

User Instructions for PB Pro

PB Pro



WELCOME TO A NEW AND VASTLY IMPROVED SCALEXTRIC SSD SYSTEM !

WITH MANY NEW FEATURES ADDED, AND A COMPLETELY NEW STRUCTURED MENU SYSTEM THINGS ARE NOW MUCH EASIER TO ACCESS AND CONTROL.

THE POWERBASE NOW HAS TWO DIFFERENT MODES, BASIC MODE WHICH IS ULTRA SIMPLE AND IDIOT-PROOF, AND ADVANCED MODE WHICH GIVES ACCESS TO NEW FEATURES & ALLOWS YOU TO FINE TUNE RACE SETTINGS.

THIS MANUAL AIMS TO TAKE ALL USERS THROUGH THE EASY STEPS TO ADJUST SETTINGS AND FEATURES.

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User Instructions for PB Pro

1) FEATURES OF THE NEW PB-PRO SYSTEM

- Structured menu for configuration, setup and races
- Two user interfaces: Basic (limited feature set – easier to use) and Advanced (full feature set)
- Timing down to 1/1000 th second
True millisecond timing to full resolution – no time truncation as used on the standard powerbase that resulted in lower resolution time displays.
- Track call
The throttle brake button can be redefined to activate a track call where when pressed every car can be stopped or run at half speed.
- Power limiting
Max power can be set to $\frac{1}{2}$, $\frac{3}{4}$ or $\frac{7}{8}$ of full throttle for less experienced drivers.
- Easy set IDs
One button press to select ID mode, and then simply press brake button on throttle to program car.
- Hand controller set up
Each hand controller can be fine tuned to stop humming/creep, to ensure “3F” max speed and to change response. Also dynamic and button braking can be enabled/disabled.
- Pace cars
Up to 6 pace cars can be set up to run at a user programmed fixed speed. Each pace car can be set up to remain in its original lane or to make random lane changes.
- Automatic car detection during first lap of race
No need to enable or disable controllers when the number of racers changes or when hand controllers are plugged in or removed.
- Race mode set up
For appropriate race modes at race end power cut can be programmed to make the cars stop or alternatively run at half speed.
- Power to the track can be disabled whilst setting the grid for a race by pressing the **Set** key.
- Last Car Time Data
The time for the final car to complete a given race is transmitted on the Aux port before sending the race end signal.
- Grand Prix race display
During a race line 1 of the display shows how many laps to go for the lead car and line 2 displays time information for the car that has just crossed the start/finish line (total race time for lead car or time/laps behind if not the lead car).
At the end of the race the finish order is displayed on line 1 and the time information for the selected car on line 2 (use the scroll keys to select car).
- Endurance race display
During a race line 1 of the display shows how much time is remaining for the race and line 2 displays lap information for the car that has just crossed the start/finish line (laps completed for lead car or time/laps behind if not the lead car).
At the end of the race the finish order is displayed on line 1 and the lap information for the selected car on line 2 (use the scroll keys to select car).
- Pursuit race display
During a race line 1 of the display shows how much time is remaining for the race if limited duration has been set or displays the lead car for unlimited pursuit. Line 2 display and race finish information is the same as for Endurance mode.

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2) SELECTING BETWEEN BASIC AND ADVANCED MODES

To select between the Basic and Advanced powerbase types hold the Edit button down whilst plugging power into the base.

Use the **Scroll** keys to select between Basic and Advanced when the selection options appear.

