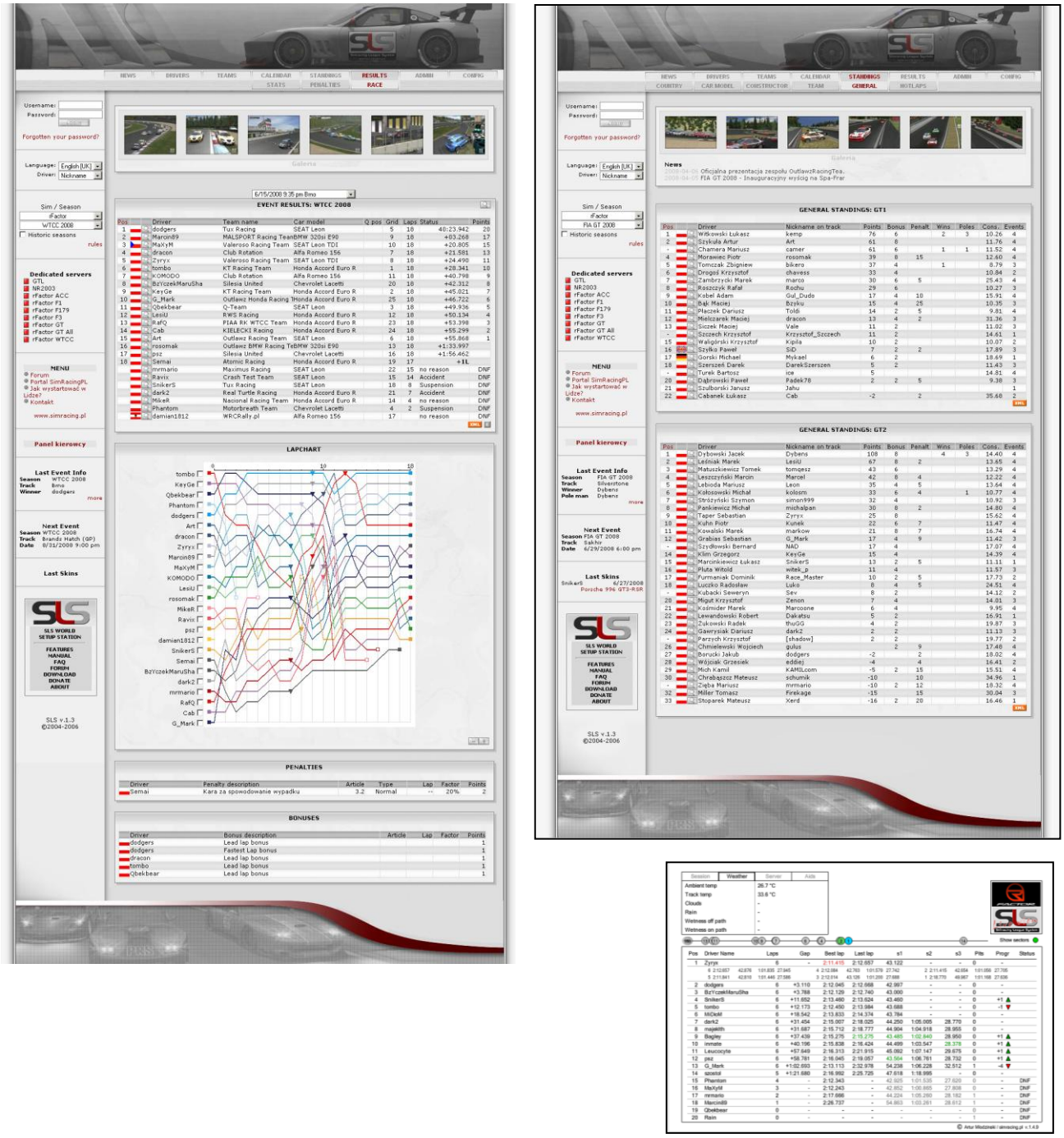
Documentation for SLS v1.15

INDEX

OVERVIEW

What SLS is

Simracing League System (SLS) is an 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.



Picture 1. A few screenshots from SLS

Features

- Support for simulations:
  - ARCA SIM RACING 08
  - Formula Truck 2013
  - Game Stock Car
  - Game Stock Car 2013
  - Grand Prix Legends
  - GT Legends
  - GTR,
  - GTR2
  - iRacing
  - LFS
  - Nascar Racing 2003
  - nkPro
  - Race the Game
  - Race07 (including GTR Evo)
  - rFactor
  - rFactor 2 beta
  - Simulador Turismo Carretera
- Localized
  - 18 languages: Brazilian, Croat, Czech, Danish, English (AU, UK, US), Estonian, Finnish, French, German, Greek, Hungarian, Italian, Japanese, Norwegian, Polish, Portuguese, Spanish, Swedish
  - Automatically selected language
  - Language selectable and set in cookie
  - Date/time format related to selected language
- Emails
  - Notifications
  - Massmailing 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) cars
  - Career data
  - Extended access rights for administrators
- 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 cars
- unlimited number of car classes created for each season separately
- Support for teams with an invitation 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
  - Penalties and bonuses
  - Exclude worst results feature
  - Statistics
- Standings
  - General
  - Team
  - Car Constructor
  - Car model
  - Country
  - Hot laps
- Penalty system

    - based on points, added time, warnings and DQs
    - weight handicaps
- External feeds
- XML/RSS feeds – shows data taken from system on your website
- ICS calendar
- System
    - All files stored in database
    - Data integrity controlled by database engine, secured by transactions
    - Cached preprocessed data to lower system load

Requirements

- Server side
  - HTTP Server (Apache, IIS or others)
  - MySQL server series 5 or later (with InnoDB and temporary tables enabled)
  - PHP 5.0.1 or later
- Client side
  - Any modern www browser with JS enabled
  - Result files from simulators – for importing results data

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

One thing is also important. Some http servers try to force browsers to display all pages in some defined character set (usually it is ISO88591). Even if HTML contains tags, changing it to correct one. This case needs to reconfigure such http server, removing related live from configuration file. Otherwise, SLS will not be able to support national characters excepting these included into 88591 charset. Note SLS uses UTF8 character set.
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 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 well. This feature should be disabled in php due to security reasons.

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.

Why not 4.x

Answer is also very straightforward: because v4 line is out-dated, not supported even by MySQL creators anymore. Finally, because there are significant differences in features, providing compatibility for 4.0 makes database programming more complicated. Some things are even not possible to do using SQL (for example derived tables in 4.0). MySQL 5 is widely used for a lot of years, in other words it is standard now. Hosting Companies have turned into MySQL as well.

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.

LEGALSTUFF

Developers

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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 the manual by Krzysztof Migut. Pictures used in this manual are taken from SimracingPL League
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Thanks

I would like to thank: Michael Beissel for hard testing and ideas in previous system version (GTRLS), Ralf Pressler and Karl Pesenhofer who helps us with rFactor, brd Lauris Heitmann who helps us with LFS, Paweł Dąbrowski who helps me with GPL, Kamil 'Niemiec' Niemczuk who helps me with Race, SimRacingPL community for testing and help and also to: Martijn Pantlin (10Tacle Studios AG), Ferenc PAL, Carsten Meurer, Artur 'Młod' Młodziński, Holger Gross, Piotr 'Richie' Oblicki, Speedy, Mariusz 'Camer' Chamera, Peter Marquart, Roszczyk 'Rochu' Rafał, Pabiniak 'Binio' Mariusz, Budnik 'Budnix' Krzysztof, Domaradzki 'jaizm' Paweł, Kubacki 'Sev' Seweryn.

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

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SUPPORT

Known issues

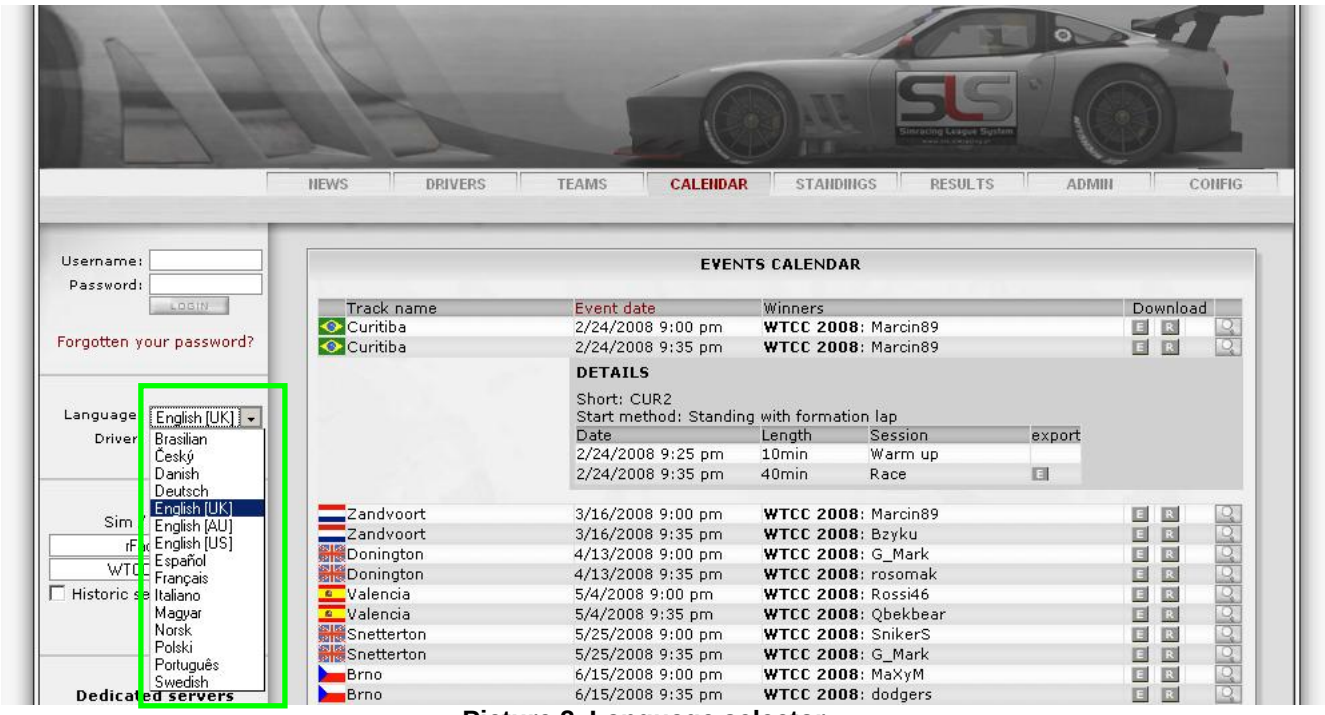
1. If you are using Norton Security package you will not see some subwindows in SLS. This software disables generating multilevel IFRAMEs making it impossible to, for example, assign cars for seasons.
2. If you get a blank screen during an operation (instead of expected content), this means you have 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://simracing.pl/forum/#sls-simracing-league-system

MULTILANGUAGE 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 18 languages are supported: Brazilian, Croat, Czech, Danish, English, Estonian, Finnish, French, German, Greek, Hungarian, Italian, Japanese, Norwegian, Polish, Portuguese, Spanish and Swedish. English is available as 3 different selections for UK, US and AU. Difference is in date and time formatting.



Picture 2. Language selector

The language set by SLS can be changed by using the droplist 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 selection. 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 utf8 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.

DRIVER NAMES IN TABLES

In real racing drivers use their real (full) names. In simracing, as part of internet community, drivers often appear under nicknames. Simracing League System supports both, however real name stays as main identification data.

Driver registers into the system entering his real name and also login data (login and password).. Further, when he join to some season, he have to enter his Nickname, which is used ‘on track’. Usually it is game profile name, further used during import results to identify driver. As most of pages are season related, it is possible to display Nick entered for a season next to his real name. And this is how it works.

Note, that driver is not identified on any SLS page by his login name

It may happens (and it does), that on some SLS pages there is no place to show both: real and nick name. In such cases, Driver name format selector is used.

Picture 3. Driver name format selector

As you can see on Picture 3, driver name format selector is located just under language selector. It allows choosing between 3 formats:

- last name first then first name
- first name first then last name
- nickname

Changing this selection, data tables are automatically refreshed, identifying drivers using selected format. If data are sorted by Driver column, it will be resorted using new name format.

RACING EVENTS

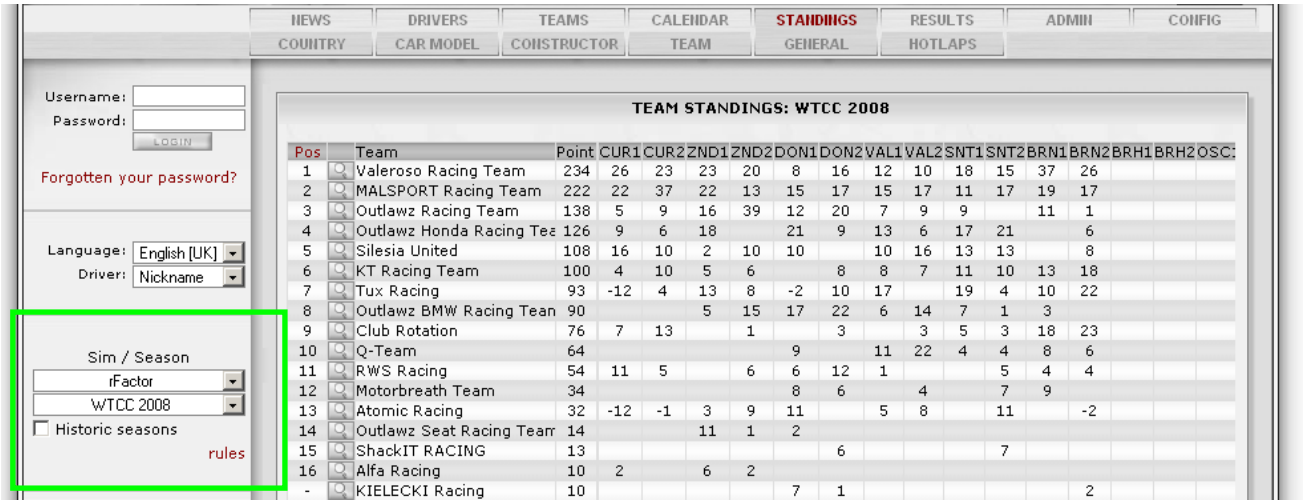
Selecting season

SLS supports numerous racing simulations GTR, GTR2, GT Legends, rFactor, Nascar Racing 2003, Grand Prix Legends, Race, Race07, ARCA SIM RACING 08, Live For Speed and iRacing. 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 shows 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.

Picture 4 shows season selector block. It contains 2 comboboxes: sim selector and season selector. Choosing a sim, content of the Season combo box is changed immediately, allowing selecting new season related to just selected simulation. These comboboxes are driven by JavaScript. It means, that www page will not be reloaded while changing a sim.
Under comboboxes you can see Historic seasons checkbox. When it is unchecked, Season combobox contains only open seasons. It means, seasons which are raced currently. Since a season is finished, it is available by checking Historic Seasons checkbox.



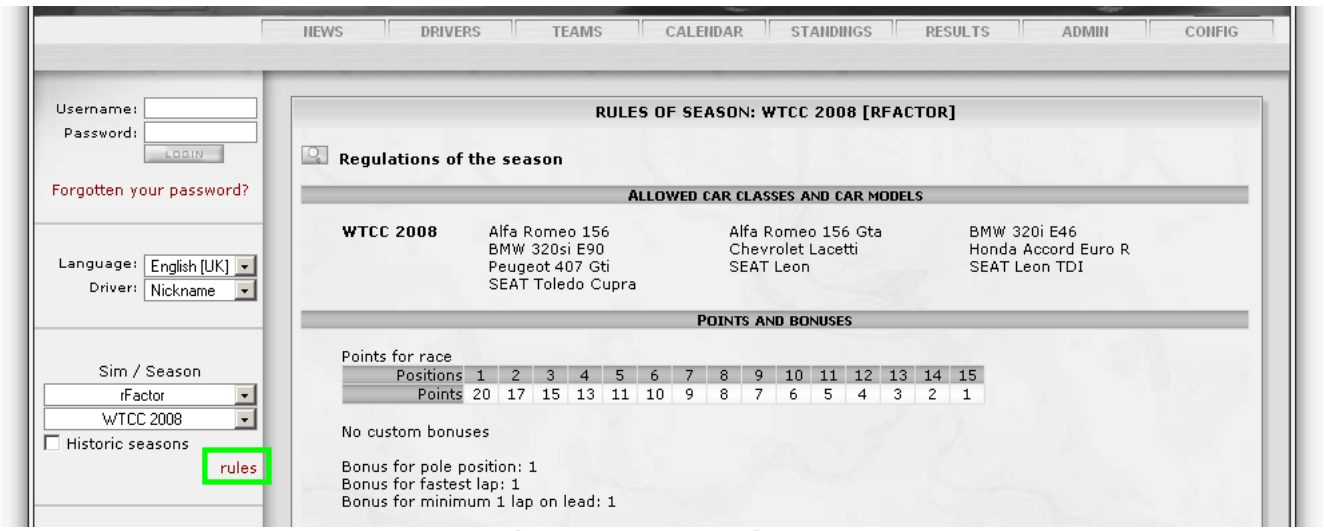
Pos	Team	Point	CUR1	CUR2	ZND1	ZND2	DON1	DON2	VAL1	VAL2	SNT1	SNT2	BRN1	BRN2	BRH1	BRH2	OSC
1	Valeroso Racing Team	234	26	23	23	20	8	16	12	10	18	15	37	26			
2	MALSPORT Racing Team	222	22	37	22	13	15	17	15	17	11	17	19	17			
3	Outlawz Racing Team	138	5	9	16	39	12	20	7	9	9		11	1			
4	Outlawz Honda Racing Tea	126	9	6	18		21	9	13	6	17	21		6			
5	Silesia United	108	16	10	2	10	10		10	16	13	13		8			
6	KT Racing Team	100	4	10	5	6		8	8	7	11	10	13	18			
7	Tux Racing	93	-12	4	13	8	-2	10	17		19	4	10	22			
8	Outlawz BMW Racing Tean	90			5	15	17	22	6	14	7	1	3				
9	Club Rotation	76	7	13		1		3		3	5	3	18	23			
10	Q-Team	64					9		11	22	4	4	8	6			
11	RWS Racing	54	11	5		6	6	12	1			5	4	4			
12	Motorbreath Team	34					8	6		4		7	9				
13	Atomic Racing	32	-12	-1	3	9	11		5	8		11		-2			
14	Outlawz Seat Racing Team	14			11	1	2										
15	ShackIT RACING	13						6				7					
16	Alfa Racing	10	2		6	2											
-	KIELECKI Racing	10					7	1						2			

Picture 4. Season selector

Changing a season "remember" last opened section. Selected season is stored in cookie for 6 months. It is used to open the system with the last chosen season.

Season rules

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

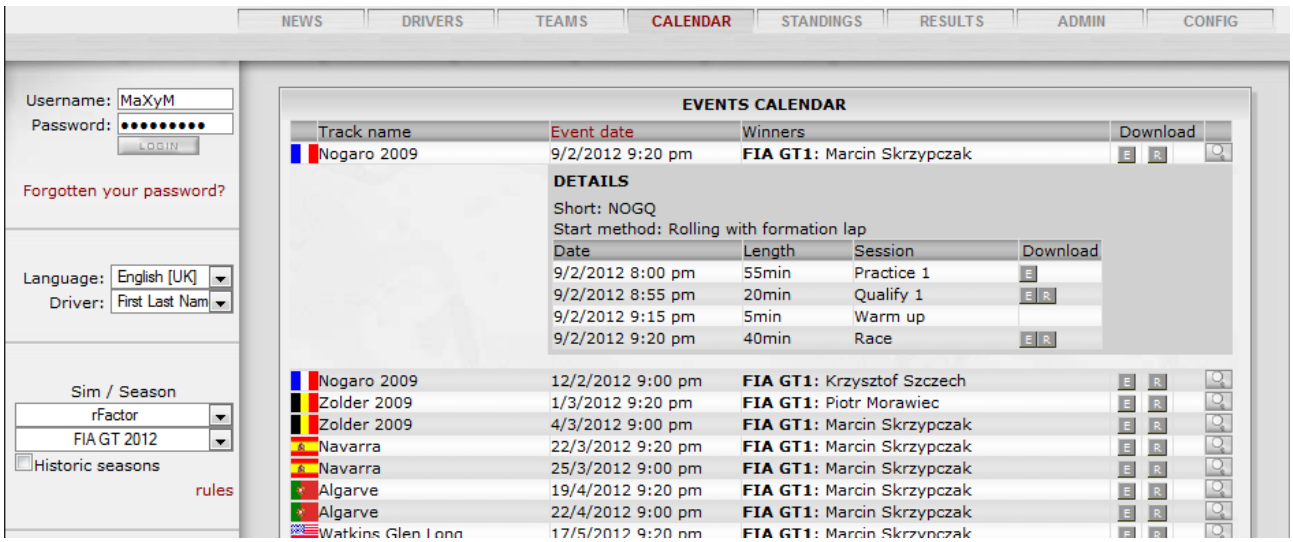


Picture 5. Season rules

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 and custom bonuses defined by admin. These rules will be not translated and appear in form inputted by administrator.

Calendar

After selecting needed season, system is ready to check who is competing and when. List of racing events for selected season is available under *CALENDAR* menu. It contains all events planned for season ordered by a race date.



Picture 6

By default the list shows only race session data: date winner
To show details of the event, click button. Extended view will show type of race start, dates and length of other sessions and also download links if available.
There are also 'download' column in the table. It may contain few icons to download:

- [E] – export file – file generated by game which has been imported to get session results into SLS
- [R] – replale file (if available) – available per session
- [V] – video linked with the event

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 submenu item and click. Please note that the more comfortable dropdown menus cannot be implemented until IE supports drawing some form items (dropdown 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 noaccess 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.

ADD	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.
EDIT	This button switches SLS to edit mode. After hitting it a new form may appear.
DELETE	Hit it if you want to remove the records to which the button is related. After clicking it, the confirmation requester will appear.
SAVE	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.
	Clicking this buttons will allow you to see more detailed information (about a driver or a team, etc)
	Envelope button is used to send a single mail to a single user
SEND	Send button sends an e-mail
	Back button – it moves you to previous window
LEAVE	This button appears in team section and is intended to use when driver should be unassigned from a team
IMPORT	This button appears only in import results section.
LOGIN	Login button
LOGOUT	Logout button

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 acceptation this icon appears. It means you have to wait. The same for team membership query if driver wait for acceptation
	Something is wrong. For example, in blocks section, the block file cannot be read by php
OK	Everything is OK

RESULTS AND STANDINGS

Results

SLS offers a lot data arranged is results, standings and statistics.
Results are used to order the data gathered during events

- event results
- penalties
- weight handicaps
- statistics

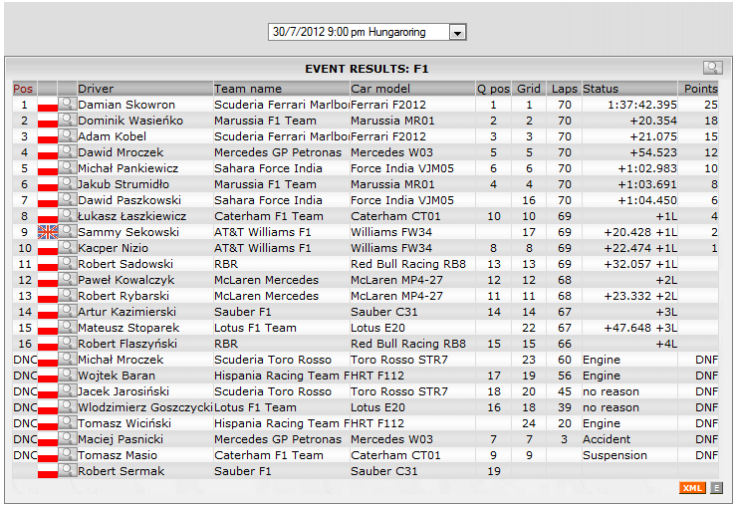
Standings means data arranged into tables to compare the number of points in the following categories

- general – comparing drivers
- team – comparing teams
- constructor – comparing results for car constructors
- car – comparing results for car models
- country – comparing results for drivers' countries

To calculate standings, the points of a number of drivers who get the most points in a race are taken. For example, only 3 best results (of four drivers competing within a team) may be added to the team points in an event. This number is defined by administrator for each season separately.

