

# BATAK Jockeys v1.0 SOFTWARE GUIDE

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## 'USB to Serial Cable' Driver Installation

Make sure that your **BATAK Jockeys** 'master control' box is **not** plugged into your computer before running the following driver installation program:

<http://www.batak.com/webfiles/resources/drivers/setup.exe>

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Please note, **BATAK Jockeys** requires the **player consoles** and **master control box** to be plugged in **before** proceeding:

## Running the BATAK Jockeys Software

- Turn on your PC.
- Install the gaming software on the supplied CDROM.
- Change your 'screen resolution' to: **800 by 600 pixels**
- **Double Left click** on the 'BATAK Jockeys' application icon.
- Wait approximately 5 seconds for the gaming software to load.

## What is a BATAK Jockeys event?

A **BATAK JOCKEYS** event involves **2 – 6 players**.

A full race card contains **7 race meetings**, the idea being that each winner of the first **6** races play in the final **7<sup>th</sup>** race. You can have from **1 to 7 races** on the race card as required.

## Running a BATAK JOCKEYS event

**Left click once** on the 'BATAK JOCKEYS' option as indicated below.



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You will then see the **Race Card Meeting Editor** screen as shown below.



There are **5 options** on this screen.

The **3 'Quick Edit'** options have been included to save you from having to type in race meeting details. They are also very handy if you need to run an interactive race in a hurry.

All race meeting names and times are **FULLY EDITABLE** as required.

You also have the option to **SAVE** your race meeting details. This means you can edit them the **day before** your event and then power down. On the day of the event you can power back up and all of your race meeting details will be displayed just as you left them.

To edit them you can...

- Left click once on the text field you wish to edit, then type in the new text
- After editing each line of text make sure you press the **Return** key
- Use the **TAB** key to **MOVE DOWN** to the text field below
- Use the **SHIFT + TAB** keys to **MOVE UP** to the text field above
- To delete existing text, press the **Backspace** or **Delete** keys

### Quick Edit Options

- **With Times**  
Fills in all 7 race meetings and includes example times.
- **Without Times**  
Fills in all 7 race meetings and includes race numbers 1-7 (an ideal option when you don't wish to run a race event based on set times)

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- **Clear All**  
Clears all race meeting details, allowing you to start with a blank race card

### Other Options on the Race Card Meeting Editor screen

- **SAVE**  
**Left click once** on this button when you are ready to save your race meeting details. You will then be asked to **confirm** that you wish to save **OR** to **continue editing** as required.
- **EXIT**  
**Left click once** on this button if you wish to return to the **Main Menu** screen. You will then be asked if you wish to '**Exit without saving**'. Select **YES** or **NO** as required.

### What happens after clicking the SAVE button?

You will need to confirm that you wish to save (as explained previously) by **left clicking** once on the **YES** button.

You will then see the screen below... (music will also play)



This is an ideal screen to display whilst people are coming into your event.

To go to the **next** screen (shown below) you should **left click once** using your wireless pointer/mouse. This screen is used to tell the audience what the next race will be.

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Whilst on this screen you can make use of the 'Big Text' feature. This is where you can type in a message and display it to your audience like this...



To do this, you will need to press the following key on the keyboard: **T**  
Typing in a lowercase **t** will also work.

You can then type in your message but please **do not press the Return key** until you have finished typing in the full message. If you want to start a new line then use the **Space Bar** to 'push' the text along to the next line.

When you are happy with the message then press the **Return** key.

An 'audience clapping' sound effect will then play (this is used to alert your audience and get them to look at the screen and read your message).

When you wish to return to the main **race meeting** screen then **left click once** using your wireless pointer/mouse.

### How to Set the Number of Players

To go to the **next** screen (shown below) you should **left click once** using your wireless pointer/mouse. On this screen you can select how many players you want (2 - 6).

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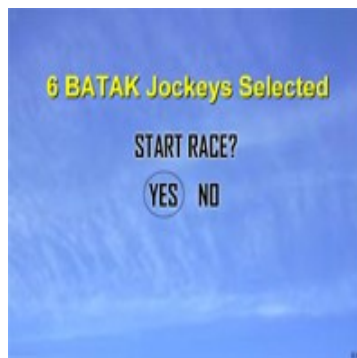
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Simply **left click once** on the number of players you want. In the example below, we have selected **6 players**.