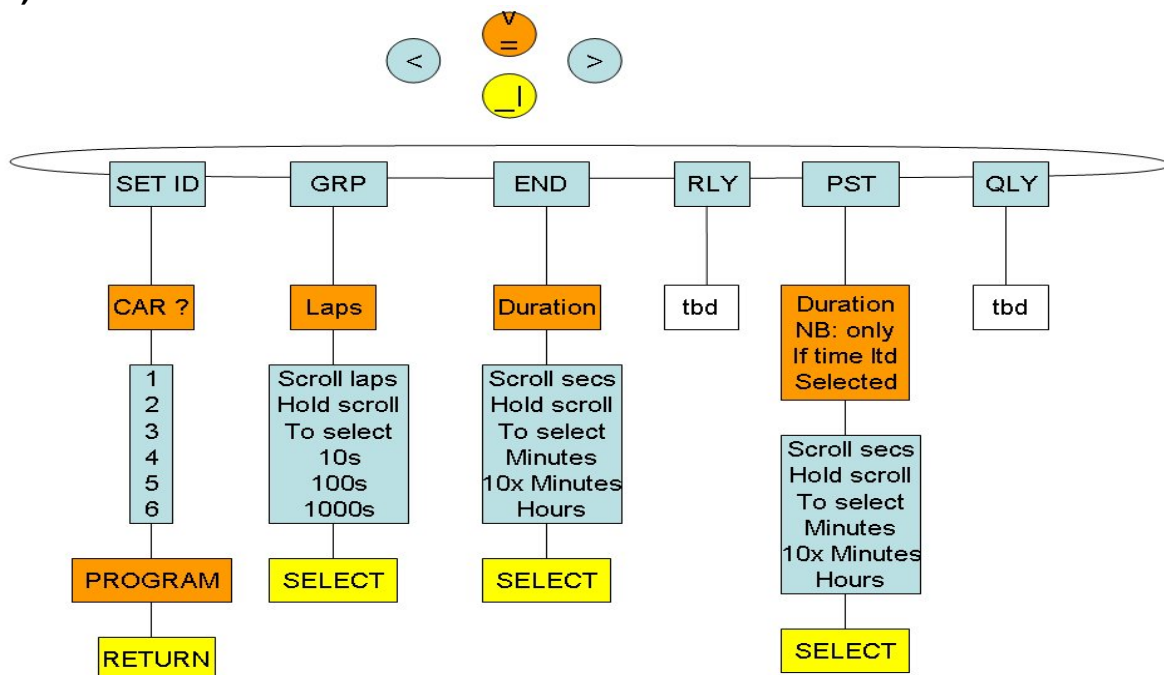
Powerbase Modes

- Use the **Scroll Left** and **Scroll Right** keys to step through the modes
- Use the **Edit** key to enter mode and sub levels within selected mode
- Use the **Set** key to exit mode and sub levels within selected mode



3) BASIC MODE USER INSTRUCTIONS

3a) DIAGRAM OF MENU CHOICES/SELECTIONS



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3b) **SETTING ID (SET ID) – TO PROGRAM A CAR ID CORRESPONDING TO ONE OF THE SIX HAND CONTROLLER POSITIONS**

Having pressed the **Edit** key the display will read Car ? to indicate which car ID is to be programmed

- Press the Brake button on the hand controller corresponding to the required ID and all cars currently on the track will be programmed with this ID. To program a different ID press the brake button on a different hand controller.
- Alternatively use the **Scroll** keys to select car ID 1 to 6. Press Edit again to program all cars currently on the track with the selected ID. Press scroll keys to select another ID if desired and repeat.
- To resume racing press set button

3c) **GRAND PRIX RACING MODE (GRP) – LAP LIMITED RACING GAME**

- In Basic mode only the number of laps can be edited.
- To adjust the number of laps press the **Edit** key

Lap edit

With the Laps parameter displayed when the **Edit** key is first pressed all 4 digits flash and pressing the **Scroll Left** key will decrement by 1 whilst pressing the right increments by 1. If the **Scroll Left** key is held down the tens digit is selected followed by hundreds, then thousands. Releasing the key at the appropriate point then allows the selected digit to be incremented or decremented using the **Scroll** keys.

When happy with the lap number setting, press the Set key to exit and resume/start racing.

GP Race

Lining up the cars. To temporarily disable power whilst setting up cars on the grid press the Set button. The display will show SET GRID on the lower line. To restore power press the set button again.

To start a race press the **Start** key. Beeps will be sounded and the red LED will flash. When the green LED is illuminated the cars can start (if false start is enabled and one or more throttles have been pressed then the race is suspended at this point and the numbers of the offending drivers are displayed.

Line 1 displays the laps remaining for the lead car.

Line 2 displays the total race time if the car just crossing the SF line is in the lead or a time/number of laps preceded by a plus symbol indicating the time or number of laps that this car is behind the lead car.

All cars that cross the SF line before the lead car completes its first lap are eligible to race (automatic race car enable).

A race can be stopped at any point by pressing the **Set** key, however it cannot be resumed.

However a race can be paused by pressing the brake button on a throttle if Track Call is enabled. The race can be resumed by pressing any key.

3d) **ENDURANCE RACING MODE (END) – TIME LIMITED RACING GAME**

- In Basic mode only the time duration can be edited.
- To adjust the time duration press the **Edit** key

Duration edit

With the Duration parameter displayed when the **Edit** key is first pressed all digits flash except the least significant (seconds) digit and pressing the **Scroll Left** key will decrement by 1 whilst pressing the right increments by 1.

If the **Scroll Left** key is held down the minutes digit is selected followed by tens of minutes, then hours. Releasing the key at the appropriate point then allows the selected digit to be incremented or decremented using the **Scroll** keys.