Race Results

This section contains complete results data of a chosen event. If you select it, the last race result in a selected season will appear automatically. Then you will be able to choose another event by using the drop list. This page may contain a few results tables (for each class competed in an event), lap chart and also penalties and bonuses details tables.



30/7/2012 9:00 pm Hungaroring

EVENT RESULTS: F1

Pos	Driver	Team name	Car model	Q pos	Grid	Laps	Status	Points
1	Damian Skowron	Scuderia Ferrari Marlboi	Ferrari F2012	1	1	70	1:37:42.395	25
2	Dominik Wasieńko	Marussia F1 Team	Marussia MR01	2	2	70	+20.354	18
3	Adam Kobel	Scuderia Ferrari Marlboi	Ferrari F2012	3	3	70	+21.075	15
4	Dawid Mroczek	Mercedes GP Petronas	Mercedes W03	5	5	70	+54.523	12
5	Michał Pankiewicz	Sahara Force India	Force India VJM05	6	6	70	+1:02.983	10
6	Jakub Strumidło	Marussia F1 Team	Marussia MR01	4	4	70	+1:03.691	8
7	Dawid Paszkowski	Sahara Force India	Force India VJM05		16	70	+1:04.450	6
8	Łukasz Łaszkiewicz	Caterham F1 Team	Caterham CT01	10	10	69	+1L	4
9	Sammy Sekowski	AT&T Williams F1	Williams FW34		17	69	+20.428 +1L	2
10	Kacper Nizio	AT&T Williams F1	Williams FW34	8	8	69	+22.474 +1L	1
11	Robert Sadowski	RBR	Red Bull Racing RB8	13	13	69	+32.057 +1L	
12	Paweł Kowalczyk	McLaren Mercedes	McLaren MP4-27	12	12	68	+2L	
13	Robert Rybarski	McLaren Mercedes	McLaren MP4-27	11	11	68	+23.332 +2L	
14	Artur Kazimierski	Sauber F1	Sauber C31	14	14	67	+3L	
15	Mateusz Stoparek	Lotus F1 Team	Lotus E20		22	67	+47.648 +3L	
16	Robert Flaszyński	RBR	Red Bull Racing RB8	15	15	66	+4L	
DNC	Michał Mroczek	Scuderia Toro Rosso	Toro Rosso STR7		23	60	Engine	DNF
DNC	Wojtek Baran	Hispania Racing Team	FHRT F112	17	19	56	Engine	DNF
DNC	Jacek Jarosiński	Scuderia Toro Rosso	Toro Rosso STR7	18	20	45	no reason	DNF
DNC	Włodzimierz Goszczycki	Lotus F1 Team	Lotus E20	16	18	39	no reason	DNF
DNC	Tomasz Wiciński	Hispania Racing Team	FHRT F112		24	20	Engine	DNF
DNC	Maciej Pasnicki	Mercedes GP Petronas	Mercedes W03	7	7	3	Accident	DNF
DNC	Tomasz Masio	Caterham F1 Team	Caterham CT01	9	9		Suspension	DNF
	Robert Sermak	Sauber F1	Sauber C31	19				

Picture 7 Event results - overview

Race results contain driver's team and car, position in qualification and on start grid (if supported by sim) points and, of course, drivers and their positions. Positions column may be empty or contain DNC symbol. DNC means *Did not classified* and is displayed whenever driver got DQ or just not finished enough lap in race (see season rules). Empty field in Position column means that parser gives no position and points to him. Probably he has been marked by sim as not competing in the race.
Position may be also marked by star character. It means that this result is marked as excluded from standings due to "exclude worst results" rule.

Status column is intended to show multiple informations:

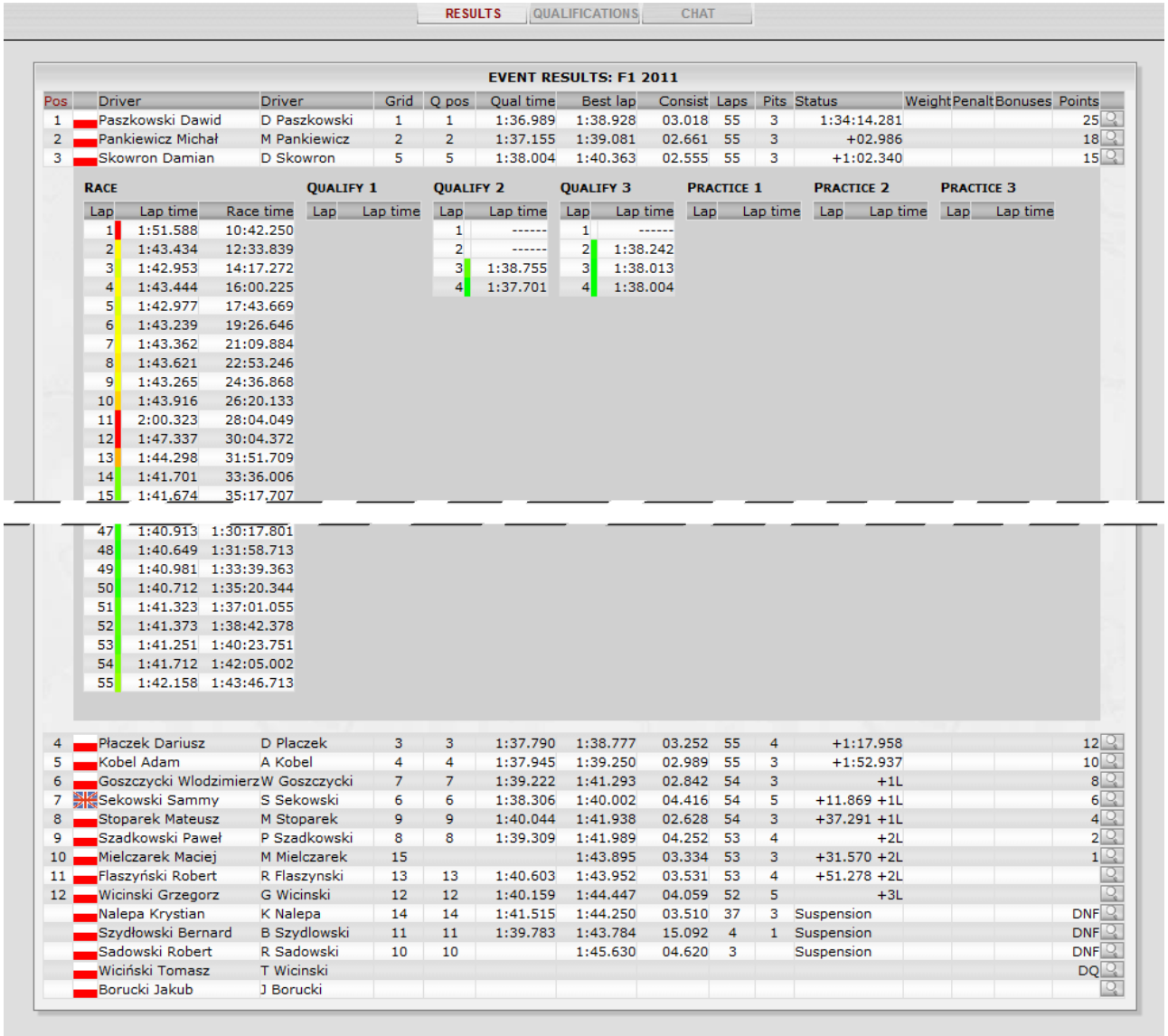
- total race time for race winner
- time gap for other drivers (given in laps and time to the first driver on the same lap)
- reason of eventual premature ending of race

Points column contains points given for finished position. It contains no any bonuses. In case no points are given, field remain empty or DNF symbol may appear if driver prematurely has ended the race.
Upon hitting the icon placed next to a driver's name, a new window with the driver's details and career info will be opened.

Additionally, you can hit the magnifier icon placed in top right corner of the table, to see extended event information (see Picture 8 – Event results - details) When a new window opens, it will contain 3 tabs:

- results
- qualifications
- chat

Results tab is open by default. It contains extended information about race like best times, consistency, bonuses, weight handicap loaded into car and more. You may also check detailed per lap data. Use the icon to unfold/fold per-lap data of each imported session with a 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.



RESULTS | QUALIFICATIONS | CHAT

EVENT RESULTS: F1 2011

Pos	Driver	Driver	Grid	Q pos	Qual time	Best lap	Consist	Laps	Pits	Status	Weight	Penalt	Bonuses	Points
1	Paszkowski Dawid	D Paszkowski	1	1	1:36.989	1:38.928	03.018	55	3	1:34:14.281				25
2	Pankiewicz Michał	M Pankiewicz	2	2	1:37.155	1:39.081	02.661	55	3	+02.986				18
3	Skowron Damian	D Skowron	5	5	1:38.004	1:40.363	02.555	55	3	+1:02.340				15
4	Płaczek Dariusz	D Placzek	3	3	1:37.790	1:38.777	03.252	55	4	+1:17.958				12
5	Kobel Adam	A Kobel	4	4	1:37.945	1:39.250	02.989	55	3	+1:52.937				10
6	Goszczycki Wlodzimierz	W Goszczycki	7	7	1:39.222	1:41.293	02.842	54	3	+1L				8
7	Sekowski Sammy	S Sekowski	6	6	1:38.306	1:40.002	04.416	54	5	+11.869 +1L				6
8	Stoparek Mateusz	M Stoparek	9	9	1:40.044	1:41.938	02.628	54	3	+37.291 +1L				4
9	Szadkowski Paweł	P Szadkowski	8	8	1:39.309	1:41.989	04.252	53	4	+2L				2
10	Mielczarek Maciej	M Mielczarek	15			1:43.895	03.334	53	3	+31.570 +2L				1
11	Flaszyński Robert	R Flaszynski	13	13	1:40.603	1:43.952	03.531	53	4	+51.278 +2L				
12	Wicinski Grzegorz	G Wicinski	12	12	1:40.159	1:44.447	04.059	52	5	+3L				
	Nalepa Krystian	K Nalepa	14	14	1:41.515	1:44.250	03.510	37	3	Suspension				DNF
	Szydłowski Bernard	B Szydlowski	11	11	1:39.783	1:43.784	15.092	4	1	Suspension				DNF
	Sadowski Robert	R Sadowski	10	10		1:45.630	04.620	3		Suspension				DNF
	Wiciński Tomasz	T Wicinski												DQ
	Borucki Jakub	J Borucki												

RACE

Lap	Lap time	Race time
1	1:51.588	10:42.250
2	1:43.434	12:33.839
3	1:42.953	14:17.272
4	1:43.444	16:00.225
5	1:42.977	17:43.669
6	1:43.239	19:26.646
7	1:43.362	21:09.884
8	1:43.621	22:53.246
9	1:43.265	24:36.868
10	1:43.916	26:20.133
11	2:00.323	28:04.049
12	1:47.337	30:04.372
13	1:44.298	31:51.709
14	1:41.701	33:36.006
15	1:41.674	35:17.707
47	1:40.913	1:30:17.801
48	1:40.649	1:31:58.713
49	1:40.981	1:33:39.363
50	1:40.712	1:35:20.344
51	1:41.323	1:37:01.055
52	1:41.373	1:38:42.378
53	1:41.251	1:40:23.751
54	1:41.712	1:42:05.002
55	1:42.158	1:43:46.713

QUALIFY 1

Lap	Lap time

QUALIFY 2

Lap	Lap time
1	------
2	------
3	1:38.755
4	1:37.701

QUALIFY 3

Lap	Lap time
1	------
2	1:38.242
3	1:38.013
4	1:38.004

PRACTICE 1 | PRACTICE 2 | PRACTICE 3

Lap	Lap time

Picture 8 – Event results - details

Qualifications tab shows result of each qualification separately. Since SLS can calculate 2 types of quals, those results will reflect season settings. Picture 9 – Qualification results shows F1-style qualification. In this

type of qualification *Qual time* column shows driver's the best driver's time for the last session in which driver has been competing. In normal qualification, it will contain best time through all qualification sessions.

On this page, you may still check detailed information about all laps pressing magnifier icon.

RESULTS QUALIFICATIONS CHAT

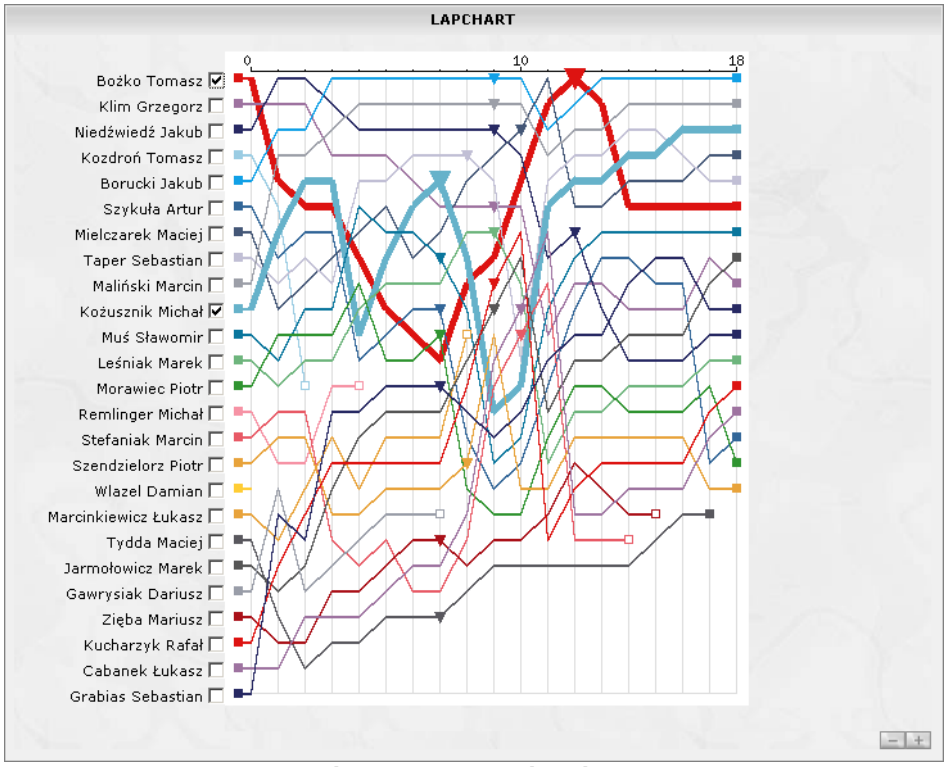
EVENT RESULTS: F1 2011

Pos	Driver	Driver	Q pos	Qual time	Q1 pos	Qual1 time	Q2 pos	Qual2 time	Q3 pos	Qual3 time	Weight
1	Pankiewicz Michał	M Pankiewicz	1	1:30.958	5	1:32.641	1	1:31.479	1	1:30.958	
2	Skowron Damian	D Skowron	2	1:31.313	1	1:32.176	3	1:32.156	2	1:31.313	
3	Płaczek Dariusz	D Płaczek	3	1:31.804	8	1:33.040	8	1:33.091	3	1:31.804	
4	Sekowski Sammy	S Sekowski	4	1:31.985	6	1:32.983	2	1:31.872	4	1:31.985	
5	Goszczycki Włodzimierz	W Goszczycki	5	1:32.566	4	1:32.556	4	1:32.164	5	1:32.566	
6	Stoparek Mateusz	M Stoparek	6	1:32.817	2	1:32.423	5	1:32.443	6	1:32.817	
7	Szadkowski Paweł	P Szadkowski	7	1:33.113	7	1:33.005	6	1:32.710	7	1:33.113	
8	Sadowski Robert	R Sadowski	8	1:34.348	10	1:33.144	9	1:33.128	8	1:34.348	
9	Wiciński Tomasz	T Wicinski	9	1:34.799	9	1:33.113	10	1:33.320	9	1:34.799	
10	Szydłowski Bernard	B Szydlowski	10		13	1:33.939	7	1:32.889			
11	Izdebski Tomek	T Izdebski	11	1:33.526	11	1:33.249	11	1:33.526			
12	Flaszyński Robert	R Flaszynski	12	1:34.125	12	1:33.702	12	1:34.125			
13	Wicinski Grzegorz	G Wicinski	13	1:34.286	14	1:33.997	13	1:34.286			
14	Nalepa Krystian	K Nalepa	14	1:34.714	16	1:35.134	14	1:34.714			
15	Mielczarek Maciej	M Mielczarek	15	1:34.888	15	1:34.328	15	1:34.888			
16	Baran Wojtek	W Baran	16	1:35.147	17	1:35.147	16	1:35.414			
17	Kobel Adam	A Kobel	17	1:35.948	18	1:35.948					
18	Stefaniak Marcin	M Stefaniak	18	1:35.962	19	1:35.962					
	Jarosiński Jacek	J Jarosinski			3	1:32.540					
	Paszkowski Dawid	D Paszkowski									

Picture 9 – Qualification results

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 at the end of chart 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



Picture 10. Race lapchart

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

Under lapchart penalties and bonuses details may appear. These tables may not be displayed, in case of none of given penalties or bonuses. Penalties and bonuses are imposed by administrators after an event.

PENALTIES

Driver	Penalty description	Article	Type	Lap	Factor	Points
Tydda Maciej	Kara za spowodowanie wypadku	3.2	Normal	--	20%	2

BONUSES

Driver	Bonus description	Article	Lap	Factor	Points
Borucki Jakub	Lead lap bonus				1
Borucki Jakub	Fastest Lap bonus				1
Mielczarek Maciej	Lead lap bonus				1
Bożko Tomasz	Lead lap bonus				1
Niedźwiedź Jakub	Lead lap bonus				1

Picture 11. Event results – penalties and bonuses

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

Season Statistics

Statistics can be found under the STATS tab in the RESULTS section. It shows some more or less valuable infos about drivers competing in a selected season.

STATISTICS: GT1 2011

Driver	Top3	Top8	LPI	POL	APV	AQP	ARP	AQR	NFR	APR
Zięba Mariusz	0	1	14.3	91.0	0.0	10.4	12.3	2.3	3	2.4
Wójcikiewicz Grzegorz	11	14	50.0	94.7	0.0	3.5	2.8	0.8	0	10.4
Szykuła Artur	1	9	33.3	95.3	0.0	5.2	7.4	-2.0	2	5.8
Szostecki Michał	0	0	100.0	13.5	0.0	0.0	13.5	0.0	1	0.7
Szczech Krzysztof	0	2	100.0	77.6	0.0	7.3	10.4	-2.0	4	3.2
Sokołowski Patryk	2	7	20.0	47.6	0.0	4.3	5.6	-2.3	3	3.6
Skrzypczak Marcin	14	15	50.0	94.6	0.0	5.0	2.1	2.2	1	10.6
Pasnicki Maciej	0	2	33.3	24.6	0.0	3.0	9.0	-3.0	3	3.1
Nalepa Krystian	0	3	16.7	64.4	0.0	9.0	9.6	-2.0	4	3.4
Morawiec Piotr	6	14	50.0	84.1	0.0	4.8	3.9	0.3	1	7.3
Mikolcz Tomasz	0	0	50.0	31.4	0.0	0.0	13.5	0.0	0	3.3
Mielczarek Maciej	0	3	25.0	69.8	0.0	0.0	12.0	0.0	0	6.7
Maliński Marcin	13	14	25.0	96.5	0.0	3.8	2.9	1.8	0	10.5
Leśniak Marek	1	4	100.0	43.4	0.0	7.0	8.1	2.0	1	5.3
Lewandowski Robert	0	0	25.0	10.6	0.0	0.0	16.0	0.0	0	2.0
Lebioda Michał	0	2	100.0	11.4	0.0	0.0	4.0	0.0	0	7.5
Kuźmiński Adam	0	5	50.0	45.8	0.0	3.0	7.9	-1.0	2	2.8
Kożusznik Michał	0	11	50.0	83.0	0.0	9.4	6.7	2.4	1	5.0
Kośmider Marek	0	0	100.0	32.7	0.0	9.0	13.4	-3.0	0	2.8
Klim Grzegorz	0	4	50.0	68.8	0.0	10.7	8.7	2.0	3	4.0
Kazimierski Artur	0	1	33.3	24.5	0.0	15.0	8.7	6.0	3	1.5
Kaempf Tomasz	0	9	16.7	66.2	0.0	8.5	5.6	2.0	1	6.6
Huba Sebastian	0	0	33.3	31.4	0.0	12.0	14.6	3.0	1	2.8
Furmaniak Dominik	0	0	100.0	16.0	0.0	0.0	12.0	0.0	1	3.0
Flaszyński Robert	0	1	33.3	17.8	0.0	8.0	8.7	-0.5	0	3.0
Cabanek Łukasz	0	0	100.0	3.2	0.0	0.0	0.0	0.0	1	0.0
Brykała Dariusz	0	0	100.0	12.2	0.0	10.0	12.5	-1.0	1	1.3
Borucki Jakub	0	1	100.0	10.0	0.0	16.0	8.0	6.0	2	0.0
Bodziony Wojciech	0	4	33.3	60.4	0.0	11.3	9.6	2.5	1	3.9
Bieńkowski Paweł	0	2	50.0	23.6	0.0	6.5	9.0	0.0	1	3.8
Andrzejczak Michał	0	0	100.0	11.1	0.0	0.0	14.5	0.0	0	1.0

Picture 12

Here is a description of statistic fields.

Top3 and Top10 columns show how many times drivers finish in top positions. In relation to season settings, the ranges may be set to other values (ie, top5, top20).

LPI – Laps per Incident – This description is not precise. It should state Laps per Not technical Penalty. And indeed it shows the relation between laps made by a driver and the number of penalties (given by admins using penalty dictionary). 100% means a driver who has received no penalties yet. Lower values are worse.

POL Percent of Laps – the relation between the maximum number of laps driven in the season to laps completed by a driver. Good drivers score 100% of this value. Košer value means a driver has not finished some events or has been lapped, completing a lower number of laps. APV Average Penalty Value – it says almost all. It is an average value of penalty points given to a driver for a single event. AQP Average Qual Position – nothing more nothing less

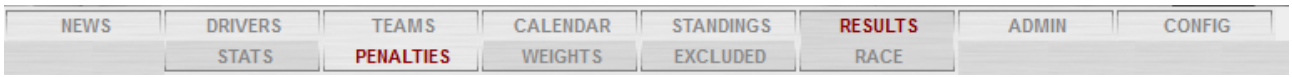
ARP Average Race Positron

AQR Average Quals To Races progress – it calculates the average result for difference between qual position and race position in all events

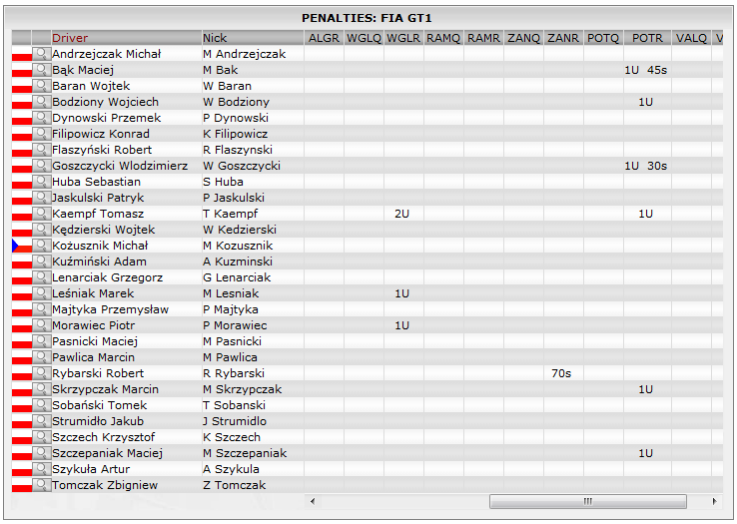
NFR Not Finished Races – higher number means a worse driver (or driver with bad luck)

APR Average Points in Races – it should state ‘in event’ rather, as long as it takes all bonuses (including qualification related) and penalties.

