

Introduction to RCS64:

The WHO/digital race management system



In this factsheet, we'll look at the RCS64 features we use at WHO/digital. We won't always use all the features in all our WHO/digital races. Here's a summary of what we will use:

Nascar Club Car Team Race: Fuel consumption (stages 1 to 3), Tyre wear (2 & 3), Weather (3, optional)

Trans-Am Pairs race: Fuel consumption & Tyre wear. Weather optional in feature race.

GT Club Car Rotation: Fuel consumption & Tyre wear.

DiSCA GT4 Trophy: Fuel consumption, Tyre wear & Weather.

Goodwood Revival: Fuel consumption & Tyre wear. Weather optional in feature race.

BTCC (races 1 to 3): No pit stops. Option tyres, single Weather and success ballast (see BTCC format).

Tourist Trophy race: Fuel consumption, Tyre wear & Weather.

RCS64 basics

What is RCS64? Race Control System 64 is a computer software slot car race management system designed for Scalextric Sport Digital and specifically for the C7042 powerbase. We use the latest version (v.4) of RCS64 at WHO/digital.

What does it do? It not only times the laps of the slot cars, but it simulates weather conditions, tyre wear, damage and fuel use. You can come into the pits and change your tyres, repair damage or refuel.

What effect do these simulations have on the car? If it rains you may want to change to your wet tyres – if you don't your car will be very difficult to handle in the slippery conditions. Take care of your tyres when it is hot, as they will wear quicker. Braking will be delayed if your tyres are worn.

Fuel consumption simulation

- The faster you drive, the more fuel you burn
- The more fuel in your car, the slower your car will drive
- As you burn off fuel, the car will get quicker
- Your fuel level is indicated on the left of the screen on a gauge and as a percentage
- In team and pairs races, ask a team mate to keep an eye on the gauge for you
- When the fuel gauge goes yellow, consider pitting. When it goes red, you must pit
- If you run out of fuel, your car will still run at a reduced speed... but you will not count any laps
- Refuel in the pit lane
- You can also change tyres when you refuel
- You do not need to refuel to 100% - you can 'splash & dash'.

Tyre wear simulation

- Choose either hard or soft tires to race on a dry track
- Intermediate and full wet tyres are available for a wet track
- The harder you drive, the faster your tyres will wear
- The more you brake, the faster your tyres wear
- The more worn your tyres are, the harder it is to slow down
- Your tyre wear level is indicated on the right of the screen as a gauge and a percentage
- In team and pairs races, ask a team mate to keep an eye on the gauge for you
- When the tyre wear gauge goes yellow, consider pitting. When it goes red, you must pit
- If your tyres wear out, your car will still run at a reduced speed... but you will not count any laps
- Replace worn tyres or change to alternative compounds in the pits
- You can also refuel when you are changing tyres
- The tyre gauge must return to 100% before you can finish your pit stop.

Weather simulation

- The weather simulation can set one weather type or a number of weather changes



- Weather impacts the condition of the track and the track conditions interact with the tyre simulation
- Check the weather forecast before the race and plan your race strategy
- However... the weather forecast is not always correct
- Grip and braking will be affected in wet and damp track conditions
- Come into the pits to change to either intermediate or rain tyres when it rains
- Change back to hard or soft tyres when the rain stops and the track dries out
- In team and pairs races, ask a team mate to keep an eye on the track conditions for you
- Intermediate or rain tyres wear very quickly on a dry track
- The higher the track temperature, the quicker your tyres will wear.

These are the basics of RCS64. There are more details about the RCS64 in other factsheets & videos:

- The RCS64 driver information screen
- Pit stops in RCS64 (diagram and video)
- Truspeed wireless controllers & RCS64
- WHO/digital simulation data used in RCS64

The RCS64 website is www.rcs64.com