When happy with the time duration setting, press the Set key to exit and resume/start racing.

Endurance Race

Lining up the cars. To temporarily disable power whilst setting up cars on the grid press the Set button. The display will show SET GRID on the lower line. To restore power press the set button again.

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To start a race press the **Start** key. Beeps will be sounded and the red LED will flash. When the green LED is illuminated the cars can start (if false start is enabled and one or more throttles have been pressed then the race is suspended at this point and the numbers of the offending drivers are displayed).

Line 1 displays the race time remaining.

Line 2 displays the number of laps completed if the car just crossing the SF line is in the lead or a time/number of laps preceded by a plus symbol indicating the time or number of laps that this car is behind the lead car.

All cars that cross the SF line before the lead car completes its first lap are eligible to race (automatic race car enable).

A race can be stopped at any point by pressing the **Set** key, however it cannot be resumed.

However a race can be paused by pressing the brake button on a throttle if Track Call is enabled.

The race can be resumed by pressing any key.

When the race duration expires all cars stop.

Note – RALLY RACING MODE (RLY) – not implemented in beta versions

3e) PURSUIT RACING MODE (PST) – OVERTAKING RACING GAME

- In Basic mode only the race duration can be edited, and then only if a limited duration race has been specified.
- To adjust the time duration press the **Edit** key

Duration edit

With the Duration parameter displayed when the **Edit** key is first pressed all digits flash except the least significant (seconds) digit and pressing the **Scroll Left** key will decrement by 1 whilst pressing the right increments by 1.

If the **Scroll Left** key is held down the minutes digit is selected followed by tens of minutes, then hours. Releasing the key at the appropriate point then allows the selected digit to be incremented or decremented using the **Scroll** keys.

When happy with the time duration setting, press the Set key to exit and resume/start racing.

Pursuit Race

Lining up the cars. To temporarily disable power whilst setting up cars on the grid press the Set button. The display will show SET GRID on the lower line. To restore power press the set button again.

To start a race press the **Start** key. Beeps will be sounded and the red LED will flash. When the green LED is illuminated the cars can start (if false start is enabled and one or more throttles have been pressed then the race is suspended at this point and the numbers of the offending drivers are displayed).

Line 1 displays the race time remaining in Limited Duration Pursuit mode or the lead car number in Unlimited Duration Pursuit mode.

Line 2 displays the number of laps completed if the car just crossing the SF line is in the lead or a time/number of laps preceded by a plus symbol indicating the time or number of laps that this car is behind the lead car.

All cars that cross the SF line before the lead car completes its first lap are eligible to race (automatic race car enable).

A race can be stopped at any point by pressing the **Set** key but it cannot be resumed.

However a race can be paused by pressing the brake button on a throttle if Track Call is enabled. The race can be resumed by pressing any key on the console.