Penalties overview



Penalties overview is located under Results/Penalties tab. Actually it shows penalties assigned to particular race: points penalties, time penalties and U-warnings. W-warnings which affect next race penalties are not shown in this table.



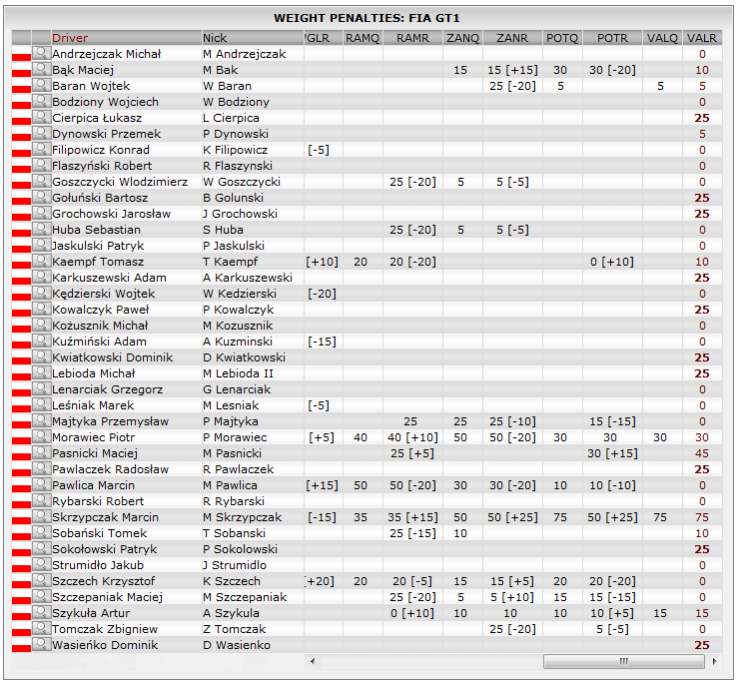
PENALTIES: FIA GT1

Driver	Nick	ALGR	WGLQ	WGLR	RAMQ	RAMR	ZANQ	ZANR	POTQ	POTR	VALQ	V
Andrzejczak Michał	M Andrzejczak											
Bąk Maciej	M Bak									1U 45s		
Baran Wojtek	W Baran											
Bodziony Wojciech	W Bodziony									1U		
Dynowski Przemek	P Dynowski											
Filipowicz Konrad	K Filipowicz											
Flaszyński Robert	R Flaszynski											
Goszczycki Wlodzimierz	W Goszczycki									1U 30s		
Huba Sebastian	S Huba											
Jaskulski Patryk	P Jaskulski											
Kaempf Tomasz	T Kaempf			2U						1U		
Kędzierski Wojtek	W Kedzierski											
Kożusznik Michał	M Kozusznik											
Kuźmiński Adam	A Kuzminski											
Lenarciak Grzegorz	G Lenarciak											
Leśniak Marek	M Lesniak			1U								
Majtyka Przemysław	P Majtyka											
Morawiec Piotr	P Morawiec			1U								
Pasnicki Maciej	M Pasnicki											
Pawlica Marcin	M Pawlica											
Rybarski Robert	R Rybarski							70s				
Skrzypczak Marcin	M Skrzypczak									1U		
Sobański Tomek	T Sobanski											
Strumidło Jakub	J Strumidlo											
Szczech Krzysztof	K Szczech											
Szczepaniak Maciej	M Szczepaniak									1U		
Szykuła Artur	A Szykula											
Tomczak Zbigniew	Z Tomczak											

Picture 13

Weight handicaps overview

Weight handicaps assigned through the season may be checked at RESULTS/WEIGHS page. Number without brackets means weight handicap assigned to car during a race. Value in square brackets shows ballast which should be assigned in the next race. A



WEIGHT PENALTIES: FIA GT1

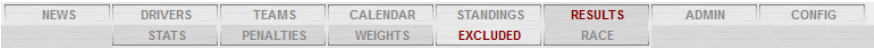
Driver	Nick	GLR	RAMQ	RAMR	ZANQ	ZANR	POTQ	POTR	VALQ	VALR
Andrzejczak Michał	M Andrzejczak									0
Bąk Maciej	M Bak				15	15 [+15]	30	30 [-20]		10
Baran Wojtek	W Baran					25 [-20]	5		5	5
Bodziony Wojciech	W Bodziony									0
Cierpica Łukasz	L Cierpica									25
Dynowski Przemek	P Dynowski									5
Filipowicz Konrad	K Filipowicz	[-5]								0
Flaszyński Robert	R Flaszynski									0
Goszczycki Wlodzimierz	W Goszczycki			25 [-20]	5	5 [-5]				0
Gołuński Bartosz	B Golunski									25
Grochowski Jarosław	J Grochowski									25
Huba Sebastian	S Huba			25 [-20]	5	5 [-5]				0
Jaskulski Patryk	P Jaskulski									0
Kaempf Tomasz	T Kaempf	[+10]	20	20 [-20]				0 [+10]		10
Karkuszewski Adam	A Karkuszewski									25
Kędzierski Wojtek	W Kedzierski	[-20]								0
Kowalczyk Paweł	P Kowalczyk									25
Kożusznik Michał	M Kozusznik									0
Kuźmiński Adam	A Kuzminski	[-15]								0
Kwiatkowski Dominik	D Kwiatkowski									25
Lebioda Michał	M Lebioda II									25
Lenarciak Grzegorz	G Lenarciak									0
Leśniak Marek	M Lesniak	[-5]								0
Majtyka Przemysław	P Majtyka			25	25	25 [-10]		15 [-15]		0
Morawiec Piotr	P Morawiec	[+5]	40	40 [+10]	50	50 [-20]	30	30	30	30
Pasnicki Maciej	M Pasnicki			25 [+5]				30 [+15]		45
Pawlaczek Radosław	R Pawlaczek									25
Pawlica Marcin	M Pawlica	[+15]	50	50 [-20]	30	30 [-20]	10	10 [-10]		0
Rybarski Robert	R Rybarski									0
Skrzypczak Marcin	M Skrzypczak	[-15]	35	35 [+15]	50	50 [+25]	75	50 [+25]	75	75
Sobański Tomek	T Sobanski			25 [-15]	10					10
Sokołowski Patryk	P Sokolowski									25
Strumidło Jakub	J Strumidlo									0
Szczech Krzysztof	K Szczech	[+20]	20	20 [-5]	15	15 [+5]	20	20 [-20]		0
Szczepaniak Maciej	M Szczepaniak			25 [-20]	5	5 [+10]	15	15 [-15]		0
Szykuła Artur	A Szykula			0 [+10]	10	10	10	10 [+5]	15	15
Tomczak Zbigniew	Z Tomczak					25 [-20]		5 [-5]		0
Wasieńko Dominik	D Wasienko									25

Picture 14

Additional information about where additional ballast comes from are displayed in balloons while hovering mouse cursor over the number. A balloon may contain following informations:

- R - penalty given for position in race, for example R: 20, R: -10 etc
- Limited to: - Due to settings there may be maximum value of ballast assigned to car for race position. This information may be shown as follows: R: 20 (limited to: 10) which means 20kg should be assigned but it would exceed limit set, so only 10kg will be assigned
- X - means extra weight given for driver who collected maximum of ballast for race positions in previous race, but won again.
- S - ballast given for position in standings

Excluded worst results overview



If Exclude worst results rule is enabled, excluded results are shown on page Results/Excluded. Picture 17 shows example of excluded results. Event may be excluded in relation to feature settings due to two reason:

- driver was not competing in the event
- driver got worst results in the season

Both of them are shown on review table. Letter A means result is ignored because driver was not participated in the race. In short it "A like Absence". R means the event is marked as driver's one of the worst.

EXCLUDED RESULTS: FIA GT1

Driver	Nick	NOGQ	NOGR	ZOLQ	ZOLR	NAVQ	NAVR	ALGQ	ALGR	WGLQ	WGLR	RA
Andrzejczak Michał	M Andrzejczak			A	A							
Bąk Maciej	M Bak	A				A						
Baran Wojtek	W Baran	A	A									
Bodziony Wojciech	W Bodziony					A						
Dynowski Przemek	P Dynowski	A	A									
Filipowicz Konrad	K Filipowicz	A	A									
Flaszyński Robert	R Flaszynski			A		A						
Goszczycki Wlodzimierz	W Goszczycki	A	A									
Huba Sebastian	S Huba	A	A									
Jaskulski Patryk	P Jaskulski	A	A									
Kaempf Tomasz	T Kaempf				R	A						
Kędzierski Wojtek	W Kedzierski	A	A									
Kożusznik Michał	M Kozusznik											
Kuźmiński Adam	A Kuzminski		R							A		
Lebioda Michał	M Lebioda II	A	A									
Lenarciak Grzegorz	G Lenarciak		A	A								
Leśniak Marek	M Lesniak	A	A									
Majtyka Przemysław	P Majtyka	A	A									
Morawiec Piotr	P Morawiec	A										
Pasnicki Maciej	M Pasnicki	A	A									
Pawlaczek Radosław	R Pawlaczek	A	A									
Pawlica Marcin	M Pawlica											
Rybarski Robert	R Rybarski	A				A						
Skrzypczak Marcin	M Skrzypczak		R								R	
Sobański Tomek	T Sobanski	A	A									
Sokołowski Patryk	P Sokolowski	A	A									
Strumidło Jakub	J Strumidlo				R	A						
Szczech Krzysztof	K Szczech								R			
Szczepaniak Maciej	M Szczepaniak	A	A									
Szykuła Artur	A Szykula	A								R		
Tomczak Zbigniew	Z Tomczak	A	A									
Wasieńko Dominik	D Wasienko	A	A									

Picture 15

Standings

General Standings

General standings can be the main result table for season. It displays all drivers signed to the season in order to all the points collected during the season. It shows who is the leader and who is the loser.

GENERAL STANDINGS: ETCC 2003

Pos	Driver	Nickname on track	Points	Bonus	Penalt	Wins	Poles
1	Mlodzinski Artur	Artur_Mlodzinski	84	7		3	2
2	Bąk Maciej	Bzyku	48	2			
3	Zminda Tomasz	Kawaretti	45	1			
4	Tworz Szymon	szymon_to	39				
5	Stróżyński Szymon	simon999	36				
6	Polck Arkadiusz	Aro_PL	35	1			
7	Bonawenturczyk Marcin	mbonawen	31	2		1	
8	Szydziński Tomasz	Szozi	27	2			
9	Szuborski Janusz	Jahu	26				
-	Szyszuła Artur	Art	26				
11	Drogoś Krzysztof	chavess	18		1		
12	Migut Krzysztof	Zenon	16				
-	Rowicki Wojciech	wojtass	16				
14	Kolpowski Justyn	Justyn_Kolpowski	13				
15	Andersz Wojtek	WojtekA	12				
16	Roszczyk Rafał	Rochu	11				
17	Gołda Paweł	Gofer	9				
18	Bartoszek Dariusz	IceMan	7				
-	Kożusznik Michał	MaXyM	7				
-	Mioduchowski Seweryn	SEWER	7		1		
21	Furmaniak Dominik	RaceMaster	6				
22	Huczek Sebastian	sebhucz	5				
-	Pabniak Mariusz	Binio	5				
24	Tomczak Zbigniew	bikero	4				
25	Tapar Sebastian	Zyryx	2				
26	Walński Krzysztof	McLaren	1				
27	Chmielewski Wojciech	gulus					
-	Leśniak Marek	LesiU					
-	Mielczarek Maciej	dracon					
-	Moś Dariusz	RotheR					
-	Parzych Krzysztof	[shadow]					
-	Pytlak Mateusz	Poju			1		
-	Szwajgier Emil	vendi					
34	Szkutek Adrian	Xan	-1		1		

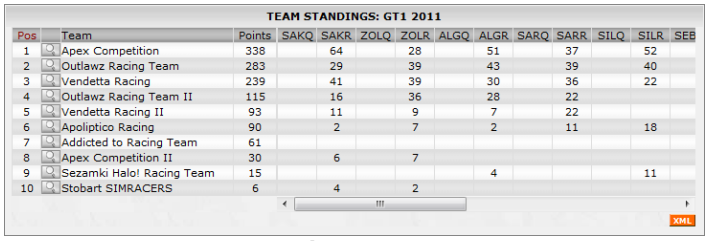
Picture 16

Please see the notation of positions if more drivers are placed on the same position. For example, if two drivers are classified in the 9th place (the same number of points in general standings), the next driver (with a different number of points scored) will be classified in the 11th place. In such a case, only the first driver on the list has a position next to his name. The other driver(s) in the same positions is/are marked with a '-' character.
Column Points contains all collected points including bonuses and penalties.

Team standings

The second most important standings table in the system. It shows the standings of teams which compete in the season. Additionally, it allows tracking the points awarded to teams in single events.

All points contain penalties and bonuses. The Points column is the sum of all points in a selected season.



TEAM STANDINGS: GT1 2011

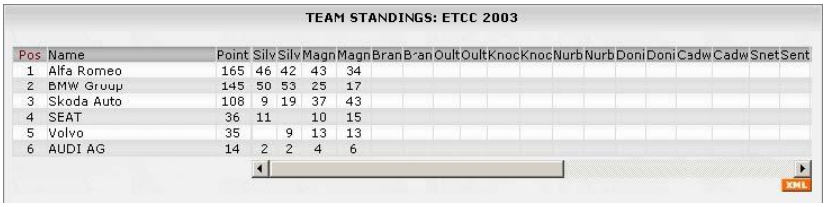
Pos	Team	Points	SAKQ	SAKR	ZOLQ	ZOLR	ALGQ	ALGR	SARQ	SARR	SILQ	SILR	SEB
1	Apex Competition	338		64		28		51		37		52	
2	Outlawz Racing Team	283		29		39		43		39		40	
3	Vendetta Racing	239		41		39		30		36		22	
4	Outlawz Racing Team II	115		16		36		28		22			
5	Vendetta Racing II	93		11		9		7		22			
6	Apoliptico Racing	90		2		7		2		11		18	
7	Addicted to Racing Team	61											
8	Apex Competition II	30		6		7							
9	Sezamki Halo! Racing Team	15						4				11	
10	Stobart SIMRACERS	6		4		2							

Picture 17

Events set to not be taken into standings (ie qualification race) will are shown as empty columns. This issue is shown on Picture 17

Constructor standings

It has an informational value only. It shows the number of points collected by cars produced by the same constructor.
All points contain penalties and bonuses. The Points column is the sum of all points in a selected season.



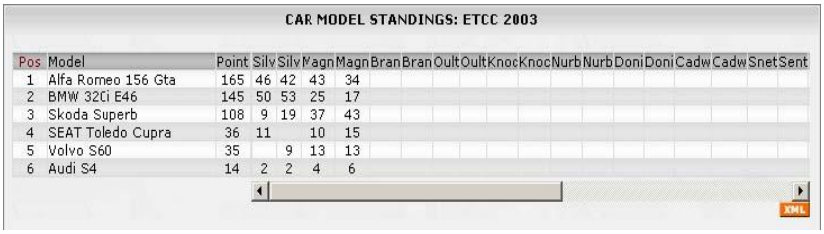
TEAM STANDINGS: ETCC 2003

Pos	Name	Point	Silv	Silv	Magn	Magn	Bran	Bran	Oult	Oult	Knoc	Knoc	Nurb	Nurb	Doni	Doni	Cadw	Cadw	Snet	Sent
1	Alfa Romeo	165	46	42	43	34														
2	BMW Group	145	50	53	25	17														
3	Skoda Auto	108	9	19	37	43														
4	SEAT	36	11		10	15														
5	Volvo	35		9	13	13														
6	AUDI AG	14	2	2	4	6														

Picture 18

Car model Standings

It shows the number of points collected by single car models. It is of rather informational importance unless someone really cares about it.
All points contain penalties and bonuses. The Points column is the sum of all points in selected season.



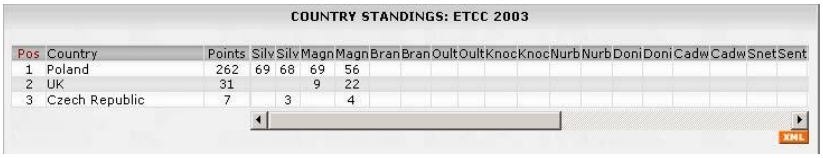
CAR MODEL STANDINGS: ETCC 2003

Pos	Model	Point	Silv	Silv	Magn	Magn	Bran	Bran	Oult	Oult	Knoc	Knoc	Nurb	Nurb	Doni	Doni	Cadw	Cadw	Snet	Sent
1	Alfa Romeo 156 Gta	165	46	42	43	34														
2	BMW 320i E46	145	50	53	25	17														
3	Skoda Superb	108	9	19	37	43														
4	SEAT Toledo Cupra	36	11		10	15														
5	Volvo S60	35		9	13	13														
6	Audi S4	14	2	2	4	6														

Picture 19

Country Standings

If such classification is needed by the league, this section will be useful.
All points contain penalties and bonuses. The Points column is the sum of all points in selected season.



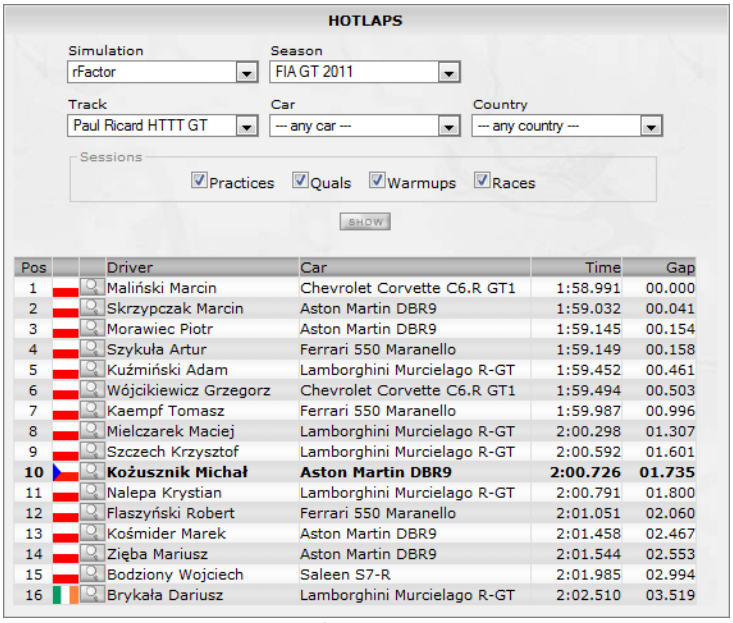
COUNTRY STANDINGS: ETCC 2003

Pos	Country	Points	Silv	Silv	Magn	Magn	Bran	Bran	Oult	Oult	Knoc	Knoc	Nurb	Nurb	Doni	Doni	Cadw	Cadw	Snet	Sent
1	Poland	262	69	68	69	56														
2	UK	31			9	22														
3	Czech Republic	7		3		4														

Picture 20

Hotlaps

Even if online racing is completely opposite to hotlapping, SLS offers a simple hot laps ranking. Results are calculated using lap data imported into the system by administrators. Lap data is taken by importing race and other sessions' results.



Pos	Driver	Car	Time	Gap
1	Maliński Marcin	Chevrolet Corvette C6.R GT1	1:58.991	00.000
2	Skrzypczak Marcin	Aston Martin DBR9	1:59.032	00.041
3	Morawiec Piotr	Aston Martin DBR9	1:59.145	00.154
4	Szykuła Artur	Ferrari 550 Maranello	1:59.149	00.158
5	Kuźmiński Adam	Lamborghini Murcielago R-GT	1:59.452	00.461
6	Wójcikiewicz Grzegorz	Chevrolet Corvette C6.R GT1	1:59.494	00.503
7	Kaempf Tomasz	Ferrari 550 Maranello	1:59.987	00.996
8	Mielczarek Maciej	Lamborghini Murcielago R-GT	2:00.298	01.307
9	Szczech Krzysztof	Lamborghini Murcielago R-GT	2:00.592	01.601
10	**Kożusznik Michał**	**Aston Martin DBR9**	**2:00.726**	**01.735**
11	Nalepa Krystian	Lamborghini Murcielago R-GT	2:00.791	01.800
12	Flaszyński Robert	Ferrari 550 Maranello	2:01.051	02.060
13	Kośmider Marek	Aston Martin DBR9	2:01.458	02.467
14	Zięba Mariusz	Aston Martin DBR9	2:01.544	02.553
15	Bodziony Wojciech	Saleen S7-R	2:01.985	02.994
16	Brykała Dariusz	Lamborghini Murcielago R-GT	2:02.510	03.519

Picture 21

To show hotlap results you have to select at least a track. However best way to compare results is to limit them to single sim/season. All drop lists contain data related to existing selection only and are updated each time you change related combo-boxes. For example, after selecting a sim, Season drop list will contain only seasons for selected sim. After selecting season, Tracks drop-list will contain only tracks with results related to this season.

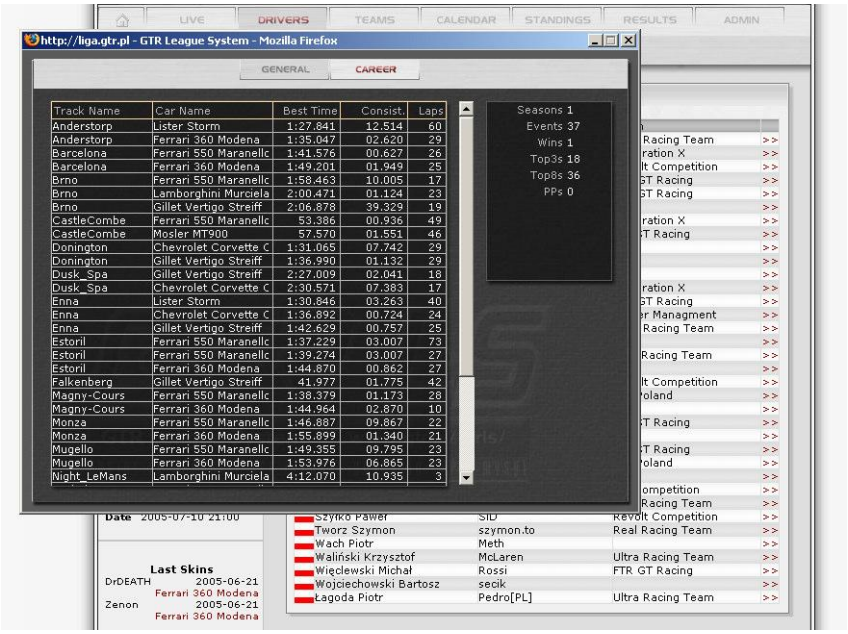
If a user is logged into SLS, their track record will be marked with a bold font.

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.