You will then be asked to **confirm** the number of players before the race starts...



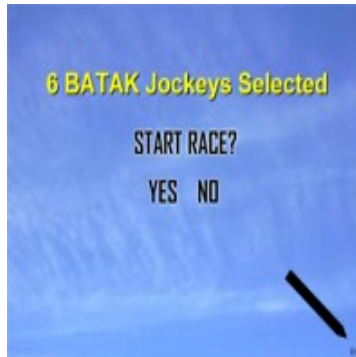
**Left click once** on the **YES** button to **START THE RACE**

**OR...**

**Left click once** on the **NO** button to return to the 'Select the Number of BATAK Jockeys' screen.

Please note, on the previous **2** screens there is an **EXIT** button in the bottom right hand corner as indicated below.

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Left clicking once on this **EXIT** button will return you to the **Main Menu** screen if required.

## Fail Safe options

What if you were running the **FINAL BATAK Jockeys Race** of the evening and suddenly there was a power cut? It's in scenarios like this one where the **Fail Safe** options prove to be most useful.

If the software detects such a problem then you will see a screen similar to the one below...



From this one '**Fail Safe**' screen you have the following options...

- You can see what the **Last Race Number** was (so you know what race needs to be restarted)
- Restart **ANY** available race (you may want to **skip** a race, for example, if you missed the **7.30pm** race then you will need to move on to the **8.00pm** race)
- **RESTART** the **BATAK Jockeys** software and return to the **Main Menu** screen

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### What happens after a BATAK Jockeys Race has finished?

Please note, at the end of the race there may be a 'Photo-Finish'. If this happens then you will see the following screen appear:



The photo-finish winner will not be displayed until you **left click once** using your wireless pointer/mouse **OR** press a key.

You will then see the winners screen appear, for example...



To proceed to the **RESULTS** screen you will need to **left click once** using your wireless pointer/mouse **OR** press a key.

RESULTS	
1 <sup>st</sup>	<b>Dangerous Red</b>
2 <sup>nd</sup>	<b>Mean Green</b>
3 <sup>rd</sup>	<b>Pure Orange</b>
4 <sup>th</sup>	<b>Purple Lad</b>
5 <sup>th</sup>	<b>True Blue</b>
6 <sup>th</sup>	<b>Mellow Yellow</b>

To return to the **Main Menu** screen you should **left click once** using your wireless pointer/mouse.

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### Quitting a BATAK Jockeys Race

Press the **ESCAPE** key (top left key on the keyboard, marked as **Esc**) at any time to quit out of a **BATAK Jockeys** race. You will then see the **Fail Safe** screen appear (as explained previously) and can select the required option.

### Closing down the BATAK Jockeys software

Left click once on the **QUIT** button (bottom right hand corner) on the **Main Menu** screen as indicated below.



You can shut down **Windows** by doing the following:

- Left click once on the **Windows Start** button
- Left click once on the **Shut Down** option
- Make sure that the '**Shut down**' option is selected on the 'drop down' options box
- Left click once on the **OK** button
- **Windows** will then shut itself down, please wait 20 seconds before proceeding.
- After 20 seconds it's safe to disconnect the power and other cables etc.

### What is a Virtual Race?

A 'Virtual Race' is one where the computer takes control of ALL 6 Horses. You do not require any human participants in **Virtual Racing** mode.

### Running a Virtual Race

Left click once on the '**VIRTUAL RACING**' option as shown.

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## What happens after a Virtual Race has finished?

Please note, at the end of the race there may be a 'Photo-Finish'. If this happens then you will see the following screen appear:



The photo-finish winner will not be displayed until you **left click once** using your wireless pointer/mouse **OR** press a key. You will then see the winners screen appear, for example...



To proceed to the **RESULTS** screen you will need to **left click once** using your wireless pointer/mouse **OR** press a key.

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RESULTS	
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6 <sup>th</sup>	<b>Mellow Yellow</b>

To return to the **Main Menu** screen you should **left click once** using your wireless pointer/mouse.

### Quitting a Virtual Race

Press the **ESCAPE** key (top left key on the keyboard, marked as **Esc**) at any time to quit out of a Virtual Race and return to the **Main Menu** screen.