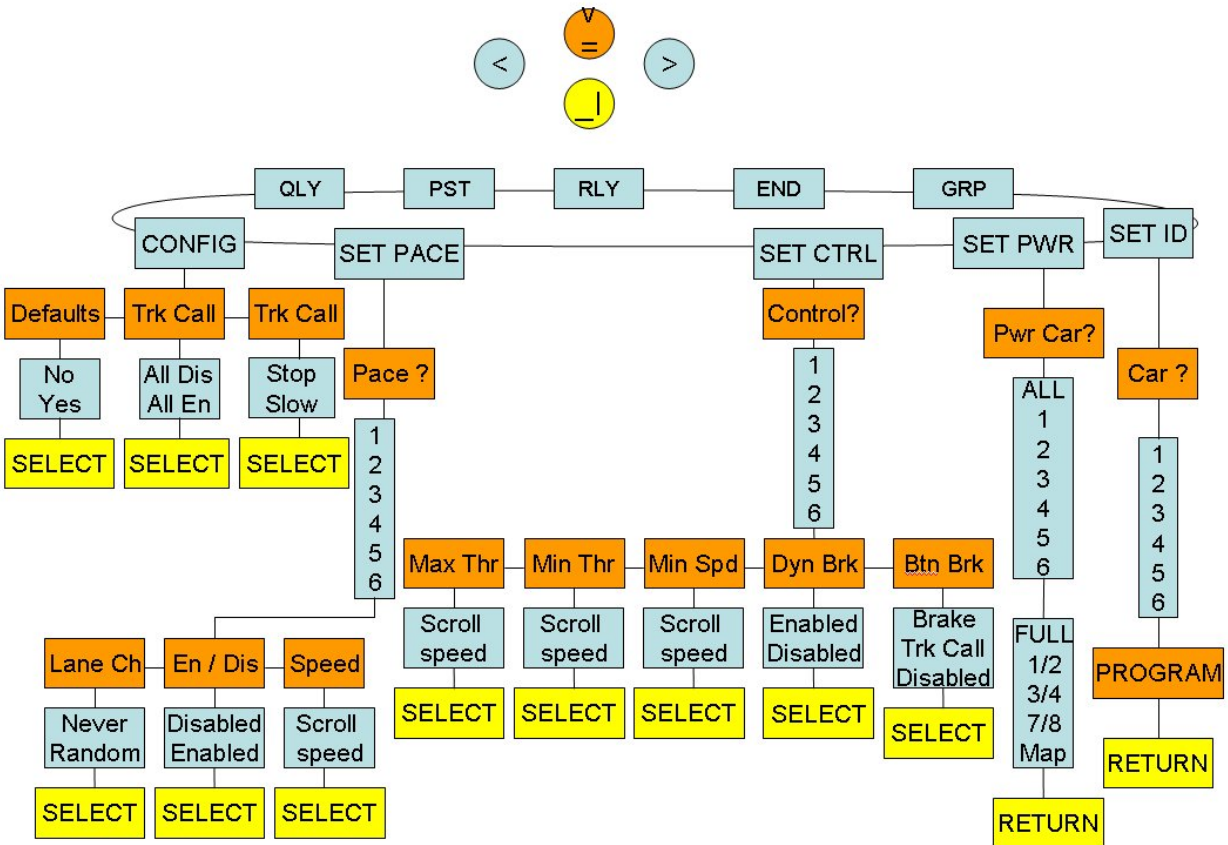
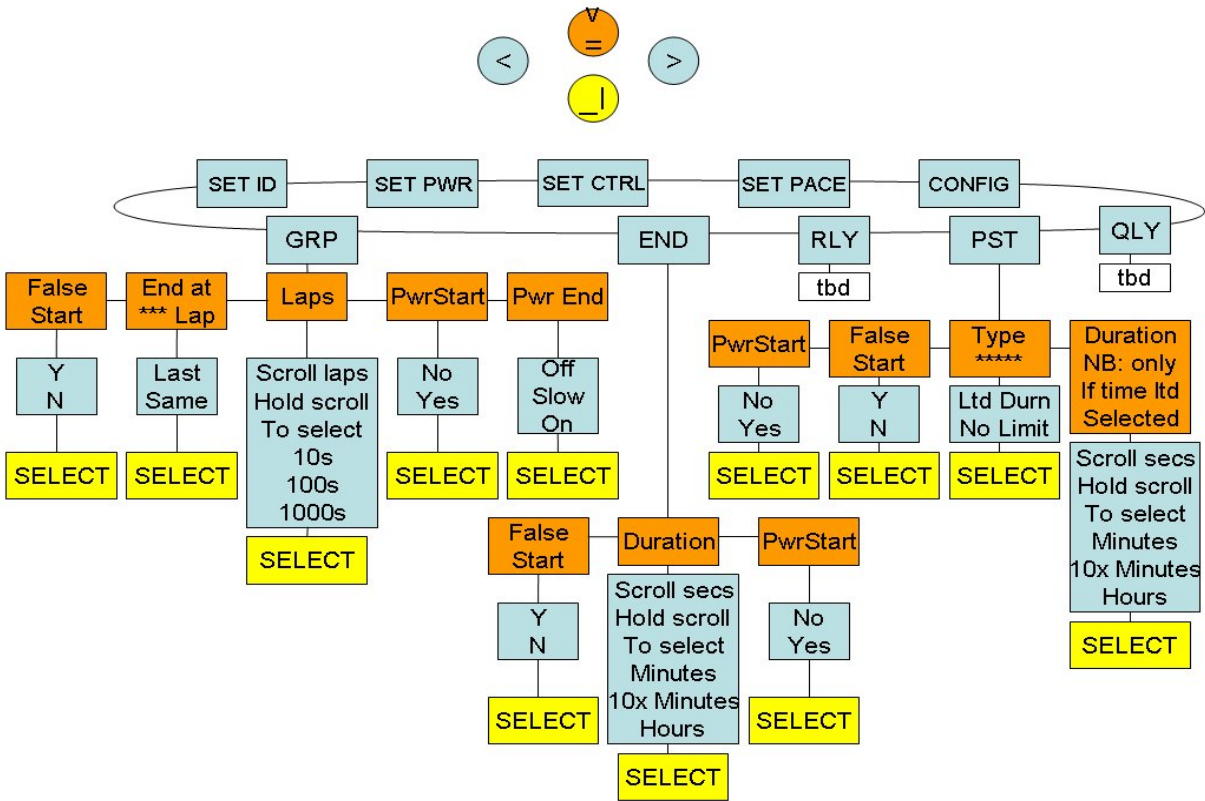
Any car that is more than a lap behind the lead car as the lead car crosses the Start/Finish line is stopped or run at half speed to indicate that its race has ended. The pursuit race continues until there is just one car left or if the race duration expires for a Limited Duration Pursuit, at which point all remaining cars stop.