Picture 22

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 four types of penalty to impose on drivers:

1. normal – penalty points affect overall points of driver and are taken into U warning calculation (see further)
2. technical penalty points affect overall points of driver
3. DQ – is equal to disqualification from race for which this penalty is given
4. Future DQ – it is DQ for next (imported) event.
5. Notice – it may be used as warning without any consequences
6. Time penalty – increments driver's race time; affects race results – may change drivers positions

If common penalties don't work, it is possible to push bad drivers to be smarter in the future. There are feature of two warnings:

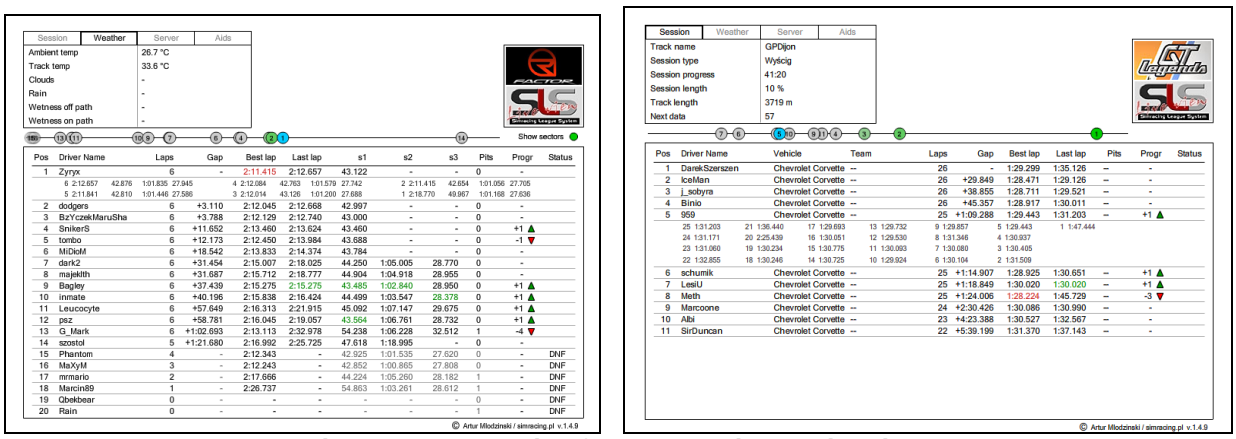
1. U-warning, as a part of DQ from next race
2. W-warning

U-warning is given for each (defined) number of points taken in the one event. For example if U is defined for 5 penalty points and the driver gets 12 pts in an event, it will take 2T. The remaining 2 points will not be used for U calculation in next event.
Now, if a defined number of U-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 defined value. If a driver gets no penalty points in incoming event, W is automatically cancelled.

LIVE VIEW

Live View

LiveView is a part of SLS. It shows live standings of session started on particular dedicated game server. Because it is possible to do this only with sims which provide live information about current standings, LiveView works only with GTR, GTL, GTR2, Race, Race07, rFactor and ARCA SR 08



Picture 23. Example of rFactor and GTL LiveView

LiveView contains information about

- Current session, like track name, session type, progress and time to next data refresh.
- Weather on track
- Drivers standings which is most important part
- Assists available on game server
- Server information

Not all information is provided by each sim. If values are not provided, double minus ('—') is displayed instead. Additionaly, LiveView can display sector times for rFactor. This view is enabled by *Show sectors* button placed under SLS logo

LiveView can be opened from left section of SLS. In relation to how SLS is configured LiveView may be started from LiveView block or Dedics Servers block. The last one shows also if process is run on the server

Picture 24. LiveView blocks

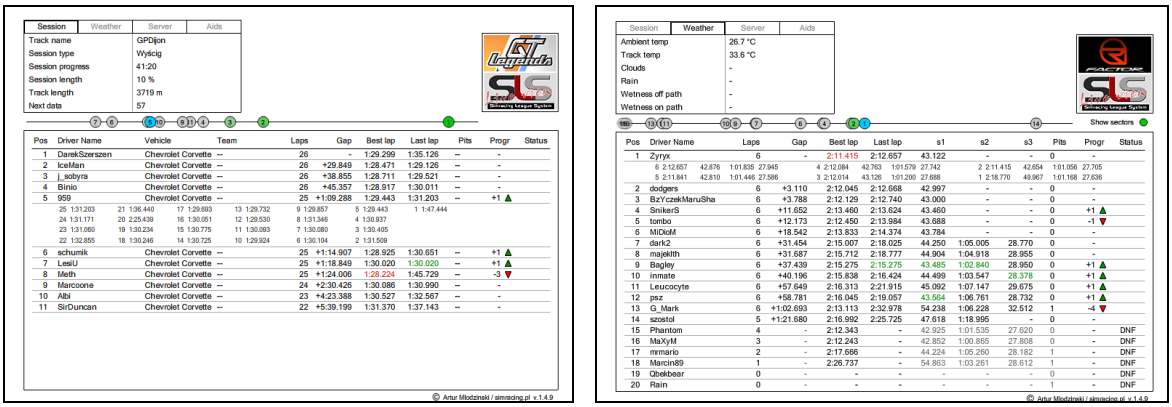
Picture 24 shows Live View block and Dedicated Servers one. LiveView block allows opening LiveView anytime even if dedicated server is disabled. Dedicated servers block cooperating with LiveViewReporter utility joins information about server activity with LiveView system. In result, you can open LiveVIew window only when dedicated server is run, by clicking magnifier icon. This block can show activity of servers which doesn't provide live results (like Nascar 2003 etc)

There are 4 parts of the visualization.

1. Session part
2. logo part
3. car positions
4. results part

Session part has 2 tabs, with session data and weather data. There are some limitations of this section. Weather is available only for GTR, GTR2, rFactor and ARCA SR. Current version of rFactor and Arca SR reports only ambient and track temperature. All weather values may be reported by GTR, GTR2 and Race07 games. But note that *wetness on path* and *wetness off path* shows only state of track at the beginning of the session. It is due to data stored by games into weather.txt file.

Logo in logo section is related to simulation for which current LiveView is defined.



Picture 25. Examples of LiveView for GTL and rFactor

Positions of cars are displayed by colored, numbered circles on the line. Numbers means driver position in the pace. First 3 drivers are green colored. Selected driver has blue colored circle. Drivers which stay in pits have semi transparent circles.

Note, that car positions and speed are visualized with some approximation.

Results part contains a lot of data columns.
Some of them may contain no data. It is related to simulation which reports data. For example, rFactor as well as ARCA SR doesn't reports teams. Instead of this, only rFactor and ARCA SR reports sector times. In that case "Show sectors button" will be available (under logos). Click it to see sector times - vehicles and teams will be hidden.

Result part uses following color codes:
Black – most of data
Green – personal best time
Red – overall best time
Grey – best times, when driver is in pits.

These are default colors and may be changed by administrator

To see all laps done by driver from the beginning of the session, click his row. To hide laps, click his row again.
In case of rFactor and ARCA SR when *Show sectors* is enabled, all laps done by driver contains also sector times.

Note, that for Practice, Qualify and WarmUp sessions, only valid laps are shown. Valid lap means it has time lap time. In Race, all laps provided by sim will be shown.

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 emails, communicator IDs etc.
The language of SLS is set for visitors according to the rules described in the Language section of this manual.

DRIVERS

Quick Start

To quick start using SLS you have to:

- REGISTER – registering personal data you do in DRIVERS/REGISTRATION section.
- REGISTER – editing personal data you do in DRIVERS/EDIT section.
- JOIN THE SEASON – joining a season you do selecting car for season you want to compete in.
- Go to DRIVERS/EDIT/CARS section, click edit next to the season and choose car class and car. You have to input here your nickname you are using in the sim (usually it is a profile name).
- CREATE A TEAM – you can be a leader of unlimited number of teams but you may not be a member of own teams – it is up to you. To create a team go to TEAMS/MANAGE and create one. To join own team use INVITATION subwindow on the same page.

Registering new driver

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

Picture 26

After this, a registration form will appear (see Picture 27). Note, this picture shows edit driver form. Registration form may be limited in some way.

Picture 27

You must enter data into fields marked with *, ** or *** characters. Especially, Password and Repeat password fields must be the same. Used nickname and email 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 informational value but is also used for Country standings. In that case, country standings will not be recalculated if you change the country in the middle of a season.
Language settings define email notifications language and the whole system language. For more information read Languagesection 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 email 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 email with the main information about using the system.

Editing driver data

To edit your data you have to be logged in the SLS. Then go to the Drivers/Editdata section.
If you need to change your Nickname you HAVE TO reenter your password again into both password fields.
You email entered into this form is visible in Driver Details window only for registered and loggedin users. However, it can be hidden with the “Hide email address” option. Note that administrators can see your e-mails.

Administrators can see and can edit any of your data, but password stays always invisible and stored in crypted form in database

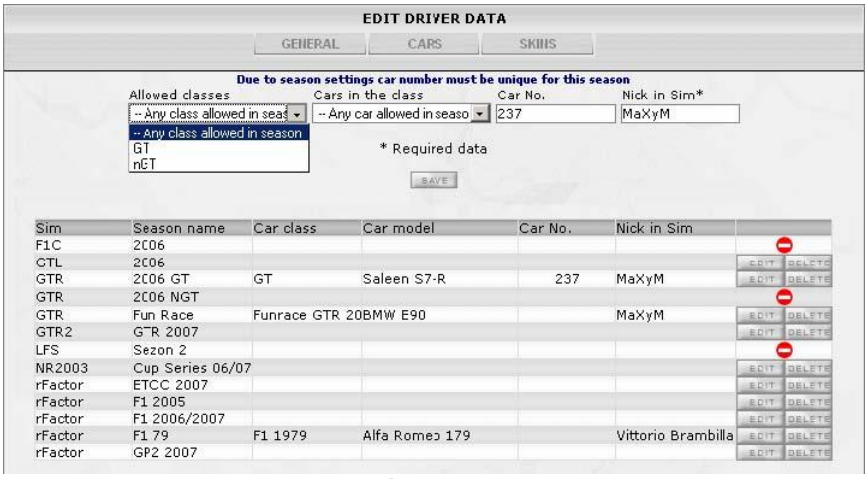
Signing up for a season

The driver must select a season in which he will compete. It is done by selecting a car for each season and defining SimNick name used in a simulator (driver profile name in the sim). This nick will be used while 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).
In relation to season settings, it may be possible to choose no strict class/car. There are three modes of selecting cars, two of these allow car changes during a season:

3. Strict – driver must choose car class and car for a season
4. Any within a class – driver must choose a car class from the Allowed class combo box, but he can decide to select a desired car or *Any car within a class* option from Cars in the class combo-box. This option allows to drive all cars from a selected class during a season.
5. Any allowed in season – driver is allowed to choose a desired class but he can choose the Any class allowed in season option. In that case he will not be able to choose a car. But he can drive any car allowed in a season. If driver selects the class, he will be allowed to select a car or option known from option no.2

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.
Icon on the season list means that the season is closed for changes, Driver can’t sign/withdraw into/from this season and also cannot change any other settings

Some seasons may be set to use a unique car number. In that case an information message will appear after hitting the EDIT button. If a driver inputs a number used in the selected season by another competitor, the error message will be shown.

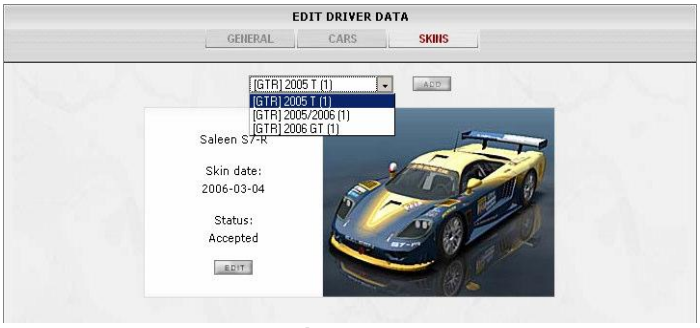


Picture 28

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 acceptation for each new skin uploaded or assigned to the season. In that case such a skin will be waiting for acceptation, being not visible for other users during that time.



Picture 29

Selecting seasons

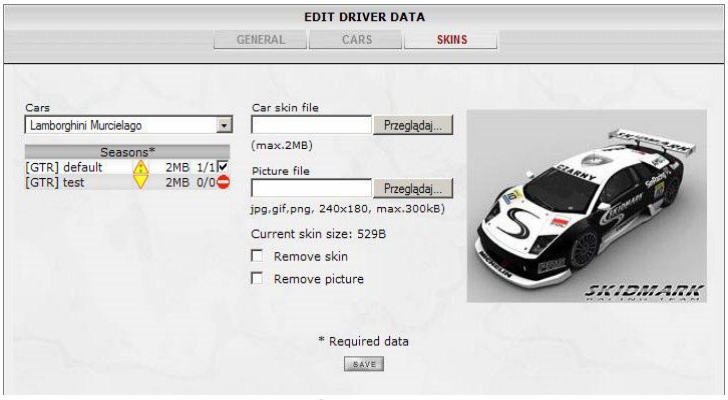
This section shows a list of your skins assigned to the seasons. On top of the list the season droplist is placed. It contains all open seasons to which a driver has assigned skins. The number next to season name informs about the number of skins assigned to this season by a driver. To select a season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



Picture 30

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 acceptation.
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 email notifications can be generated. To avoid email flooding, notification emails 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 acceptation, 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 Login block. You will be asked to enter your e-mail address. The driver with this email must be registered in the system already. After pushing the SEND button, an email 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 email with the confirmation code.

File upload

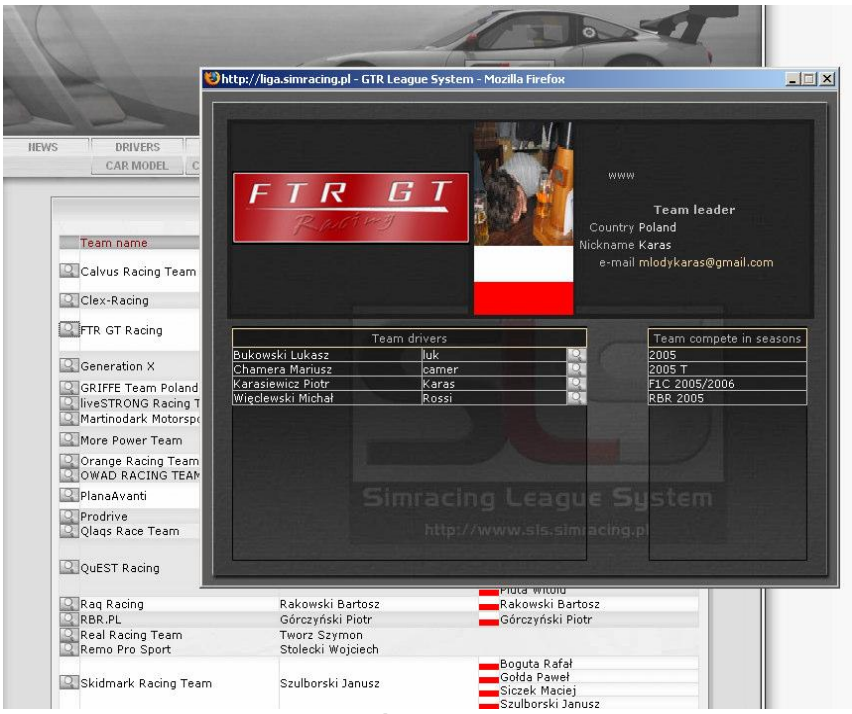
SLS allows uploading and storing various files in the database:

- 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

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.



Picture 31

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

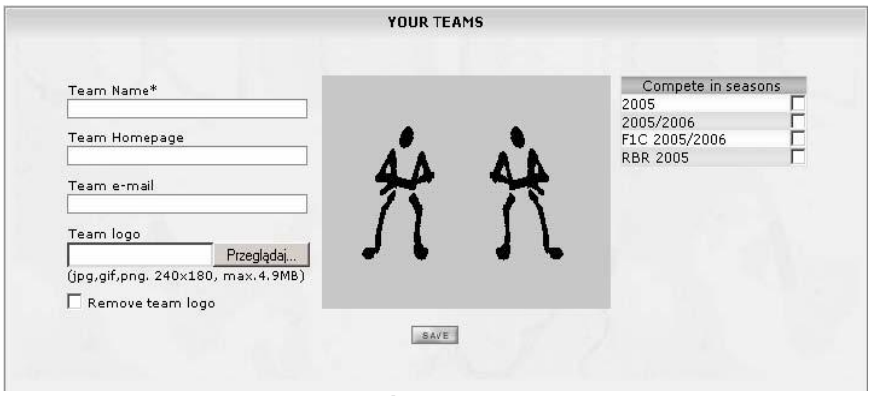
You can create your own teams. The number of created teams is unlimited. It means one person can lead more than one team. The only condition to be met is that the Team name must be unique in the whole system. The Leader can be a member of the team but it is not a must.

Go to the Teams/Managesection

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:



Picture 32

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 (TEAMS/ MANAGE) page. In that case, accepting the invitation will not be needed and also an email notification will not be sent.
If you accidentally invite your self using TEAMS/INVITATION window, you must accept this in TEAMS/ MANAGE/TEAM INVITATION section (see next lines of this manual)
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.

Picture 33

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

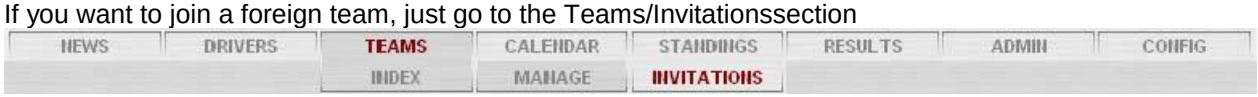
The last window allows you do invite drivers to your team or answer to queries sent by drivers wanting to join your team. Each operation is related to ONE of your teams in a SELECTED SEASON. That's why the list shows only the drivers who sign into the season selecting a car for it. So, if you need to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

Picture 34

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/Invitationssection



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 invites you to the team, + − buttons will appear. Press + button to accept the invitation or − to reject it.

Picture 35

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 the first user is created:

- admin, password admin

Admin/admin user has admin rights but is not accepted as a league driver. If you (SLS installer) 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).

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 and tracks you want to use in the season.
- 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. Define car classes assigning available cars
- Now, drivers which want to compete in the season should sign into the season choosing a car in the DRIVERS/EDIT/CARS section. Depending on season settings drivers may have to select car.
- 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

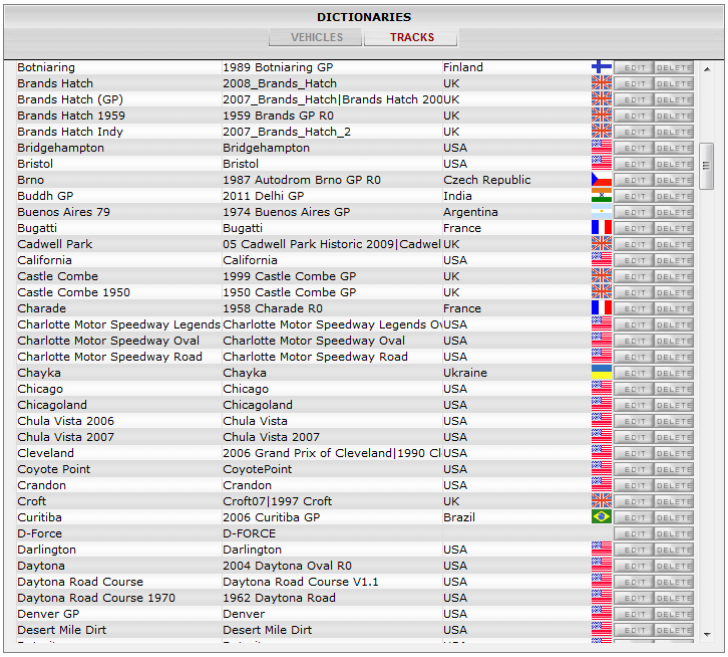
Dictionaries are the base things working with database systems. They contain repetitive data, which can be reused just from dictionaries instead of each record being scattered around the database. Additionally it guarantees that names displayed in each part of the system will always the same because they are always taken from the dictionary.
SLS contains two global dictionaries: Tracks and Cars. There are a few season based dictionaries: for penalties, custom bonuses and car classes. 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 may appear as: 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.



DICTIONARIES

VEHICLES | TRACKS

Botniaring	1989 Botniaring GP	Finland	EDIT DELETE
Brands Hatch	2008_Brands_Hatch	UK	EDIT DELETE
Brands Hatch (GP)	2007_Brands_Hatch|Brands Hatch 200	UK	EDIT DELETE
Brands Hatch 1959	1959 Brands GP R0	UK	EDIT DELETE
Brands Hatch Indy	2007_Brands_Hatch_2	UK	EDIT DELETE
Bridgehampton	Bridgehampton	USA	EDIT DELETE
Bristol	Bristol	USA	EDIT DELETE
Brno	1987 Autodrom Brno GP R0	Czech Republic	EDIT DELETE
Buddh GP	2011 Delhi GP	India	EDIT DELETE
Buenos Aires 79	1974 Buenos Aires GP	Argentina	EDIT DELETE
Bugatti	Bugatti	France	EDIT DELETE
Cadwell Park	05 Cadwell Park Historic 2009|Cadwel	UK	EDIT DELETE
California	California	USA	EDIT DELETE
Castle Combe	1999 Castle Combe GP	UK	EDIT DELETE
Castle Combe 1950	1950 Castle Combe GP	UK	EDIT DELETE
Charade	1958 Charade R0	France	EDIT DELETE
Charlotte Motor Speedway Legends	Charlotte Motor Speedway Legends O	USA	EDIT DELETE
Charlotte Motor Speedway Oval	Charlotte Motor Speedway Oval	USA	EDIT DELETE
Charlotte Motor Speedway Road	Charlotte Motor Speedway Road	USA	EDIT DELETE
Chayka	Chayka	Ukraine	EDIT DELETE
Chicago	Chicago	USA	EDIT DELETE
Chicagoland	Chicagoland	USA	EDIT DELETE
Chula Vista 2006	Chula Vista	USA	EDIT DELETE
Chula Vista 2007	Chula Vista 2007	USA	EDIT DELETE
Cleveland	2006 Grand Prix of Cleveland|1990 Cl	USA	EDIT DELETE
Coyote Point	CoyotePoint	USA	EDIT DELETE
Crandon	Crandon	USA	EDIT DELETE
Croft	Croft07|1997 Croft	UK	EDIT DELETE
Curitiba	2006 Curitiba GP	Brazil	EDIT DELETE
D-Force	D-FORCE		EDIT DELETE
Darlington	Darlington	USA	EDIT DELETE
Daytona	2004 Daytona Oval R0	USA	EDIT DELETE
Daytona Road Course	Daytona Road Course V1.1	USA	EDIT DELETE
Daytona Road Course 1970	1962 Daytona Road	USA	EDIT DELETE
Denver GP	Denver	USA	EDIT DELETE
Desert Mile Dirt	Desert Mile Dirt	USA	EDIT DELETE

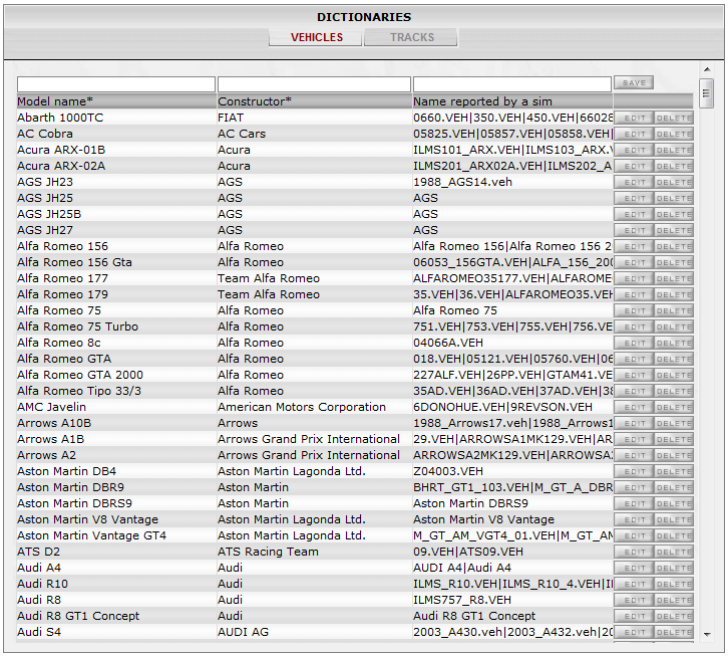
Picture 36

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, MagnyCours is reported by GTR as MagnyCours but GTL reports it as MagnyCours National. You can still have these two tracks under one name. Just input: MagnyCours|MagnyCours National.

