

Documentation

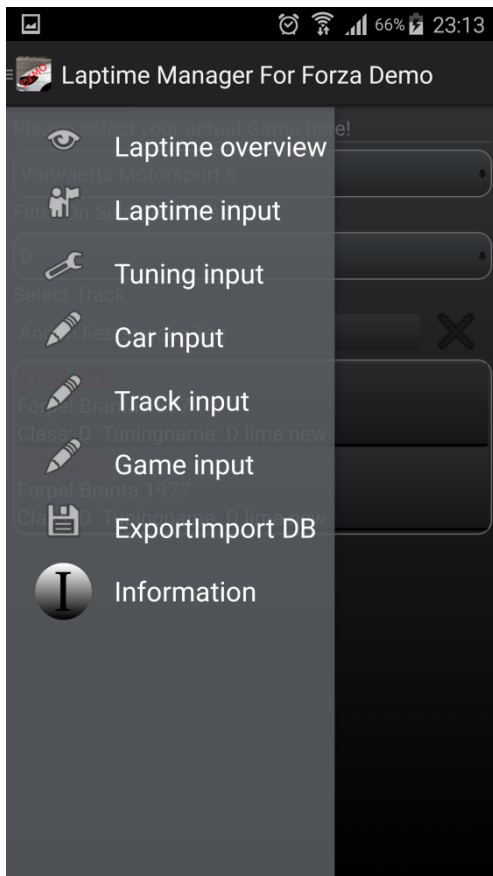
Laptime Manager For Forza

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Main Menu

If you press the “Laptime Manager For Forza” Icon on the top left side, the menu will be shown.

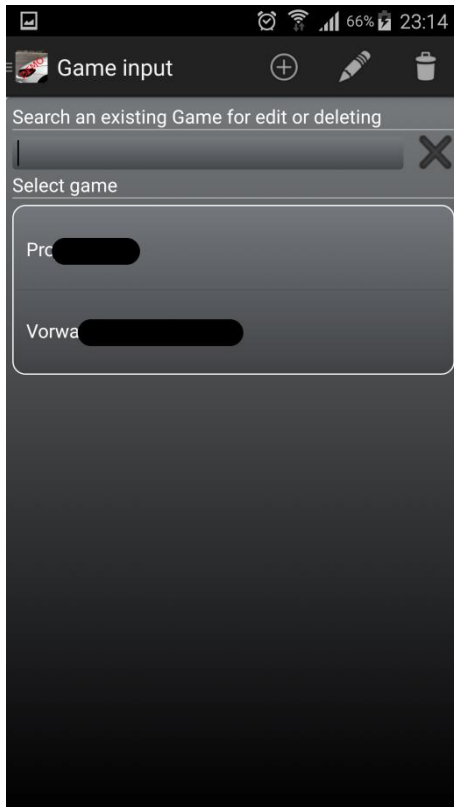


Menu Overview

- Laptime Overview: You can see all your entered fastest laps here.
- Laptime Input: You can enter your fastest laps for your configured tracks here.
- Tuning Input: You can manage your Tunings for a car and you have to set the class for the Tuning.
- Car Input: You can manage your Cars here
- Track Input: You can manage your Tracks here
- Game Input: You can manage your Games here
- ExportImport DB: You can export and import the entire Database. You can export and import a Track-list. You can export and import a Car-list.
- Information: Impressum and Disclaimer which you have to accept.

Game Input

First you have to insert your games for which you want to use the app. See the picture below.

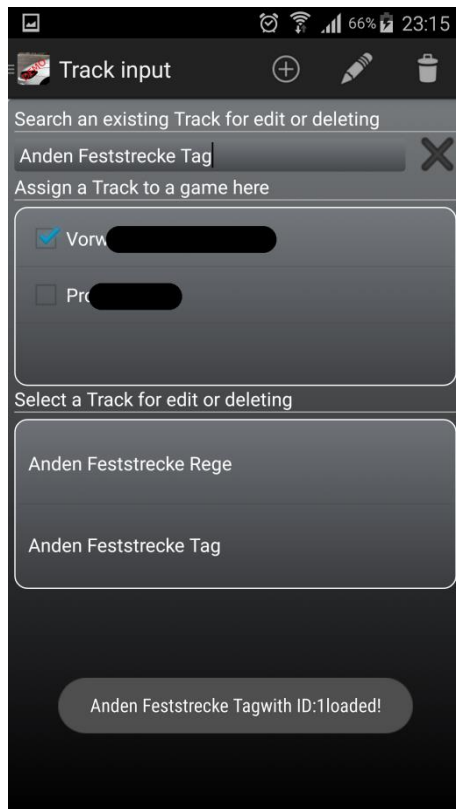


Insert, update or delete a game

- Press the “+” button to enter a new game
- For editing a game you first have to select an existing game in the list or search it in the search field.
- For deleting a game you first have to select an existing game in the list or search it in the search field. All references of the game seen or unseen have to be deleted first.

