

Race Manager - Feature #101

Open a standar protocol on tcp/serial ports for custom built lapcounters (TRANSLATE)

05/07/2020 10:09 PM - Jesús M. Broceño

Status:	Closed	Start date:	05/07/2020
Priority:	Normal	Due date:	05/31/2021
Assignee:	Jesús M. Broceño	% Done:	100%
Category:		Estimated time:	0:00 hour
Target version:	1.24.5		
Description			
Add an "open lapcounter" option to allow custom built lapcounters to comunicate over network/serial with ZRound.			

History

#2 - 04/02/2023 03:40 PM - Jesús M. Broceño

- Target version set to 1.24.4

#3 - 04/03/2023 10:23 AM - Jesús M. Broceño

- Subject changed from *Open a standar protocol on tcp/serial ports for custom built lapcounters* to *Open a standar protocol on tcp/serial ports for custom built lapcounters (TRANSLATE)*

#4 - 06/03/2023 05:17 PM - Jesús M. Broceño

- Status changed from *New* to *Closed*

#5 - 06/18/2023 08:07 AM - Jesús M. Broceño

- Status changed from *Closed* to *In Progress*

- Target version changed from 1.24.4 to 1.24.5

Kevin Fitch reports some issues ...

I believe I've found a few issues when using ZRound protocol over TCP/IP.

%C& is not sent on connect. Not a huge problem, but it is inconsistent with the serial behavior.

%F& is only sent when clicking "Disconnect" in the settings. It is never sent when a race ends.

ZRound appears to recognize %L detections correctly and they appear in the console/log area, but for some reason vehicle laps are never counted.

#6 - 06/21/2023 06:04 PM - Jesús M. Broceño

- Status changed from *In Progress* to *Closed*