Vehicles dictionary

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

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



DICTIONARIES

VEHICLES | TRACKS

SAVE

Model name*	Constructor*	Name reported by a sim	
Abarth 1000TC	FIAT	0660.VEH|350.VEH|450.VEH|66028	EDIT DELETE
AC Cobra	AC Cars	05825.VEH|05857.VEH|05858.VEH|	EDIT DELETE
Acura ARX-01B	Acura	ILMS101_ARX.VEH|ILMS103_ARX.V	EDIT DELETE
Acura ARX-02A	Acura	ILMS201_ARX02A.VEH|ILMS202_A	EDIT DELETE
AGS JH23	AGS	1988_AGS14.veh	EDIT DELETE
AGS JH25	AGS	AGS	EDIT DELETE
AGS JH25B	AGS	AGS	EDIT DELETE
AGS JH27	AGS	AGS	EDIT DELETE
Alfa Romeo 156	Alfa Romeo	Alfa Romeo 156|Alfa Romeo 156 2	EDIT DELETE
Alfa Romeo 156 Gta	Alfa Romeo	06053_156GTA.VEH|ALFA_156_20(	EDIT DELETE
Alfa Romeo 177	Team Alfa Romeo	ALFAROMEO35177.VEH|ALFAROME	EDIT DELETE
Alfa Romeo 179	Team Alfa Romeo	35.VEH|36.VEH|ALFAROMEO35.VEH	EDIT DELETE
Alfa Romeo 75	Alfa Romeo	Alfa Romeo 75	EDIT DELETE
Alfa Romeo 75 Turbo	Alfa Romeo	751.VEH|753.VEH|755.VEH|756.VE	EDIT DELETE
Alfa Romeo 8c	Alfa Romeo	04066A.VEH	EDIT DELETE
Alfa Romeo GTA	Alfa Romeo	018.VEH|05121.VEH|05760.VEH|06	EDIT DELETE
Alfa Romeo GTA 2000	Alfa Romeo	227ALF.VEH|26PP.VEH|GTAM41.VE	EDIT DELETE
Alfa Romeo Tipo 33/3	Alfa Romeo	35AD.VEH|36AD.VEH|37AD.VEH|38	EDIT DELETE
AMC Javelin	American Motors Corporation	6DONOHUE.VEH|9REVSON.VEH	EDIT DELETE
Arrows A10B	Arrows	1988_Arrows17.veh|1988_Arrows1	EDIT DELETE
Arrows A1B	Arrows Grand Prix International	29.VEH|ARROWSA1MK129.VEH|AR	EDIT DELETE
Arrows A2	Arrows Grand Prix International	ARROWSA2MK129.VEH|ARROWSA2	EDIT DELETE
Aston Martin DB4	Aston Martin Lagonda Ltd.	Z04003.VEH	EDIT DELETE
Aston Martin DBR9	Aston Martin	BHRT_GT1_103.VEH|M_GT_A_DBR	EDIT DELETE
Aston Martin DBRS9	Aston Martin	Aston Martin DBRS9	EDIT DELETE
Aston Martin V8 Vantage	Aston Martin Lagonda Ltd.	Aston Martin V8 Vantage	EDIT DELETE
Aston Martin Vantage GT4	Aston Martin Lagonda Ltd.	M_GT_AM_VGT4_01.VEH|M_GT_AN	EDIT DELETE
ATS D2	ATS Racing Team	09.VEH|ATS09.VEH	EDIT DELETE
Audi A4	Audi	AUDI A4|Audi A4	EDIT DELETE
Audi R10	Audi	ILMS_R10.VEH|ILMS_R10_4.VEH|II	EDIT DELETE
Audi R8	Audi	ILMS757_R8.VEH	EDIT DELETE
Audi R8 GT1 Concept	Audi	Audi R8 GT1 Concept	EDIT DELETE
Audi S4	AUDI AG	2003_A430.veh|2003_A432.veh|20	EDIT DELETE

Picture 37

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 the Name reported by sim field. A good example is the Lamborghini Murcielago. In the first versions of GTR it was named as Lamborghini Murcielago RGT. Then, since GTR 1.3, the RGT suffix has been removed. In that example entry of the field Name reported by sim will look like:

```
Lamborghini Murcielago|Lamborghini Murcielago RGT
```

By using this feature it is possible to mix names reported by different simulations (GTR2 and rFactor for example). In result in SLS will be one car used by both sims.

In fact *Track name reported by sim* as well as *Name reported by a sim* fields may contain regular expressions. Be careful with this, because these are used directly by MySQL as well as pregmatch php function. So make sure enter expressions supported by both sides.

Naming convention in rFactor and ARCA SR

Unfortunately, there is some mess in naming vehicles in rF. There Is no unique way defined, which can be used to recognize car model. Fortunately result file (XML) contains 2 field which can be used. In most original series, correct (and unique) car names are reported in CarType tag of results file. It also works for all singlecar mods. But for multicar mods, like F1 1979, CTDP's F1 2005, ETCC 2003 and much more, the CarType contains the same name for all vehicles. To take control of this, another field from result file is checked. It is VehFile. Weakness of this method is related to number of cars of one type. Usually it is more than one string to put into the system (separated by pipe character)
Here is example of Skoda superb car definition from ETCC 2003 mod:

```
2003_Skoda07.veh|2003_Skoda08.veh|2003_Skoda89.veh
```

So, the final rule is:

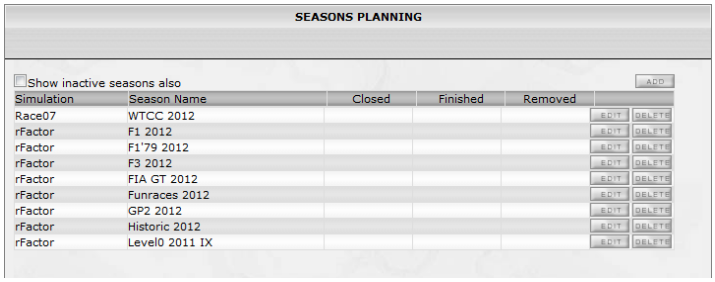
1. If the mod contains one car model, use value reported in CarType tag
2. If the mod contains more cars but correctly sets CarType tag (V8 mod) use it
3. In all other cases (mostly in multicar mods), you have to use names of veh files.

Note, name strings comparing is not case sensitive

Seasons

SLS supports unlimited number of seasons. Each season defines a lot of season related options including car classes, weight handicaps, penalties and bonuses. That's why setting up the seasons is the most important thing in SLS. To define seasons go to the ADMIN/SEASONS section.

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.



Picture 38

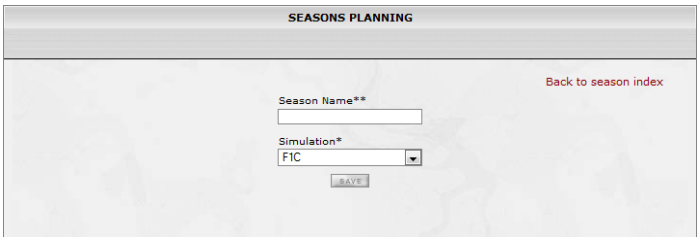
By default the list shows only active seasons (including closed ones). After checking *Show inactive seasons also* checkmark, also *Finished* and/or *Removed* seasons will appear on the list.

Picture 39

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.

Adding new season

To add new season just click NEW button. Small form will appear. Enter season name and select a simulation from drop list and push SAVE button. New empty season will be created and you will be moved to edit page.
Note, that you will not be able to change simulation for this season after creating a season.



Picture 40

Editing a season

After clicking EDIT you will see a form in place of the list.
Season settings are divided into 5 sections (tabs)

Picture 41 – main season settings

Main settings

Season name – you can change season name any time. But it must be unique for whole SLS system. Use year to make name more specific.

Points - points must be positive numbers separated by comas. Note that some fields may be disabled and the content of the combo boxes may be limited due to selected simulation.

DNF rule – it is a rule that describes who can get points in case s/he has not finished a race. There are 5 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 noreason 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 (whole grid) – This option with value set Race Percentage field defines minimum distance must be covered by the driver comparing to number of distance done by race winner. If driver will not do required number of tracks, he will not be classified. Note, this option works like rounding up (ceiling actually). If this rule is set for 90%, leader do 56 laps and particular driver 50 laps, he will not be classified because minimum distance needed to run is 50.4 which turns into t1 laps.
- Points for completing X% of a race (single class) – It works in the same way as the previous option, but the length of race for each driver is calculated in relation to the leader in his class. It prevents drivers of slower classes (for example GT1 vs GT2) from being not classified.
- Points for X% of a race rounded down to whole laps (whole grid) - option similar to *Points for X% of a race (whole grid)* but required laps are calculated using floor function. In our example, 50.4 % is turned into 50 required laps.
- Points for X% of a race rounded down to whole laps (single class) - the same as above but calculation is done per-class
- No points for all DNF – points will only go to the drivers who finished the race.

Minimum pitstops – if set to number greater than 0, then drivers must perform at least as number of pits as defined in this field. Otherwise driver will be disqualified. Note that not all sims supports this feature

Bonuses calculation for – there are two options available: whole grid and single classes. It may be usefull when event is organized for multiclass vehicles but whole grid is considered as consistent in relation to performance.

Qualification bonus – number of points collected best drivers on qualification. It can be single value, which will mean it is pole position bonus, or value list, separated by commas.

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

U-warning, **U to DQ limit** are described in *Penalties* section.

Weight handicaps – enable or disable weight handicaps. You can also recalculate weights for whole in case of something went wrong. Weight ballasts are set for each class separately. See Classes section.

On the bottom, 3 checkmarks are available.
Season closed - means no more cars can be defined in the season by drivers. It affects only functionality of editing cars for seasons (In section /EDIR/CARS, that season will appear with ⛔ sign)

Season finished - means the competition in the season is over. Such a season will not appear on the "Edit cars for season" list at all, 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. In that case, if you really want to remove a season from access from elsewhere in the system – check the **Season Removed** option.

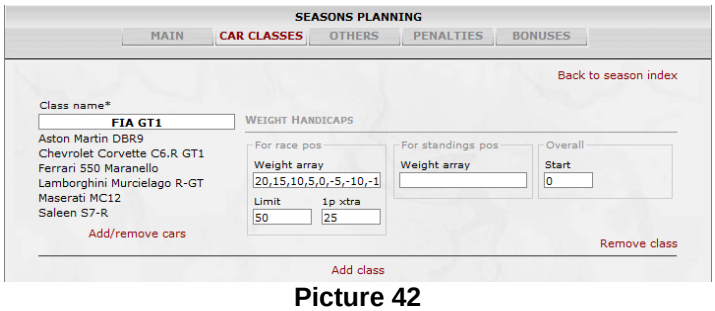
Car Classes

Each season must have defined at least one car class containing at least one car. Name of car class must be unique for selected season. Must be not unique trough the SLS. It means you may define class "GT" in many seasons you want.
Class name is the name of class used by SLS. There may be no relation with class names in simulations.

Please remember that each class has its own separate results and standings.

For each class you may define weight handicap rules.
Picture 42 shows example of defined GT serie used in our league. There are two ways SLS do calculations of weights:

- based on driver position in race (including time penalties)
- based on general standing positions.



Picture 42

Ballasts based on race positions are incremented race by race by weight value given in *Weight array*. Maximum weight may be limited by *Limit* parameter. If driver who caries maximum ballast win a race, he will get additional weight (1p xtra) which will be removed immediately if he finish on other position than 1st. Extra weight is not multiplied if driver win more races in a row.

Penalties based on general standing position may be given to equalize grid more. This kind off ballast is not

added again and again. It is fixed amount of weight added for specific position in standings. In result it's not incremented as first kind of ballasts.

The last feature you may use is initializing ballast for driver who joined in a middle of season.

Note, that SLS takes no real ballast (loaded in-game) into consideration. In case of rF it tracks loaded weights (and shows it on result page), but next race ballast is proposed only based on calculated data.

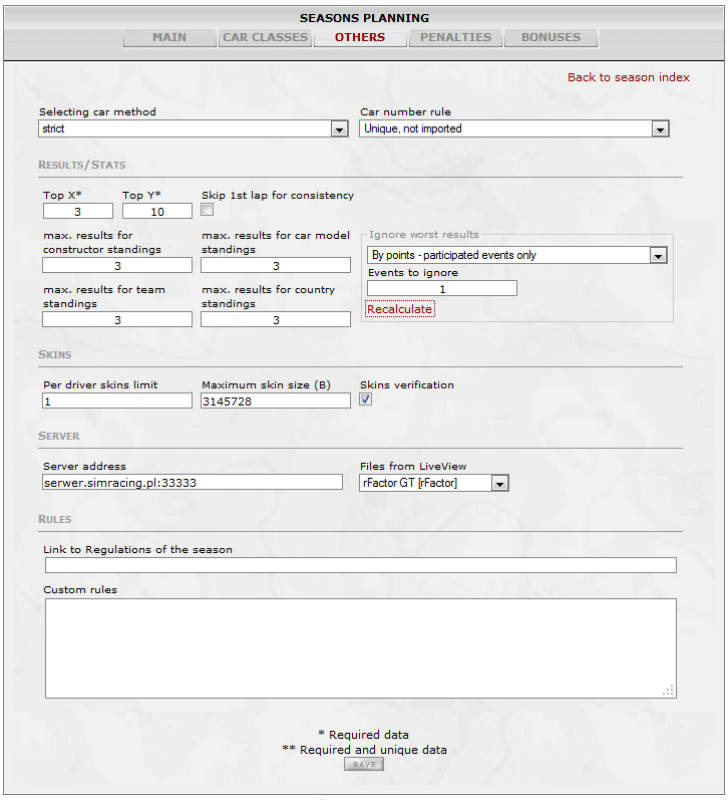
Other settings

Selecting car method – defines how SLS will try to recognize and check driver's car during importing data. Use option which will satisfy your league needs. Options 2nd and 3rd are dedicated for leagues in which car is often changed (for each event).

- Strict – driver must choose a car class and car for a season
- Any within a class – driver must choose a car class from Allowed class combobox, but he can decide to select a desired car or Any car within a class option from Cars in class combobox. This option allows to drive all cars from a selected class during a season.
- Any allowed in season – driver is allowed to choose a desired class but he can choose *Any class allowed in season* option. In that case, he will not be able to choose a car. But he can drive any car allowed in a season. If a driver selects the class, he will be allowed to select a car or option known from option no.2

Car number rule – SLS allows to check if driver has used correct car number (defined while assigned to the season)

- Not required – setting car number is not obligatory
- Required – setting car number is obligatory while assigning to season
- Must be unique – number must be unique for selected season
- Required, not imported – car number is obligatory, but not checked during import (for example sim provides no info about car number)
- Unique, not imported - number must be unique for selected season, but not checked during import (for example sim provides no info about car number)



Picture 43

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.

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

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.

Max. results for country standings – maximum number of the drivers from the same country, which finished in the best positions. The sum of their points will be used for calculating country standings.

Drop worst results – feature allows to drop worst driver's results from general and team standings. It allows to define number of events ignored and also 4 types of looking for events which will be ignored:

- Points – participated events only – events with worst point result in points will be ignored. It means that bonuses and penalties will be taken into consideration
- Points – including absences – the same as previous one, but also events missed by driver will be taken into consideration. It may help drivers who occasionally cannot compete in single events.
- Positions – participated events - same as for Points, but only race final positions are taken into consideration (including time penalties)
- Positions – including absences – again same as previous but also missing events are taken into calculation.

"Including absences" version of those options require to register drivers to season with particular car class. It means Selecting car method set to "any allowed with season" is not valid with "including absences" options. Currently SLS checks during saving if combination of options is valid but doesn't check what options are selected by drivers already.

Note that changing setting of this feature will not affect standings immediately. One of following operations apply recalculation: import or re-import results, editing custom bonuses or penalties. But you can execute recalculation manually for selected season, clicking "recalculate" link. Results of excluding events for particular drivers are available on page Results/Excluded

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.

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.

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

Penalties dictionary

Picture 44

Penalty dictionary defines the following data for each penalty:

- Penalty name
- Paragraph of regulation
- Points for penalty
- Type of penalty

Penalty name is the penalty description, related to League regulations. The name must be unique.
Paragraph number should point to the related article in the League regulations. It is optional.
Points are the number of points given for penalty. It will be removed from the points collected by drivers
Type of penalty affects how penalty will work. Currently following type of penalties are available:
Normal penalty – adds penalty points; points are taken into U-warning and DQ calculation

- Normal – adds points to race results and is taken into account when calculated U-warning.
- Technical penalty – adds penalty points but not affects U-warning sums. May be used for technical offence like wrong order during formation lap etc
- W-warning – adds multiplier (%) for normal penalties collected during next race
- U-warning – U warning usually is calculated from Normal penalty points. But may be given independently. Depending on U2DQ settings, some number of U-warnings may result in DQ
- DQ – disqualification from current event
- Future DQ – disqualification from incoming event
- Notice – it affects neither points nor time. It is only notice
- Time to race – increments finish time for driver; in consequence affects race results (may change drivers positions)
- Time to qualify – increments best time of driver in qualification. For F1-style qualification, Time after final round is increased.

Often, creating new season, we want to use the same or similar penalty dictionary as in previous season.
To make life easier, SLS offers feature for copy dictionary from another season. Note, that feature is available only for empty dictionaries for selected season (see picture)

Picture 45

After hitting the “Copy penalties from another season” link, the sub window will be reloaded with list of other seasons. You can check penalty list hitting icon. To copy dictionary use button SAVE

Picture 46

Custom Bonuses

SLS can give bonuses based on result file. Sometimes, it doesn't fully satisfy leagues which want to provide some special rules (for example compensate given points for some reason). Also some games may not provide enough data to give bonus automatically.
Custom bonuses are defined in similar way as penalties. It is dictionary from which bonus is selected.

Picture 47

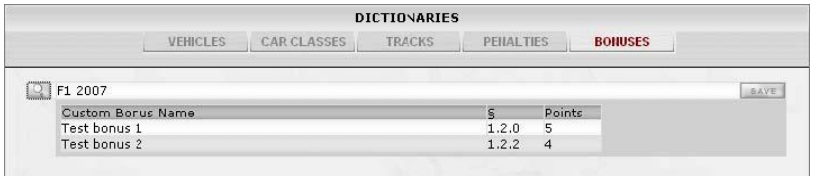
It defines custom bonuses by:

- Bonus name
- Article number from league regulations
- Points for bonus

When creating new season, we may want to use the same or similar bonus dictionary used in already existing season. For this case SLS offers feature for copy dictionary from another season. Note, that feature is available only for empty dictionary of selected season (see Picture 48).

Picture 48

After hitting the "Copy bonuses from another season" link, the sub window will be reloaded with list of other seasons. You can check penalty list hitting icon. To copy dictionary use button SAVE

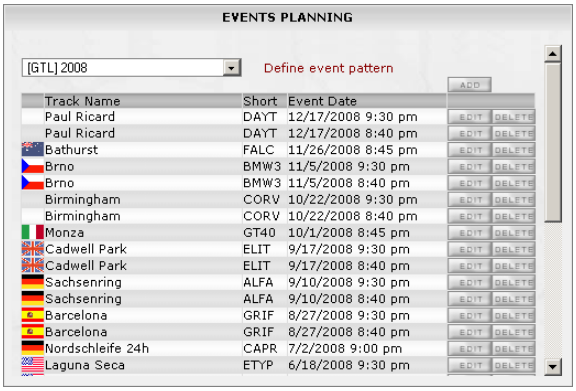


Picture 49

Events calendar

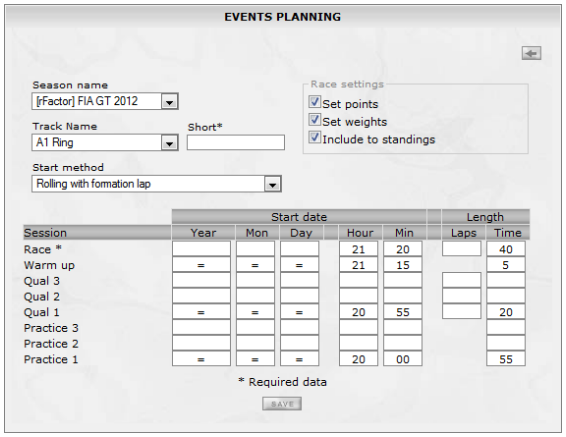
SLS supports unlimited number of events in each season. To define the event roster go to the Admin/Calendar section

To create an event rooster 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



Picture 50

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



Picture 51

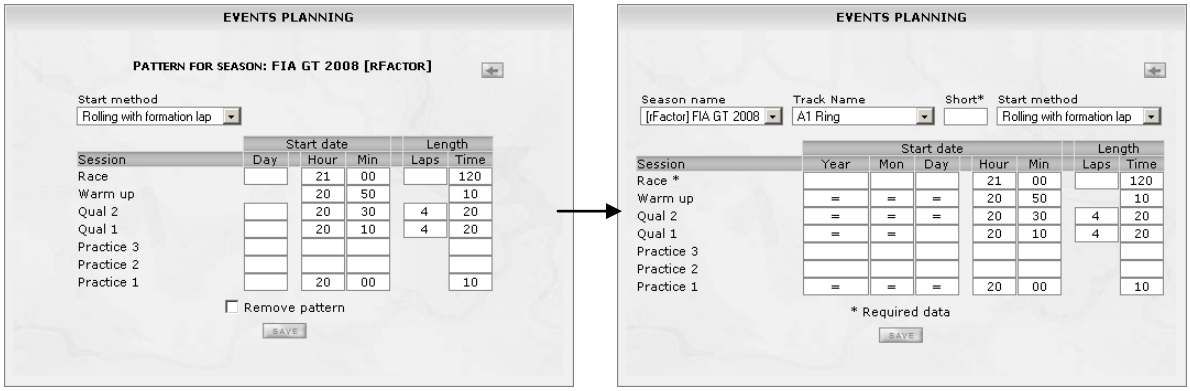
After opening, the season name will be set the same as in the events list. But you can change it here, if you wish (only for adding new event)
Chose a track from the list and enter the track's short name (max 4 characters)
Input the date of the race – it is a required value. The dates of other sessions are optional.
Start method – select type of start – this setting has only informative value and is shown in calendar.

There are a few additional settings which may be used to simulate various racing scenarios:
Set Points – If checked, result points will be added while importing data. Uncheck it if race should not affect points table. For example if is qualification race
Set weights – similar to Set Points feature. May be helpful in case of qualification races
Include to standings – This time affects standings tables. Disable it if you don't want to see results (including statistical data) in standings tables

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

Event pattern

Usually, all events of the season are added at the beginning of this season. Entering all session data is not required (only race is required) however SLS looks better and is more useful for drivers if it contains information about all sessions. But on the other hand, entering all this data may be painful. To make it easiest and quicker, SLS offers event pattern editor.
Such pattern may be created for each single season.