Track Input

Now you have to insert your tracks. See the picture below.

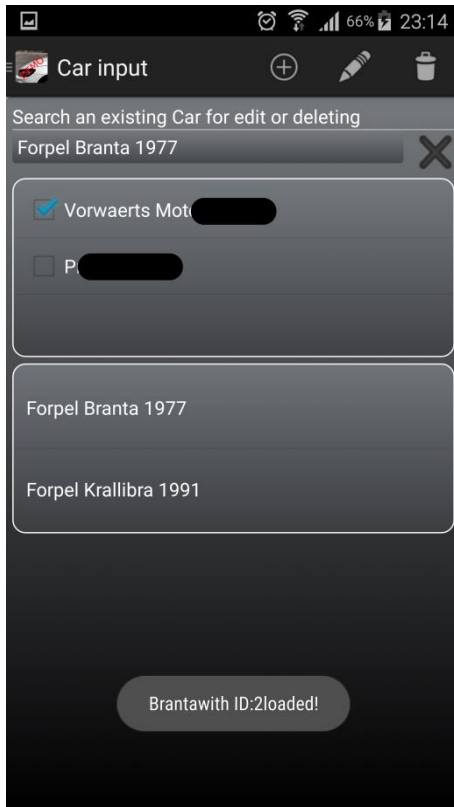


Insert, update or delete a track

- Press the “+” button to enter a new track
- Select or deselect the games in the “Assign List” for which game the track is used
- For editing a track you first have to select an existing track in the list or search it in the search field.
- For deleting a track you first have to select an existing track in the list or search it in the search field. All references of the track seen or unseen have to be deleted first.

Car Input

Now you have to insert your cars. See the picture below.

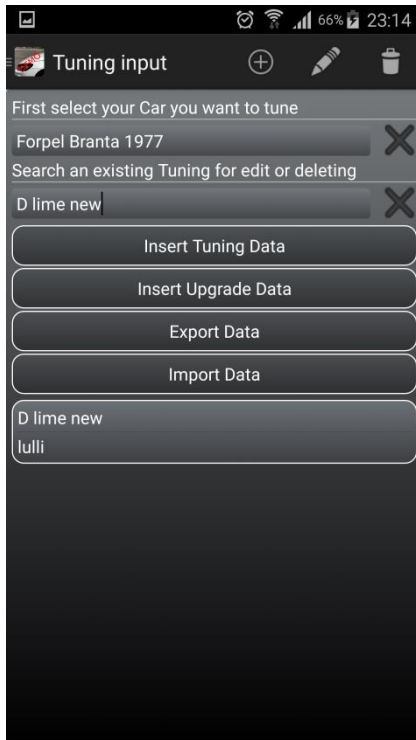


Insert, update or delete a car

- Press the “+” button to enter a new car
- Select or deselect the games in the “Assign List” for which game the car is used
- For editing a track you first have to select an existing track in the list or search it in the search field.
- For deleting a track you first have to select an existing track in the list or search it in the search field. All references of the track seen or unseen have to be deleted first.

Tuning Input

Now you have to add your tuning to a car. See the picture below.



Insert, update or delete a tuning

- Press the “+” button to enter a new tuning (You first have to select a car)
(ATTENTION: The tuning will be initially inserted with empty class “” selected. You can change this with the button „Insert Tuning Data“)
- For editing a tune you first have to search an existing car in the search field. After that you have to search the tuning in the search field or simply select it in the Listview.
- For deleting a tune you first have to search an existing car in the search field. After that you have to search the tuning in the search field or simply select it in the Listview. All references of the tuning seen or unseen have to be deleted first.