Picture 52 Event pattern editor and new event

Picture 52 shows example of how does it work. With defined pattern, entering new event is turned into entering missing data for race only. Other data will be automatically calculated using pattern. But, you can always change these values. Pattern is used only for filling the form when hitting ADD button.

You can enter values which are fixed for each session. More, some values may be relative. Relativenes is always calculated to Race session data. In result, after defining pattern for single event, adding new event is limited to defining Race missing data (at least date in relation to pattern).

Let's check the picture. It defines following things:

- Race will be started with rolling start after formation lap
- Race will be started always at 9:00pm
- Race length is defined by time only (120min)
- Warm up will be always started at the same day as race, at 8:50pm
- Warmup length is 10 mins
- Qual 2 will be always started at the same day as race, at 8:30pm
- Qual 2 will be limited by 4 laps and 20 mins
- Qual 1 will be always started at the same day as race, at 8:10pm
- Qual 1 will be limited by 4 laps and 20 mins
- Practice 1 will be always started at the same day as race, at 8:00pm
- Qual 1 length will be 10 mins

As you can see on the picture, adding new event starts with the form mostly filled, in way defined by pattern. Now only missing thigs are, chosing circuit, entering short name and race date.

One word about allowed pattern values. As stated before, values may be relative to race data. We are talking about date/time values. Relative values are entered as negative ones and means that some session is started before race for defined timespan. For example, in place of entering time of session, we can enter -10 (minus ten) into minutes field. It will mean that this session will begin 10 minutes before race.

Drivers Management

In this section the administrator can manage all drivers/users registered in the system. It allows to edit user data, assign users to seasons, manage driver's skins, managing teams and finally set user (admin) rights.

The section contains a few tabs:

- drivers – for managing drivers
- teams – for managing teams
- skins – for managing their skins
- logs – log of all operations done by administrators

Drivers tab

Finding driver

To find specified driver, simply search feature is available. This feature contains a few rules which will be used to display results.

Main way for finding a driver is to select search category and input string for searching. Available categories are:

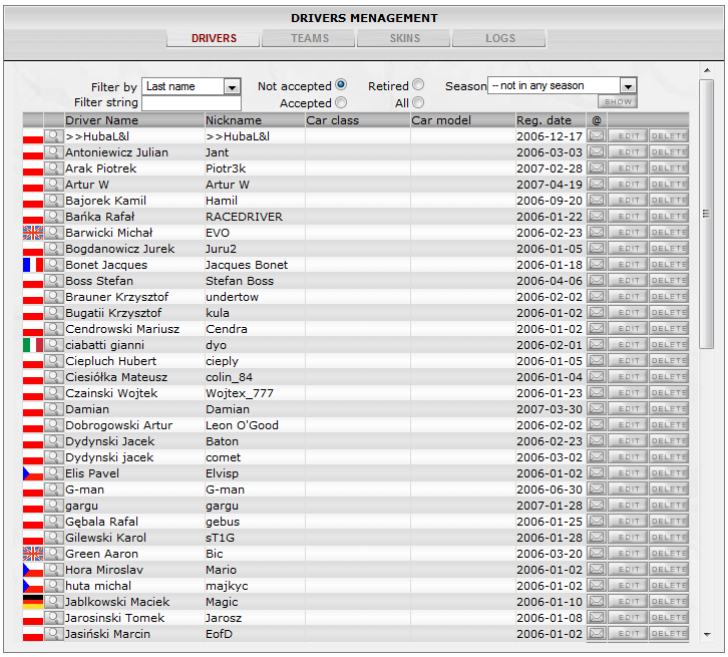
- Last Name
- First Name
- Login Name
- Nick name – nick defined in seasons, means used by driver in races
- Car Model – only if driver have a car already assigned
- Car Class – only if driver have a car already assigned
- Team Name

Search will be executed against all data contains entered string.

Next filtering rule may be used for limiting results generated by other ones, but mostly is used to display all drivers from selected category. It is designed as group of radiobuttons, when selected –filters result by some condition:

- Accepted – will show only accepted drivers (see bellow)
- Unaccepted – will show only unaccepted drivers
- Retired – will show only retired drivers
- All – disables this filter

Two previous filters work well when we want to find driver(s) and we don't know in which seasons he(they) compete. In specified situations we may want a list of drivers competed in selected season. Season combo-button is designed for this job. This combo box contains two predefined positions doesn't matter – will show results limited by other filters, but not by season filter. It means there will be displayed drivers who are assigned to seasons, but unassigned also. not in any season – will show drivers who are not assigned into any season. It may be useful to find 'ghost' users which are registered but not compete in any season.
When all filters are defined as needed, hitting SHOW button will start the job



Picture 53

Next filter which is used for selecting drivers is driver status. We can display all drivers which are unaccepted, accepted, retired or simply all drivers.

And finally SLS allows finding drivers by seasons in which they compete. Season combo box allows selecting a season from all seasons registered into the system, and also 2 additionals positions: *not in any*

season and *doesn't matter.* First of them is self explaining. Second one will select all drivers which are neither assigned nor unassigned to any season.

From this list, administrator may send e-mail to single driver using envelope icon. If this column is empty it means that emailing is disabled in the system configuration.
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.

Editing driver

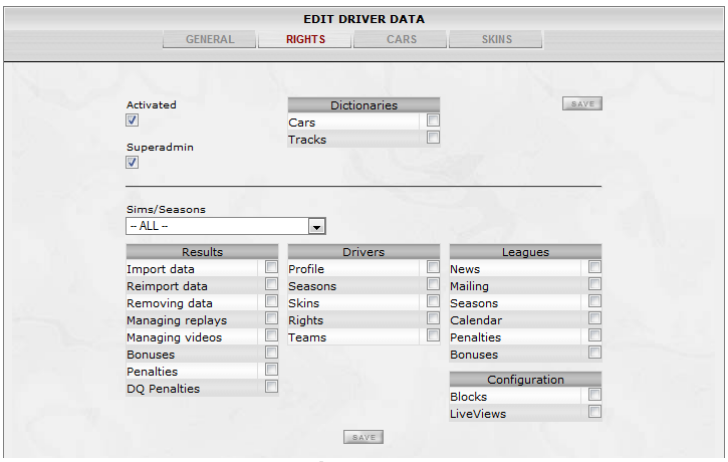
You can change all drivers' data including the passwords. To do this hit the 'EDIT' button. A new window will open with the same form as in the Driver/Edit Driver section. See Picture 54.
New opened window has 4 tabs. 3 of them is known from *Driver Edit* tab. From this place, it allows to change any driver's data (including login password) by any administrator (who has required access rights)

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

Picture 54

Access rights

are available from RIGHTS tab of drivers edit window.



Picture 55

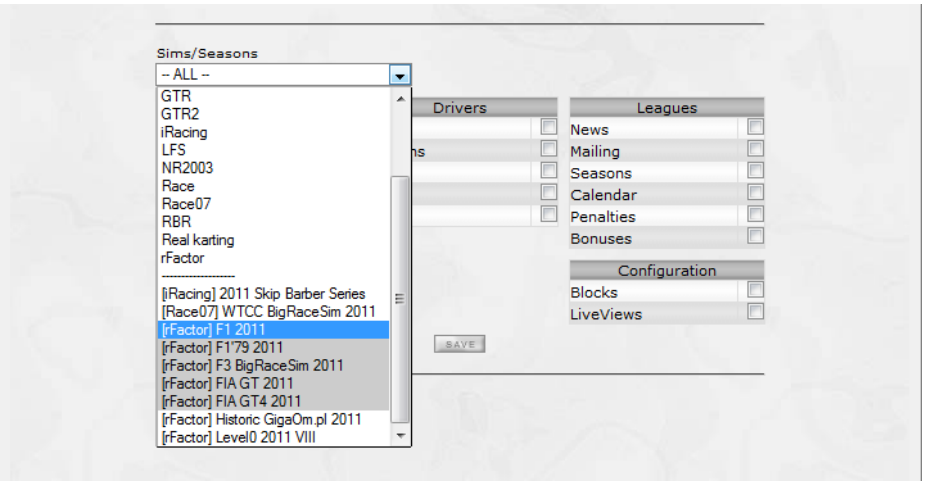
Here we can see, that window is split into 2 subsections. Upper one represents global settings. Global, means not related to any specific season nor sim. There are driver activation, superadmin rights and rights to two dictionaries.
Second part of this window to give access rights valid only for these selected seasons or sims.

Superadmin

Superadmin is a user who has unlimited access rights in the system. Just after finishing SLS installation, there is admin/admin user. It has superadmin rights. Only superadmin has access to SLS system settings (CONFIG/INFO, CONFIG/SYSTEM, CONFIG/BLOCKS, CONFIG/LIVE VIEWS).

Drivers activation

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 the incoming events. If, however, s/he races in the event, the results achieved will be ignored while importing data. Drivers who are not accepted are not visible on the drivers' list, cannot create teams and upload skins, either. To activate a new driver check Activated checkbox and click SAVE button placed on the right side of this section.
Need of activating each new driver may be disabled in CONFIG/SYSTEM settings.



Picture 56

Administrator rights

You can grant and refuse administrative rights for single administrative sections of the system. These rights may be set for user in relation to selected simulations and/or seasons. By default none of the access rights are given to user. User rights system is additive - there is no 'deny' option. Picture Picture 56 shows

available options and also opened Sim/Season combobox selector. This selector allows to give selected rights for whole system at once (--ALL-- option), for selected sim or selected season.
If some access rights are assigned for listed item in combo box, background of this item is coloured, which is shown on the picture.

Administrator access rights section is JavaScript driven. It means, specified checkboxes will be selected or deselected by choosing items from combo box without refreshing the page. But after some changes (ie checking some option) you have to use SAVE button before you change Sim/Season selection. Otherwise changes will be lost.

Cars

This section is the same as for driver, and allows to assign driver to the season, change it's Name on track or so. It may be helpful in case driver is smart enough to correctly set those data up.

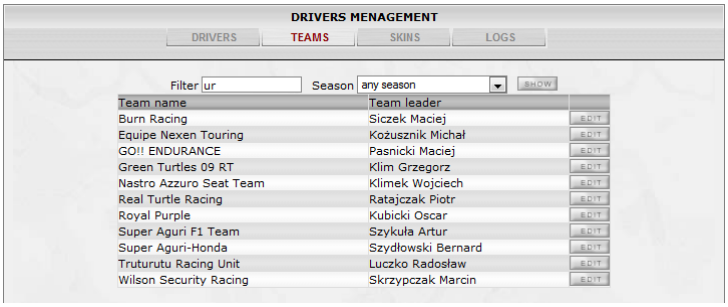
Skins

This place is a copy of what driver can see in his Skins box. Nothing less nothing more. However it allows to access all skins of the driver (including closed seasons)
If you want to other actions, like accepting skins for season, use *Skins tab* in drivers management section.

Teams tab

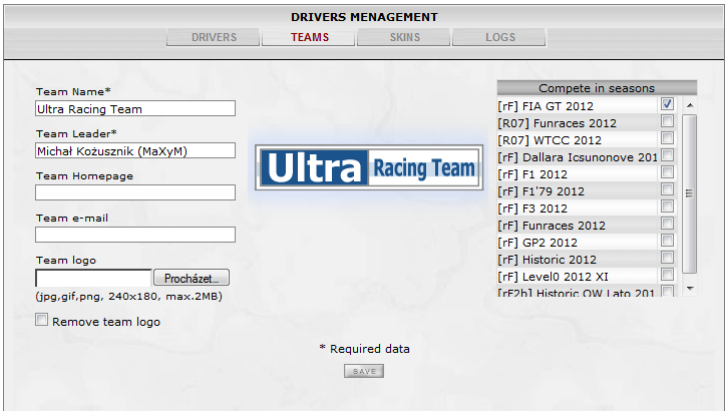
Managing leagues for years we have found, very likely some team leader will leave league. In this case the team is left without possibility to continue because no one can assign team to the season, no one can invite drivers etc. Change team leader option has been found as 'must have' one.

SLS offers feature to change all settings including name and just team leader. To find team just use TEAMS tab, enter team name or at least a few letters into Filter field. You can also limit results to one of active seasons. Then click SHOW button or just hit Enter.
Find team you want to edit then click EDIT button to jump into team edit form.



Picture 57 Find a team

Team edit form looks quite same as one used by team owner. The difference is made by ability to change team leader. To change team leader, put cursor into Team Leader field and enter a few letters which may match user's first, last name or nickname. It will open autocompletion drop-box helping you to select proper person. Save changes using SAVE button.



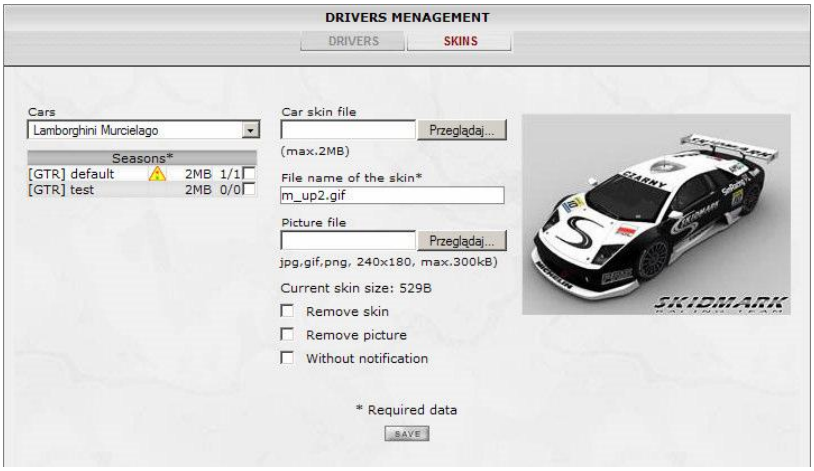
Picture 58

Skins tab

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.

Picture 59

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 acceptation. 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.
See Picture 45. 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.



Picture 60

The administrator can see an additional box called 'Without notification'. Checking it will prevent the system from sending emails 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 acceptation. By checking it you will accept the skin.

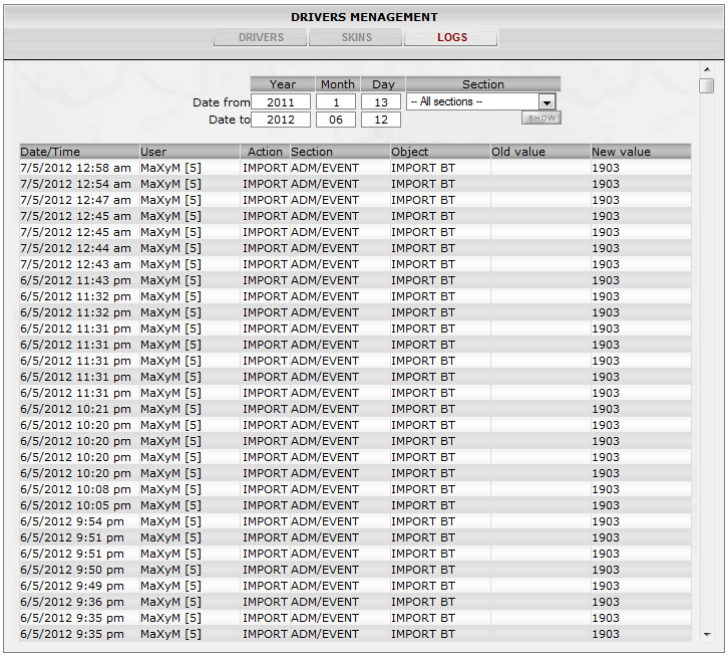
When there is no icon, and no checkmark is checked, it means that a skin is not assigned to any season. You can assign it by checking the checkbox. Such an assignment is automatically accepted. If a checkmark is already selected, unselecting it will cause this assignment to be removed from the season.

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.

Logs tab

Note, this page is experimental and may not be finished in current version.
SLS stores information about user operations, especially admin ones. List of operations is listed under this section



Picture 61

There are some filters, mainly for data range. Listing shows date and time of event, user nickname (login) who has performed described operation, action name, section of SLS where action has been fired, object (operation) name and both values: old and new. Because values may be londer than field width, simple popup is available to show full length of value.

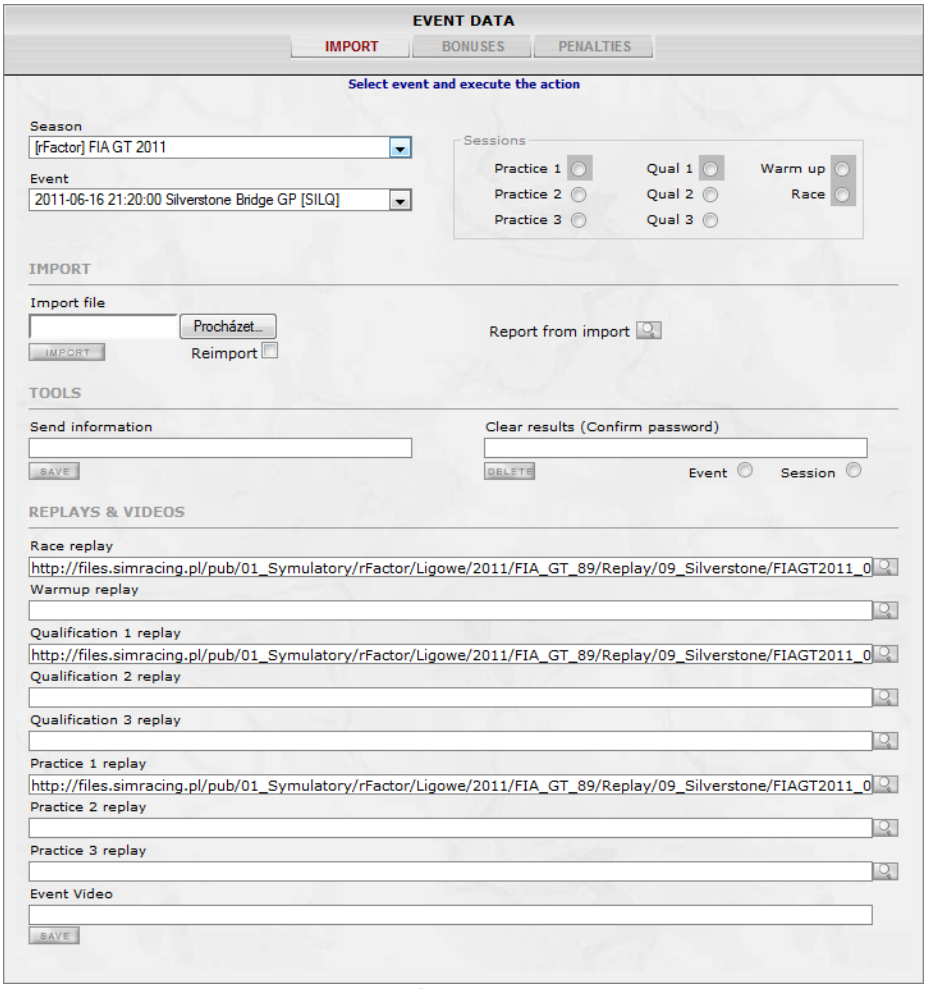
Event Actions

This is most important section. It allows you to take actions related to each event separately.
This section is divided for 3 parts: IMPORT, BONUSES and PENALTIES:

Import tab

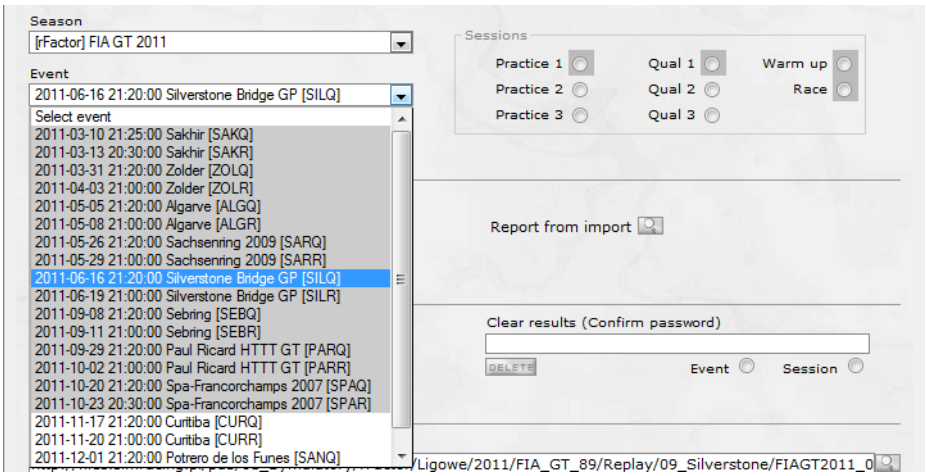
- Import section allows administrators to:
- Import race data generated by game
- Clear existing data for the race or selected session
- Add/remove replays filename path
- Add/remove video filename path
- Send notification emails about an incoming event.

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



Picture 62

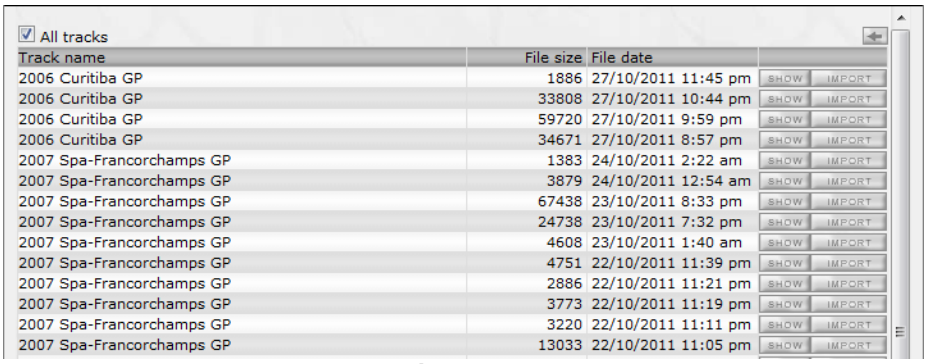
There is very useful feature, marking imported events and sessions. First of all, events with imported already race sessions are marked by colored background on drop list (See Picture 63). Then each session radio-button may have colored background too, if related session for chosen event is imported (See Picture 63)



Picture 63

Import data

First step of importing data is always selecting season, event and session you want to import. Then you can import race data using the file stored on your local computer or directly from the Live directory (live directory is defined by particular LiveView, chosen in season settings). Leave Reimport checkmark unchecked.
To import files from local computer, just use browse button, select file and hit IMPORT To import files from the live directory, leave the Import File field empty and hit the IMPORT button



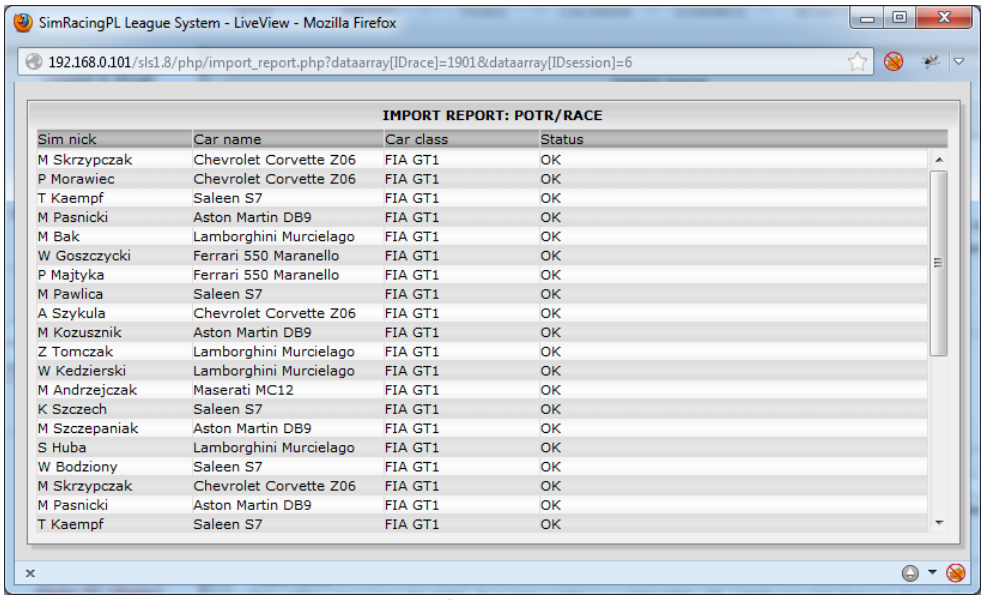
Picture 64

It will open a browser of files placed in a server filesystem. Items will be filtered by the track name of the selected event (see Picture 48). If you (for some reason) want to view/import data from another track, select the 'All tracks' checkbox to view all files. To filter track, browser compares track names stored in result files to tracks defined in track dictionary. To be more precise, to field *Name reported by a sim*.

After importing data, the result file is stored in the database. From now you can remove (manually) this file from the live directory or local computer.
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).
Importing data for session for which there was data already imported is not possible for security reasons. For reimporting data use reimport feature described below. If you need to import other result file, you have to remove session data first (see removing data below)
To see comparison sims in relation to imported features see *APPENDIXB: Import notes* (page 91)

Report from import

After the import, you should check import report. It will inform you if all drivers were imported correctly or there were some problems. To see report, make sure you have chosen event and session and click button.
A window with the import report will open. The import report is stored into database and always accessible.



IMPORT REPORT: POTR/RACE

Sim nick	Car name	Car class	Status
M Skrzypczak	Chevrolet Corvette Z06	FIA GT1	OK
P Morawiec	Chevrolet Corvette Z06	FIA GT1	OK
T Kaempf	Saleen S7	FIA GT1	OK
M Pasnicki	Aston Martin DB9	FIA GT1	OK
M Bak	Lamborghini Murcielago	FIA GT1	OK
W Goszczycki	Ferrari 550 Maranello	FIA GT1	OK
P Majtyka	Ferrari 550 Maranello	FIA GT1	OK
M Pawlica	Saleen S7	FIA GT1	OK
A Szykula	Chevrolet Corvette Z06	FIA GT1	OK
M Kozusznik	Aston Martin DB9	FIA GT1	OK
Z Tomczak	Lamborghini Murcielago	FIA GT1	OK
W Kedzierski	Lamborghini Murcielago	FIA GT1	OK
M Andrzejczak	Maserati MC12	FIA GT1	OK
K Szczech	Saleen S7	FIA GT1	OK
M Szczepaniak	Aston Martin DB9	FIA GT1	OK
S Huba	Lamborghini Murcielago	FIA GT1	OK
W Bodziony	Saleen S7	FIA GT1	OK
M Skrzypczak	Chevrolet Corvette Z06	FIA GT1	OK
M Pasnicki	Aston Martin DB9	FIA GT1	OK
T Kaempf	Saleen S7	FIA GT1	OK

Picture 65

Reimport

From time to time report will show some problems with imports. Most cases are unassigned drivers to the season. After managing situation, results must be reimported. It can be done by importing the result file again. But easiest way is to use reimport feature.

Reimporting data using this feature, will not remove given penalties and custom bonuses.
To reimport results, select event and session for which data was imported. In that case Reimport checkmark appears accessible. Check the checkmark and press IMPORT button.
Please note, that when race is reimported, SLS uses season settings which were valid in time of 1st import of this race. In details, when race results are imported, SLS stores current season settings for each imported race separately. This configuration is used further when reimporting. To reimport data with current seasons settings, race or whole event must be erased using Clearingresultsfeature, and then imported again using external file (reimport feature will be unavailable after erease)

Importing replay files

There are 2 methods to link replay file with an event. You can enter a relative to SLS root directory path to the file or full URL (with url header – http:// or ftp:// etc). Then hit SAVE button. It means video and replay files can be stored anywhere outside the SLS server. If you hit the “Save” button when an input field is empty, you will be moved to a file browser set to live directory (since GTR/GTR2/GTL reporter saves replays in the same dir as results files).

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

Importing video files

Video file may be linked with an event in the same way as replay files. The exeption is that there is no possibility to browse LiveView folder. Just put a path relative path to SLS root directory, or full URL to the file and hit save.

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

Note, that replay and video paths are filled automatically after choosing event for which these links were stored.

Clearing results

SLS allows clearing selected results from database. There are 2 options:

- removing whole event – will remove all results, penalties and result files for all sessions of selected event
- removing selected session – will remove only results and result files for selected session of selected event

In both cases user must provide their own system (login) password to confirm the action. Then hitting DELETE button irreversibly removes the data.

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

Bonuses tab

When default bonuses offered by system, calculated during results import, are not enough for you, or rules of the system doesn't fit your needs, custom bonuses may help you. This part is useful every time, when a driver should collect additional points after race for reason not defined in the system.
Before starting with adding the bonuses, make sure you have filled bonus dictionary. Bonuses will be added to all standings but will not affect driver positions in race results.

Picture 66

After choosing Bonuses tab you will be moved to drivers list competed in selected race. To choose race, select season first, then the race. To add bonus points, click on button related with the driver. The content of sub-window will be changed, displaying bonuses definitions for chosen driver.

Picture 67

Here it is possible to choose bonus definition and edit factor (%) used to multiply defined bonus in the dictionary. Dictionary is defined in season edit section. You can also input Lap number, if the bonus is related to some event on the lap. If defining lap is not needed, remove all characters from Lap field.
After defining all bonuses for driver, you can come back to the driver's list using BACK button.

Penalties tab

If you want to penalize drivers for accidents or behavior, use build-in penalty system. Using it you can

- add penalty points (technical penalty)
- add penalty points which will be used to calculate U-warning and DQs (normal penalty)
- add W-warning
- add U-warning
- add DQ for current race
- add DQ for next race
- add time penalty to race
- add time penalty to qual
- add notice – it is not penalty, just notice from admins

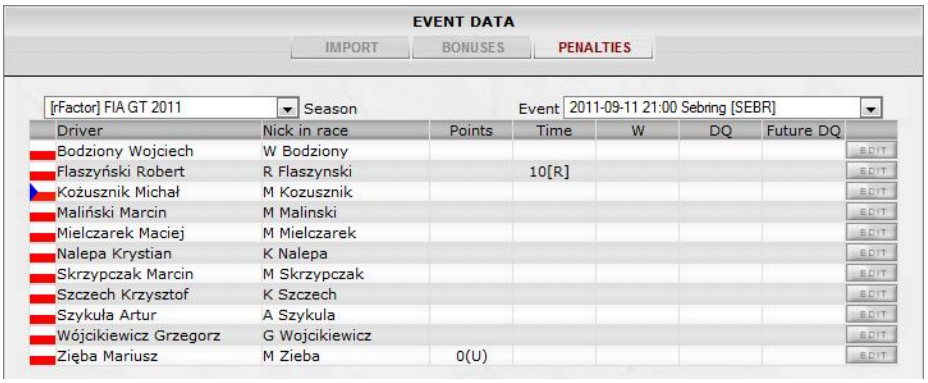
Before starting with adding the penalties, make sure you have filled penalty dictionary. Point penalties will decrease amount of points in all standings but will not affect driver positions in race results.

Time to race affects race positions and may affect weight handicaps. Time to qualification may change qualification results.

Disqualification, removes all drivers points and bonuses collected in the event, and places him at the end of the race results list with no position set. Additionally it sets internal attribute of driver for this race to: not classified.

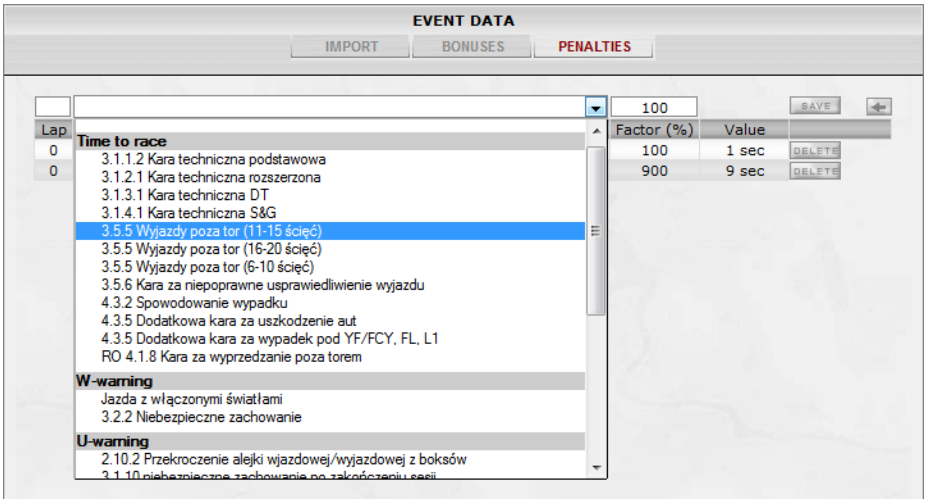
Note, that giving DQ is realized by re-import results. It may take some time. Additionally DQ penalty should be set only for the last event in selected season. Otherwise it may make some inconsistencies in weight handicaps (if used)

Working with penalties is almost the same as in case of custom bonuses. Main list of drivers competed in an event contains information about given penalty points (including U warning mark and DQ calculated from U mark), Wwarning rate, DQ and future DQ.



Picture 68

To add penalty, choose season, event and click EDIT button for driver.
Add penalties using definition from drop list. On the right side of penalty description, the type of penalty is displayed. DQ and Future DQ penalties give no penalty points. Future DQ will be assigned in the next event organized for the season.
After defining all penalties for driver, you can come back to the driver's list using button.
If season is set for this, giving nontechnical penalty points will be automatically converted to U-warning and related DQ.


EVENT DATA
IMPORT
BONUSES
PENALTIES
100
SAVE
Lap
Factor (%)
Value
0
100
1 sec
DELETE
0
900
9 sec
DELETE
Time to race
3.1.1.2 Kara techniczna podstawowa
3.1.2.1 Kara techniczna rozszerzona
3.1.3.1 Kara techniczna DT
3.1.4.1 Kara techniczna S&G
3.5.5 Wyjazdy poza tor (11-15 ścięć)
3.5.5 Wyjazdy poza tor (16-20 ścięć)
3.5.5 Wyjazdy poza tor (6-10 ścięć)
3.5.6 Kara za niepoprawne usprawiedliwienie wyjazdu
4.3.2 Spowodowanie wypadku
4.3.5 Dodatkowa kara za uszkodzenie aut
4.3.5 Dodatkowa kara za wypadek pod YF/FCY, FL, L1
RO 4.1.8 Kara za wyprzedzanie poza torem
W-warning
Jazda z włączonymi światłami
3.2.2 Niebezpieczne zachowanie
U-warning
2.10.2 Przekroczenie alejki wjazdowej/wyjazdowej z boksów

Picture 69

Newsomat

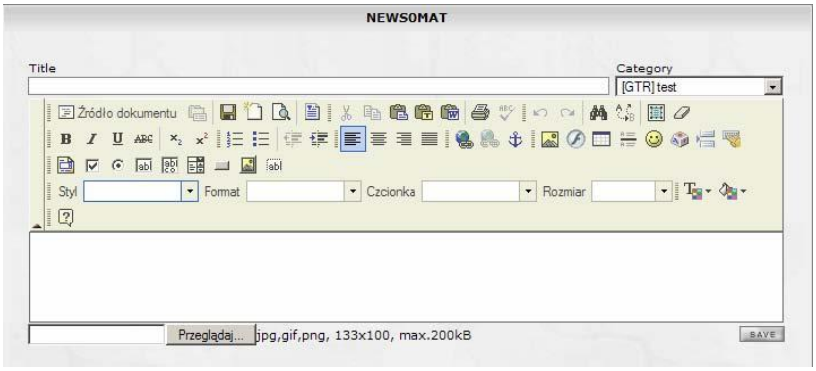
Native

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.

Picture 70. News editor using standard HTML form

Only the body content is required. You can optionally add a picture to the news. It will be displayed with the news (placed on topleft 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



Picture 71. FCKEditor as news editor

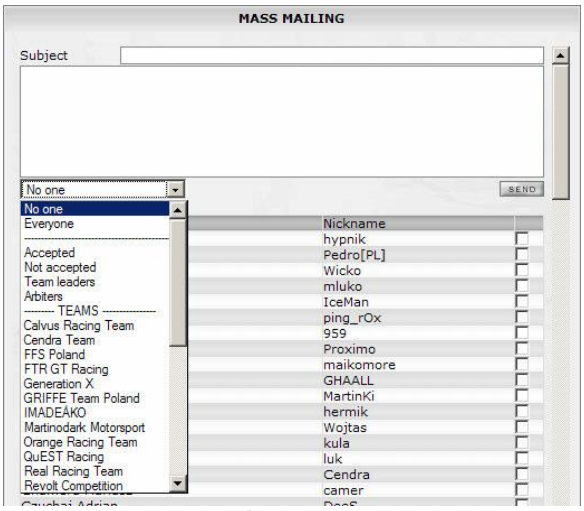
Optionally (disabled by default) SLS provides FCKEditor. It is an HTML text editor that brings much of the powerful functionality of well-known desktop editors like the Word to the Web. However, at this stage we cannot provide documentation and support for some specific features of this software like 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.

Mass mailing

Administrators can send mass emails 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 emails. All text will be sent in plain text format.



Picture 72

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 utf8 Unicode character set.
If XML feeds are enabled in the CONFIG/SYSTEM, [XML] and [RSS] 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. Bellow are listed all available modes with fieXML.

- raceres – results of specified event.
  - 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
- lastres – results of the last event. It will generate following data for each item
  - the same items as raceres
- 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
  - carclass
  - position
  - points
- constand – constructor standings
  - constructor
  - carclass
  - position
  - points
- carstand – car standings
  - car
  - carclass
  - position
  - points
- countrystand – country standings
  - country name
  - car class
  - 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 Maxnumber of news in RSS variable in the SLS configuration. Note that the variable also forcesthe maximum limit set by the limit option. The result can be filtered by a sim or by season (name or ID)
    - pubdate – 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://sls_roor/backend.php?mode=genstand&season=2005&class=GT';
$maxpos = 5;

$rss = fetch_rss($url);
$items = array_slice($rss->items, 0, $maxpos); // optionaly you can
                                               // shorten result array
                                               // to get ie top 5
$res = '';
foreach ($items 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 utf8encoded, 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
- 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, 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 Installationstepssection in this manual. 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 php server has rights to write files in the SLS' root directory. 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 into filesystem by SLS. 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. In that case you have to create database using dedicated software provided by hosting company, and then use new dabatase name as argument for installer.

Hosting companies sometimes limit the user, for example allowing to use only one database. For such cases, to make it possible to install more than one SLS in one database and/or to prevent SLS's 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 sls_t_drivers, where sls_ is the table prefix.

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 ystem 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 89)
For detailed requirement description read *Requirements and Compatibility*

Update notes

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

After downloading an update package, the content must be unpacked into the SLS root directory, overwriting old files. If it is an update to a new version (not quick_fix) SLS will probably notify you that the version doesn't match the data in the database. In that case you have to run the update.php script. It will guide you through the 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 drops 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, it is 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.

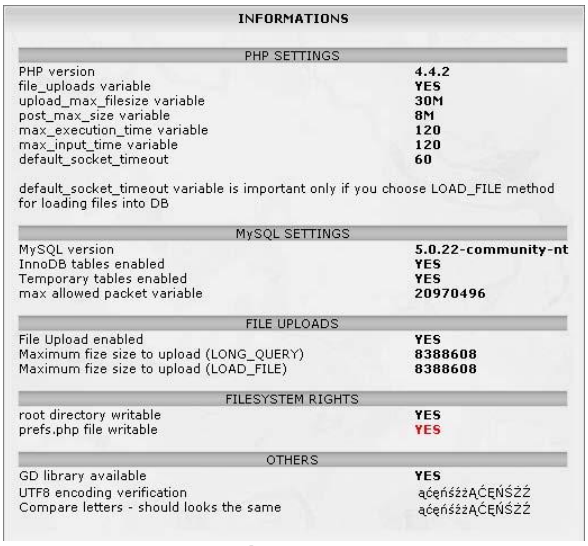
CONFIGURATION

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	4.4.2
file_uploads variable	YES
upload_max_filesize variable	30M
post_max_size variable	8M
max_execution_time variable	120
max_input_time variable	120
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	5.0.22-community-nt
InnoDB tables enabled	YES
Temporary tables enabled	YES
max allowed packet variable	20970496

FILE UPLOADS	
File Upload enabled	YES
Maximum fize size to upload (LONG_QUERY)	8388608
Maximum fize size to upload (LOAD_FILE)	8388608

FILESYSTEM RIGHTS	
root directory writable	YES
prefs.php file writable	YES

OTHERS	
GD library available	YES
UTF8 encoding verification	ąćęńśźżĄĆĘŃŚŹŻ
Compare letters - should looks the same	ąćęńśźżĄĆĘŃŚŹŻ

Picture 73

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 lapchars will be rendered.
Compare letters are used to check if httpd server correctly sends information about used character set. For more information see HTTP server and PHP section of this manual.

System

There are various settings related to whole system appearance and behavior. Only super admin has rights to use this section.

System enabled – this option allows disabling or enabling system. Disabling system ussualy is used while SLS is updated.

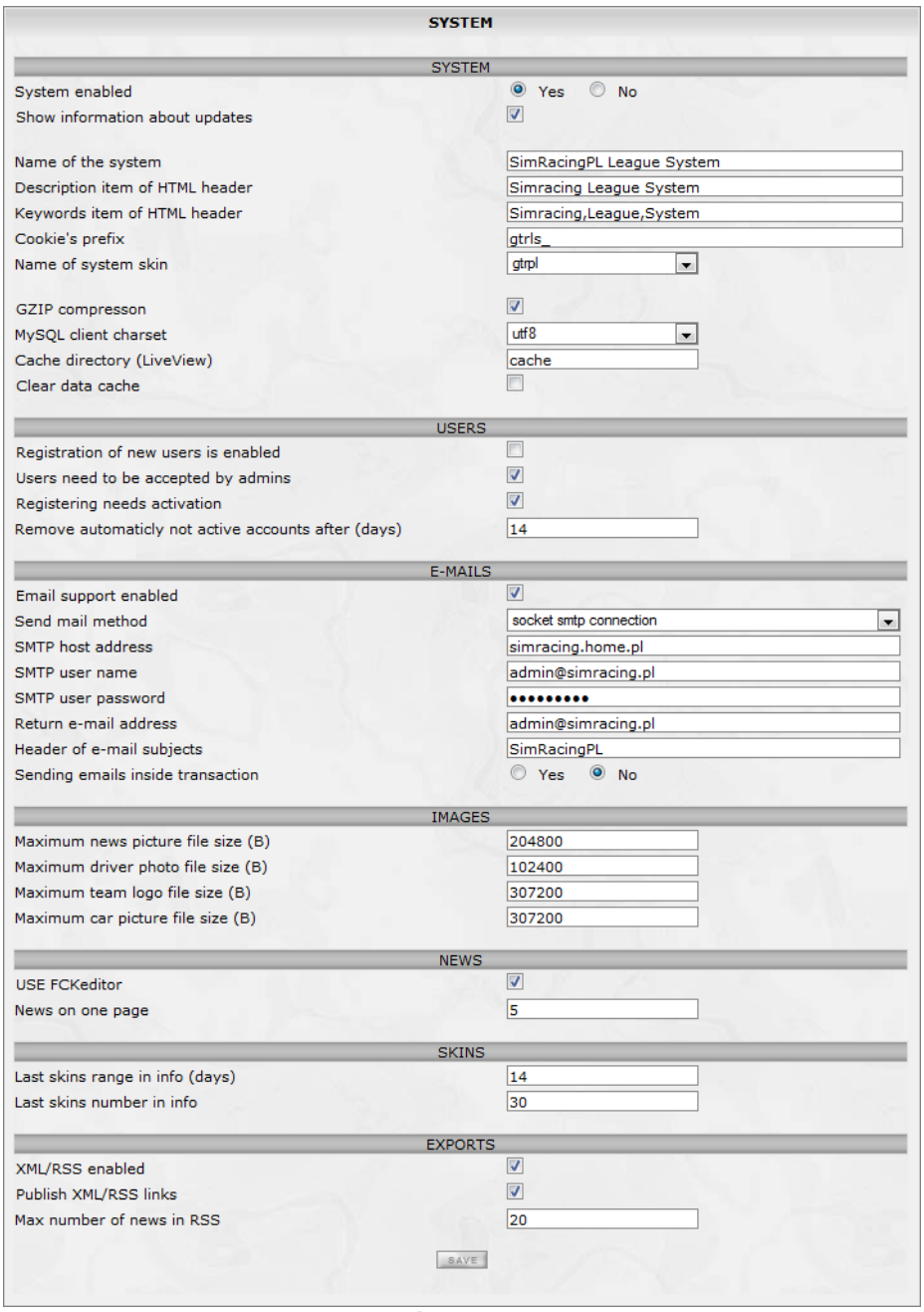
Show information about updates – enabling this option will inform any administrator about new SLS version available for download.

Name of the system – Name displayed on title bar of browser, and also used in notification email.

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

GZip conmpression – when enabled, all data will be sent to the browser in compressed form. It lowers the amount of data, and time needed to download a page. It is especially useful with race details, where detailed lap data are a part of report. Such page may be bigger than 0,5MB, but can be compressed to 50kB!!! In some cases this feature should be disabled



Picture 74

MySQL client charset – character set used by mysql client on PHP side.by default it should be set to utf8. However in some cases, when client/database doesn't support utf8, it should be switched into another value (in most cases to latin1 which is supported from the beginning of MySQL). Selecting different values may be helpful after database migration, when users use national charactrs and both databases has different default character sets (especially when moving from MySQL 4.0 to newer version)

Cache directory (LiveView) – path to directory where files with preprocessed LiveView data will be saved. If empty, caching will not be available.

Clear data cache – checking this checkbox, will remove all cached data from result cache. These data are stored in database. Clearing it, may be useful in some reasons, for example to make database backup file smaller. Sometimes, SLS update process may require cache purging (usually done by update script). But for

sure, if some results are modified manually directly in database, clearing cache is required to make new values shown on pages.

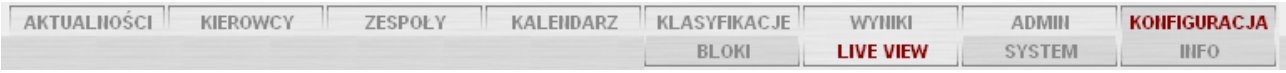
Email support enabled – enable or disable emailing in the system. It will completely disable all email notifications and also disallows sending emails by SLS administrators.
Send email method – choose between the internal php mail function or smtp connection via sockets. Chose the second one if you need 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 emails inside transactions – when enabled, all emails will be sent inside the database transaction. It means, if sending an email fails, the whole database transaction is rolled back and data is not written. Not all features control the correctness of email sending, however to send an email 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 that mysql_timeout the transaction will be roll backed 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 emails. 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.