Insert additional data or upgrades to a tuning

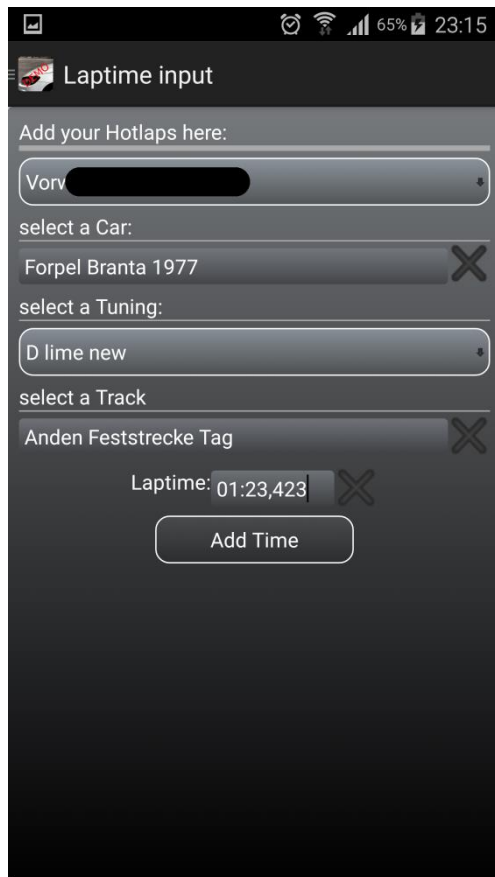
- For Changing the data of the Tuning, you also have to search the tuning first. Then press on the “Insert Tuning Data” button. It is unnecessary to enter these data for saving new fastest laps.
- For enter the upgrades of your tuning you have to press on the “Insert Upgrade Data” button. It is also unnecessary to enter these data for saving new fastest laps.

Import or export a complete tuning

- If you want to send a Tuning to a friend you have to search the tuning and press the “Exort Data” button. The Tuning will be exported to the clipboard. It could be send with your favourite messenger or per sms to a friend.
- If you want to import a Tuning which you have received from a friend, you can enter the Tuningdata from your Clipboard and load it into the actual selected tuning.

Laptime input

Now you have to enter your fastest laps to track. See the picture below.

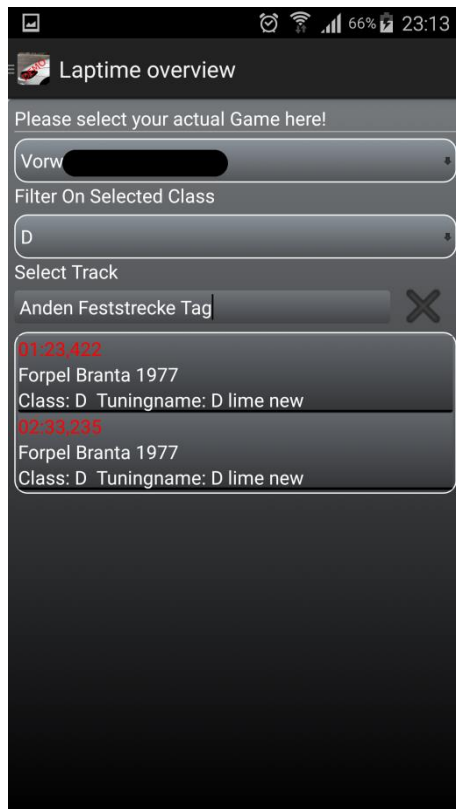
A screenshot of a mobile application titled 'Laptime input'. The interface is dark-themed. At the top, there's a status bar with icons for alarm, Wi-Fi, signal strength, 65% battery, and the time 23:15. Below the title, there's a section 'Add your Hotlaps here:'. It contains four selection menus: 'Vorv' (partially visible), 'select a Car:' with 'Forpel Branta 1977' selected, 'select a Tuning:' with 'D lime new' selected, and 'select a Track' with 'Anden Feststrecke Tag' selected. Each menu has a close button (X) on the right. Below these is a 'Laptime:' field with the value '01:23,423' and a close button. At the bottom is a rounded rectangular button labeled 'Add Time'.

Enter your fastest laps

- Select a game
- Select a car
- Select a tuning (Be care that you have set the right class to your tune in the tuning section)
- Select a track
- Enter a time in the following format: "mm:ss,MMM"
- Press the "Add Time" button

Laptime Overview

You can see all your entered fastest laps here.