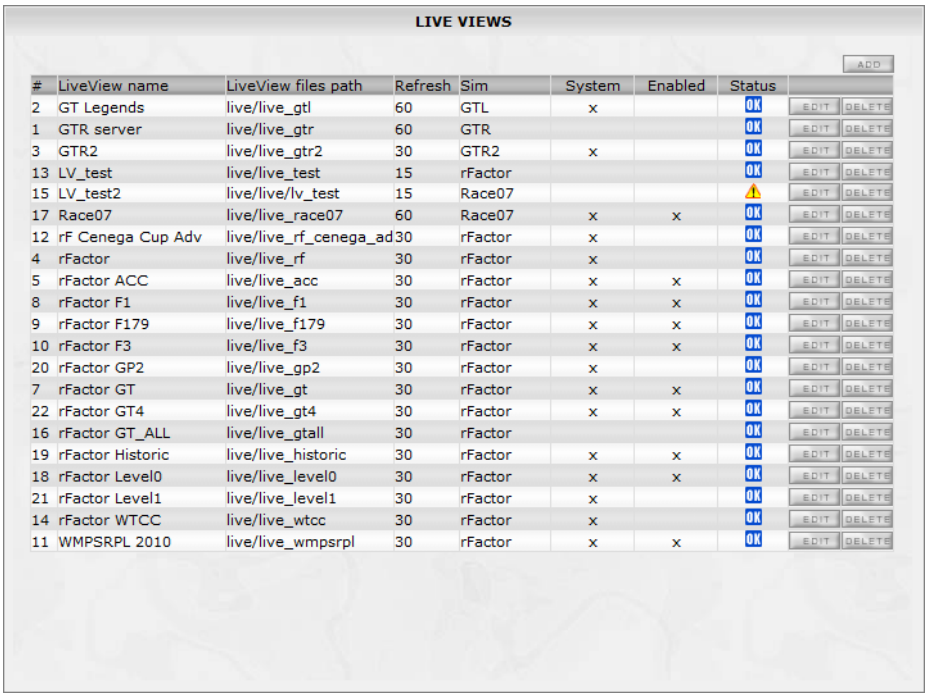
Use FCKeditor allows to enable the FCKeditor in the news editor. It is an experimental feature, not fully documented in this manual. For more information about this editor check the FCKeditor webpage.

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 skinrelated settings are seasonrelated. 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 abovementioned 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.
LiveView settings may be used by two blocks: LiveView – stand alone liveview block or
Dedics Monitor – block working with cooperation with Dedic Monitor software (see *LiveView and Dedic Monitor* section of this manual). It allows monitoring a state of dedicated server processes in cooperation with LV
LiveView settings may be used also in ADMIN/EVENT/IMPORT section to browse uploaded file to select one and import.
It is possible to define an unlimited number of LiveView instances.



LIVE VIEWS

ADD

#	LiveView name	LiveView files path	Refresh	Sim	System	Enabled	Status	
2	GT Legends	live/live_gtl	60	GTL	x		OK	EDIT DELETE
1	GTR server	live/live_gtr	60	GTR			OK	EDIT DELETE
3	GTR2	live/live_gtr2	30	GTR2	x		OK	EDIT DELETE
13	LV_test	live/live_test	15	rFactor			OK	EDIT DELETE
15	LV_test2	live/live/lv_test	15	Race07			⚠	EDIT DELETE
17	Race07	live/live_race07	60	Race07	x	x	OK	EDIT DELETE
12	rF Cenega Cup Adv	live/live_rf_cenega_ad	30	rFactor	x		OK	EDIT DELETE
4	rFactor	live/live_rf	30	rFactor	x		OK	EDIT DELETE
5	rFactor ACC	live/live_acc	30	rFactor	x	x	OK	EDIT DELETE
8	rFactor F1	live/live_f1	30	rFactor	x	x	OK	EDIT DELETE
9	rFactor F179	live/live_f179	30	rFactor	x	x	OK	EDIT DELETE
10	rFactor F3	live/live_f3	30	rFactor	x	x	OK	EDIT DELETE
20	rFactor GP2	live/live_gp2	30	rFactor	x		OK	EDIT DELETE
7	rFactor GT	live/live_gt	30	rFactor	x	x	OK	EDIT DELETE
22	rFactor GT4	live/live_gt4	30	rFactor	x	x	OK	EDIT DELETE
16	rFactor GT_ALL	live/live_gtall	30	rFactor			OK	EDIT DELETE
19	rFactor Historic	live/live_historic	30	rFactor	x	x	OK	EDIT DELETE
18	rFactor Level0	live/live_level0	30	rFactor	x	x	OK	EDIT DELETE
21	rFactor Level1	live/live_level1	30	rFactor	x		OK	EDIT DELETE
14	rFactor WTCC	live/live_wtcc	30	rFactor	x		OK	EDIT DELETE
11	WMPSRPL 2010	live/live_wmpsrpl	30	rFactor	x	x	OK	EDIT DELETE

Picture 75

The list displays all LiveViews and basic settings. To delete LiveView click the DELETE button. If you click the ADD or EDIT button, the form below will appear in place of the list.
First column named by # shows ID of single LiveView. You can use it creating external link to LiveView – see:

LiveView name will appear on the left bar of SLS. When using with Dedic Monitor software, name must be the same as the name defined in program profile. LiveView name must be unique.

LiveView files path is the subdirectory where LV will read data from. It can be a relative or absolute path (supported schemata for Windows and Linux). If you want to define more of LiveViews, we suggest creating separate directory for each one, for example creating subdirectories in live / directory. It will lower filesystem load when scanning for live files.

Sim defines what parser will be used during interpreting data and how file names will be recognized.
Refresh defines how often data will be refreshed in LiveView visualization

Browse in system – allows browsing LiveView files in the ADMIN/EVENT/IMPORT section
LiveView active – disabling checkmark will cause temporary deactivation of LiveView (but not Browsing in system)

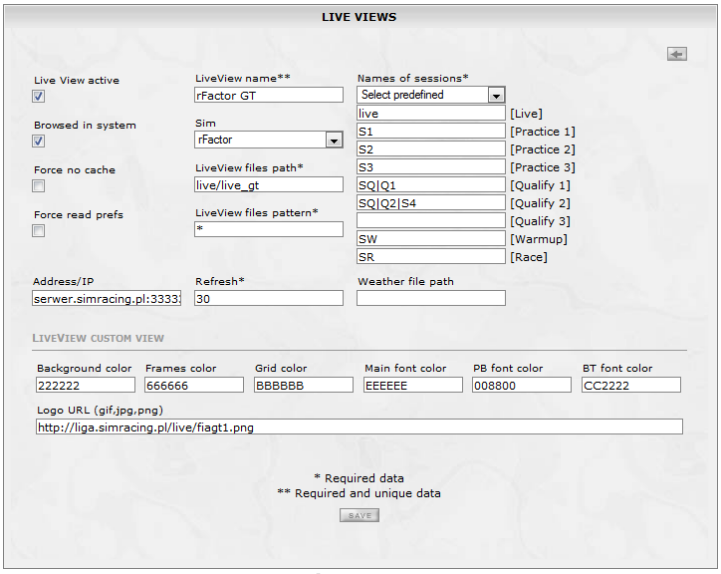
Weather file – only for some SBT sims like GTR2 or Race. These sims generate weather.txt file with weather prepared for whole event. LiveView can extract this data and display weather changes during event. This file must point to the file – not to directory.

Force no cache – LiveView caches data in cache directory. Disabling caching may be usefull for testing or debugging purposes. Use it only if something does not work. Cache directory is set in CONFIG/SYSTEM

Force read prefs – All LV settings are stored in database. To ease database load while LV is working, this configuration is read only on LV start. Then the settings are stored in session. It means, from now LV will not reflect on any configuration change, until session will be killed (ussualy all browser windows must be closed). For configuration time, this checkmark should be checked. It allows you to change and test immediately new settings, ie colours of LV, without killing session. After all working fine, uncheck it.

Address/IP – domain address or IP address including port to your dedicated server. It will be displayed in LiveView. You may don't fill this field if you don't wont to provide this information.

Lower part of window is intended to customize view of LiveView. There are several fields to enter colours of LV items like lines, borders, fonts etc. Colors must be enterd in hexadecimal RGB form, for example: FFFFFF for white, FF0000 for red, FFFF00 – for yellow, 888888 – for 50% grey etc.
URL to logo picture allows showing logo in LiveView. Note that only gif, jpg and png may be displayed by LiveView. Picture size is not limited but picture window has size: 261x108px (width/height).



Picture 76

Names of sessions

This setting is important for correctly recognizing live view files and its correct sessions. Because different language versions of dedics reports translated session names, and also different sims reports it in different way, the LiveView names of sessions must be defined explicitly by admins. Some predefined values are provided by SLS. But if it doesn't fit your needs, check names and put correct string for sessions.

Note, that session recognition is case sensitive

GTR, GTR2, GTL, Race, Race07

Following example shows naming convention of result files in games produced by SBT:

```
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.
Weather – to get weather data for GTR/GTR2/Race, access to weather.txt file is required by LiveView. This file must be uploaded into the same directory as results files. You can use LiveViewReporter utility for this job. Use following settings of the program:
Scan Path: GTR2\UserData\LOG_Dedicated default for GTR2 Pattern: weather.txt (it will upload only this file when changed) Active: checked

rFactor and ARCA SR

LiveView for these sims can be released only with LiveViewPlugin and LiveViewReporter utility. In result files with following name convention may be uploaded:

```
2007_03_09_23_48_03_24h Nordschleife_S1_live.txt
2007_03_09_23_48_02-61S1.xml
```

First file is the live view file generated by LiveViewPlugin. It is used by LiveView only. Second file is the result file generated by rf/Arca at the end of the session. This file may be imported into the SLS system to collect results.

In both cases S1 is the symbol meaning that file comes from 1st practice session.

rFactor 2 beta

Since rFactor2 is still under development, things may change. However, as well as rFactor, this sim also require a plugin to save data - rF2LiveViewPlugin and LiveViewReporter utility to send data to web. rF2LiveViewPlugin generates data in quite the same format as for rF1 (see documentation) but with a bit different session codes in file name: P1 – P4 for practices, Q1 – Q4 for qualifications, WU for warm-up and R1 – R4 for race sessions.

Using external data

To make it work, you have to

- have a ftp server on the same machine as http server with SLS installed
- have defined ftp account on machine with http server, which will be used by the dedicated server
- 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 to 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/. If you have more dedicated servers god practice is save eachone data to separate directory, for example live/gt/ live/wtcc/ or live/rfactor live/rfactor2 etc.
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 SLS 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, http servers do not allow getting outside its document directory (security reasons). This will it make impossible to access the data placed outside the http document dir.

External LiveView link

Assuming all things are configured, especially LiveView can be run without issues from SLS, you can run it also from external web pages.

To start LiveView, just call live_view.php script with following parameters:

da[id]=X — Required. where X is LiveView ID – you can check it on LiveView list
Example: live_view.php?da[id]=1

da[lang]=name — Optional. Without this parameter, LV will choose language in relation to browser's language. If browser's language is not supported by LV, English will be used. If you want to force LV to show desired language, use one of following names as parameters: brasilian, czech, danish, english, french, german, hungarian, italian, norwegian, polish, portuguese, spanis, swedis.

Example:

```
live_view.php?da[id]=1&da[lang]=czech
```

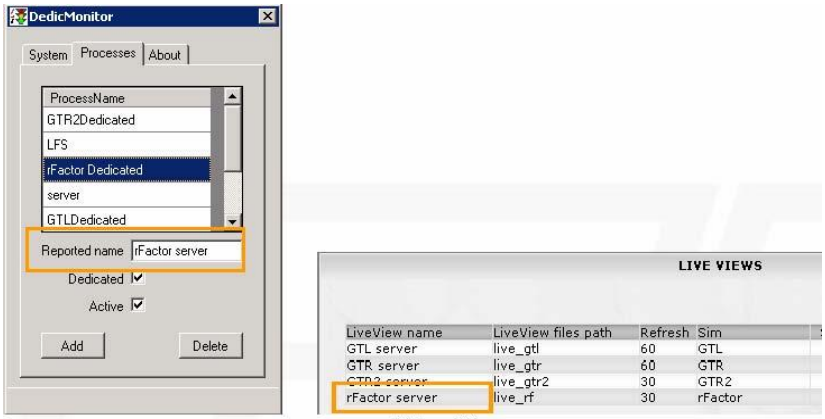
Best way to show LV is open live_view.php in separate window without any browser controls and status bar. Use JavaScript for this purpose.

Get to know, flash dimensions are:
width: 790px
height: 550px

Please note that once LiveView is started with *Force Read Prefs* unchecked, its settings are stored into session data. If some LV settings have been changed while LV window is open, session data must be cleared to take changes into account. To do this, all windows of the current browser must be closed.

LiveView and DedicMonitor

When using LiveView with DedicMonitor you have to replace LiveView block with Dedic Monitor one. To do this, use CONFIG/BLOCKS section described bellow.
Setting of LV is the same as described earlier. Special actions are needed when configuring DedicMonitor – utility provided as additional software.
When configuring this tool, you alwas select process which will be monitored, and give some name for this item. It is very important to give the same name as stays for particular LiveView item.



Picture 60
Picture 77

Picture 61 shows that DedicMonitor monitors rFactor Dedicated process and reports it with name: rFactor server. Second part of this picture shows list of LiveView instances with rFactor one, named in the same way as monitored item.
In result DedicMonitor block will show monitored servers with possibility to display live standings provided by LiveView (Picture 61).

Picture 78

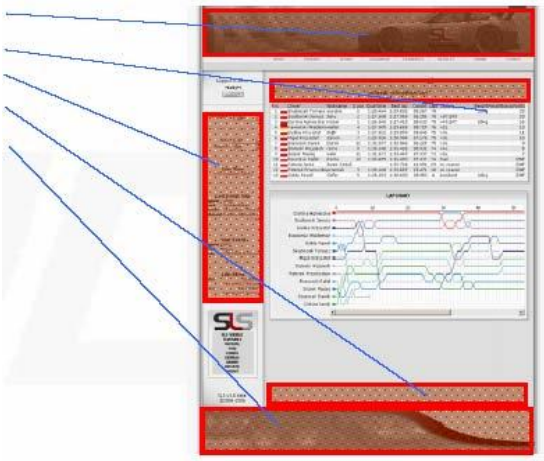
Dedic monitor block needs to enter path to file sent by DedicMonitor util. Good practice is to create new subdirectory in SLS root, ie dedic_monitor.
Note, that it is possible to monitor data send by more than one DedicMonitor
For more information how to configure blocks see DedicsMonitorandServicesMonitor section of this manual.

Blocks

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

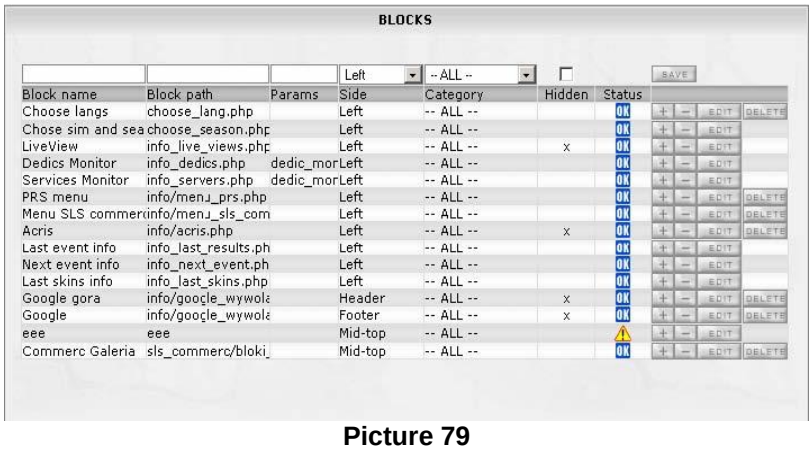
In the current version there are a few places where you can add/define a block content.

- 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.



Picture 79

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
- input parameters if needed (Dedics Monitor and Services Monitor blocks)
- select the position and press the SAVE buton
- select season/sim for which block will apear
- 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.

Dedics Monitor and Services Monitor

These blocks are more special because it cooperates with external utility named DedicMonitor. Both modules work in the same way. Dedic Monitor displays info about processed which are marked as dedicated game servers. Services monitor reports state of other processes (like TeamSpeak, FTP, up to you what you will monitor).
DedicMonitor utility uploads file with information about processes state into defined ftp directory. It is good practice, to place this directory into SLS root. Then our blocks will read these files and display the info.
Blocks have to know which file must process. To satisfy its needs simply put path to the reported file into Params field of the block. Both blocks may use the same file.
Note, that it is possible to monitor data files sent by more than one DedicMonitor (for example we have 2 physical machines with services and game servers) In that case, make sure that uploaded files uses different names. Than put both path of these files as a parameter, separating the paths by a coma character.
Example:

```
dedic_monitor/server1.txt,dedic_monitor/server2.txt
```

given path is relative to SLS root directory. But may be absolute, including file system root mark.

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 (for dump), mysql(for restore) or gui based utility named MySQL Administrator (for both actions).
All 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. However each of them have advantages and disadvantages. MySQL Administrator is easy to use GUI driven, and which is most important it take care about server versions, character sets, making dumps the best as thay can be, without need to have special knowledge.
Disadvantage of this util is, that it is slower than mysqldump/mysql pair and it may be run only on Windows systems (it still can connect remote mysql servers, based on other operating systems).
Myqldump/mysql pair is faster, and may be run on machine where mysql is installed. It gives the fastest backup or restore as possible. This is best way to periodically maintenance database from scheduler. However this software needs to some knowledge about mysql engine to configure it for dump or restore, especially if this procedure is executed for migration purpose.

If you want to use mysqldump/mysql utilities 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/downloads/gui-tools/5.0.html
- http://dev.mysql.com/downloads/workbench/5.2.html
- http://dev.mysql.com/doc/refman/5.0/en/mysqldump.html
- http://dev.mysql.com/doc/refman/5.0/en/mysql.html

UTILITIES

LiveViewPlugin for rFactor/ARCA SR

LiveView plugin is born to save rFactor's session results periodically. It makes possible to generate live standings live. And it is the only way to get live results from rFactor to external systems. This plugin is dedicated to work with rFactor's LiveView – live standing system of SLS.
Since this plugin only saves data periodically on the disk, is SLS is installed on another, remote machine (hosting company etc), this file must be transferred. This job is done by LiveViewReporter Download and support forum: http://prs.simracing.pl/forum/f130/

rF2LiveViewPlugin for rFactor2

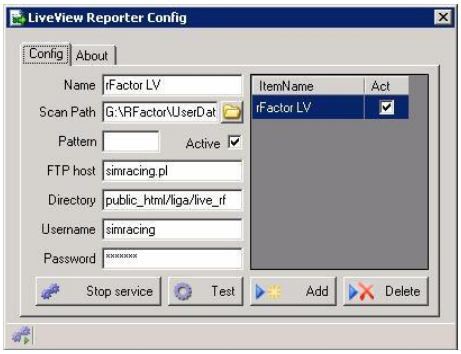
rF2LiveView plugin is compiled for work with rFactor2. It works the same as plugin for rFactor. See LiveView plugin description for further details.

LiveView Reporter

LiveView Reporter is the software which monitors defined directories and sends new/changed files into ftp account.

The software package contains: Windows service, named MXM.LiveView Reporter Configuration utility, named LiveView Reporter Config

Configuration utility is not required to be running all the time. It is needed only to configure settings and also may be used to start and stop the service. For more information about using LiveView Reporter, see manual.rtf



Picture 80

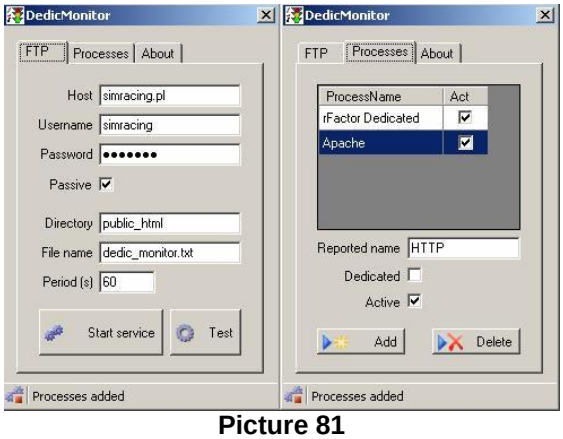
Download and support forum: http://prs.simracing.pl/forum/f130/

Dedic Monitor

Dedic Monitor is the software which monitors defined processes running under Windows operating systém and sends report about its existence into specied ftp account. It is dedicated to work with SLS' Dědice Monitor and Services Monitor blocks.

The software package contains: Windows service, named MXM.Dedic Monitor Configuration utility, named Dedic Monitor Config

Configuration utility is not required to be running all the time. It is needed only to configure settings and also may be used to start and stop the service.
For more information about using Dedic Monitor, see manual.rtf



Picture 81

Download and support forum: http://prs.simracing.pl/forum/f130/

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	Error appear when you start SLS on mySQL version
required version to run SLS is: Y	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 login
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 perlap 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 perlap 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 conjuction with number of laps decides about driver's position in final standing.

GTL notes

See GTR notes.

RACE notes

See GTR notes.

RACE07 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_RaceResultsat the beginning of csv file and End_RaceResultsat the end
- add Start_RacerSplitsafter the first line of tsv file and End_RacerSplitsat the end of this file
- add TrackSplits=in first line of tsv file, just before the numer 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.

APPENDIX C: IMPORT FEATURES

	GPL	GTR, GTR2, GTL, RACE, RACE07	NR2003	LFS	rFactor, rFactor2, Arca SR, Game Stock Cars	iRacing
Grid Position	+**		+	+*	+	+
Laps number in race	+	+	+	+	+	+
Lap details for sessions	R*, Q**	P1/2,Q1/2, W,R	Q,W****	R*	P1/2/3,Q1/2, W,R	
Car number rule	ALL	ALL	Unique number	ALL	ALL	ALL
Pitstops	+			+	+	
LiveView support		+				
Qual time/position	+**	+***	+		+***	
Consistency	+*	*		+*	+	
Best Lap in race	+	+		+	+	+
Gap/Interval	+	+	+	+	+	+*****
Race time	+	+		+	+	+*****
Bonuses	LL,ML, FL PP**	LL,ML, FL,PP	LL,ML, PP	LL*,ML*, FL,PP	LL,ML, FL,PP	LL, ML, FL

* If perlap data for race exists in imported file
** If perlap data for qual (practice in GPL) exists in imported file
*** If imported qual session data
**** Only one lap (best lap) is available to save
***** Only for drivers finished on lead laps

Used symbols:
LL – Lead Lap Bonus
ML – Most laps on Lead bonus
FL – Fastest Lap bonus
PP – Pole Position bonus
P (P1/2/3) – Practice (1, 2 and 3)
Q (Q1/2) – Qualify (1 and 2)
W – Warmup
R – Race
Q – Qualify

APPENDIX D: LIVE VIEW FEATURES

	GTR, GTR2, RACE, RACE07	GTL	rFactor, ARCA SR, Game Stock Cars	rFactor 2
Track name	+	+	+	+
Session type	+	+	+	+
Session progress	+	+	+	+
Session length	+*	+*	+	+
Track length	+	+	+	+
Ambient temperature	+**		+	+
Track temperature	+**		+	+
Clouds	+			+
Rain	+			+
Wetness on path	+***			
Wetness off path	+***			
Driver position	+	+	+	+
Driver name	+	+	+	+
Car name	+	+	+****	+****
Team name	+			
Lap numer	+	+	+	+
Best session lap	+	+	+	+
Last session lap	+	+	+	+
Gap to leader	+	+	+	+
Pitstops			+	+
Progress	+	+	+	+
Sector times			+	+
History of laps	+	+	+	+
Moving cars on line	+	+	+	+

* For SBT sims, it is incoming race length, may be not true for sessions
** All weather data for SBT sims are only available if weather.txt file is uploaded into SLS
*** SBT sims reports only wetness at beginning of the session. It will not change during session
**** For rFactor and ARCA SR, rFactor2 car class will be displayed as car name.

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. GTRLS 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 doublecolon.
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	bool	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 commercialhosting 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