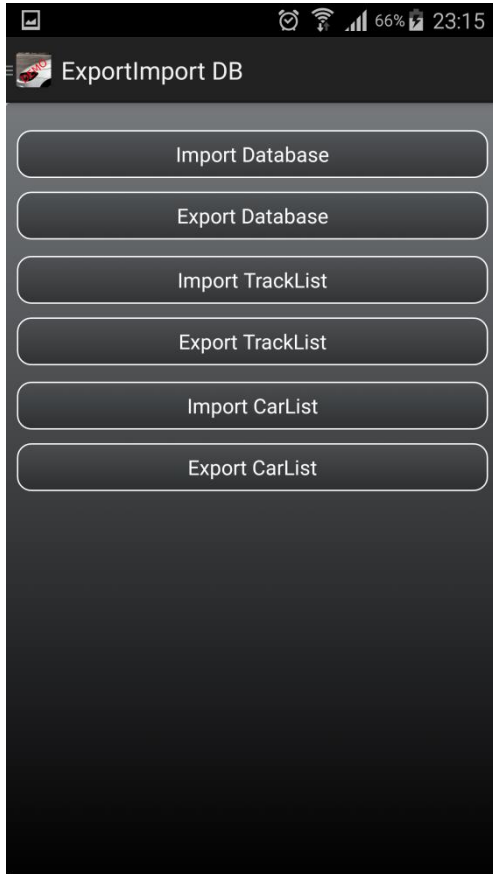
See your fastest laps

- Select a game
- Select a class (It could be empty, then all Lap-times for the given Track will be shown)
- Select a track
- The fastest laps will be automatically shown in the ListView below after the track is selected.

Export, import DB

Here you can export / import the entire Database, a track-list or a car-list.

Commonly: All export and import files will be stored in the following path:
/storage/emulated/0/LaptimeManagerForForza/



Import, export the entire Database

- “Import Database”: Restoring the Database from the file “backup<DBVersion>.db”
- “Export Database”: Saving the Database into the file “backup<DBVersion>.db”

Import, export of a Track-list

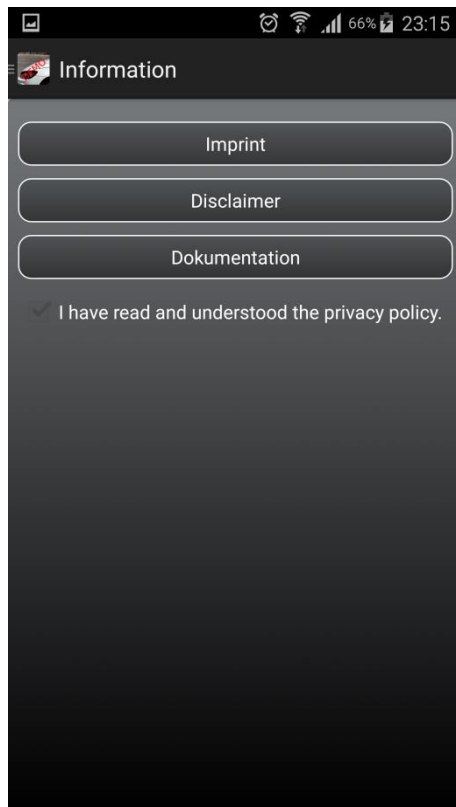
- “Import TrackList”: Restoring the tracks from the given file TrackList.txt.
For example a little TrackList.txt with two entries:
Sebring short Rain
Sebring full Rain
- “Export TrackList”: Saving the tracks into the file TrackList.txt

Import, export of a Car-list

- “Import CarList”: Restoring the cars from the given file CarList.txt
For example a little CarList.txt with two entries:
Fropel|Krallibra|1991
Fropel|Branta|1979
- “Export CarList”: Saving the cars into the file CarList.txt

Information

Here you have a link to the Imprint, the Disclaimer and the Documentation



Link to the imprint

- “Imprint”: It will open a link to the imprint.

Link to the disclaimer

- “Disclaimer”: It will open a link to the disclaimer

Link to the documentation

- “Documentation”: It will open a link to the documentation

Accept the disclaimer

- For entering Data in the App you have to accept the disclaimer. If you press on the little checkbox under the button “Documentation” you will accept the disclaimer.