Note – QUALIFYING (QLY) – not implemented in beta versions

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4) ADVANCED MODE USER INSTRUCTIONS

4a) DIAGRAM OF MENU CHOICES/SELECTIONS



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4b) SETTING ID (SET ID) – TO PROGRAM A CAR ID CORRESPONDING TO ONE OF THE SIX HAND CONTROLLER POSITIONS

Having pressed the **Edit** key the display will read Car ? to indicate which car ID is to be programmed

- Press the **Brake** button on the hand controller corresponding to the required ID and all cars currently on the track will be programmed with this ID. To program a different ID press the brake button on a different hand controller.
- Alternatively use the **Scroll** keys to select car ID 1 to 6. Press **Edit** again to program all cars currently on the track with the selected ID. Press scroll keys to select another ID if desired and repeat.
- To resume racing press set button

4c) TURNING POWER UP OR DOWN (SET PWR) – TO SPECIFY HOW MUCH POWER IS APPLIED TO THE CARS

Having pressed the **Edit** key the display will read Pwr Car? to indicate car selection

- Use the **Scroll** keys to select All Cars or Pwr Car 1 to 6
- Alternatively press the **Brake** button. The corresponding car will be selected.

When **All Cars** is displayed press **Edit** to select power level for all cars simultaneously.

When Pwr Car 1 to 6 is displayed press **Edit** to select power level for the selected car.

- Use the **Scroll** keys to cycle through the list (Full Thr, 1/2 Thr, 3/4 Thr, 7/8 Thr and Map Thr)
- Press **Set** key to accept selection
- Press **Set** key again to return to Mode selection

Power level options – specifies the power level delivered to the car.

Alternatively a throttle map can be selected.

- Full Thr – No speed limiting
- 1/2 Thr – Speed limited to half maximum speed
- 3/4 Thr – Speed limited to three quarters maximum speed
- 7/8 Thr – Speed limited to seven eighths maximum speed
- Map Thr – preloaded throttle map

4d) ADJUSTING AND OPTIMISING HAND CONTROLLERS (SET CTRL) – TO CONFIGURE EACH OF THE 6 HAND CONTROLLERS

Having pressed the **Edit** key the display will read CONTROL ? to indicate hand controller selection

- Use the **Scroll** keys to select hand controller 1 to 6
- Alternatively press the **Brake** button. The corresponding hand controller will be selected and the controller input (unmodified) and output (modified according to programmed settings) signal will be displayed on line 2.

Having selected the required hand controllers press **Edit** to show the parameter list (line 1 gives the parameter and line 2 the setting)

- Use the **Scroll** keys to cycle through the list (Dyn Brk, Btn Brk, Max Thr, Min Thr and Min Spd)
- To change the selected parameter press **Edit** again, the parameter will now flash
- Use the **Scroll** keys to change the parameter setting
- Press the **Set** key to select the parameter currently displayed
- The display now returns to the parameter list, confirmed by parameter no longer flashing
- Press **Set** key again to return to hand controller selection
- Press **Set** key again to return to Mode selection

Dyn Brk options – specifies whether dynamic braking is enabled or disabled

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Butt Brk options – defines the action of the hand controller brake button

- Disabled – brake button has no effect on the car
- Brake – brake button brings the car to a rapid halt when pressed
- Trk Call – the brake button initiates a track call when pressed.

Max Thr – to set the throttle position at which maximum throttle (3Fh) is output to the powerbase

- The setting can range from 20h to 3Fh
- Use the throttle on the corresponding hand controller to set the required value
- This parameter can be used to correct a throttle that does not ordinarily give maximum output – simply hold the throttle fully closed then press the **Set** key
- Can also be used to set full throttle earlier in the throttle stroke – with the throttle held in the desired full throttle position press the **Set** key

Min Thr – to prevent “throttle creep”

- The setting can range from 00h to 07h
- Use the throttle on the corresponding hand controller to set the required value
- Press the **Set** key with the throttle in the fully open position

Min Spd – to set the speed at the minimum throttle position

- The setting can range from 00h to 1Fh
- Use the throttle on the corresponding hand controller to set the required value
- Effectively makes the throttle more responsive when starting and at low speed
- Press the **Set** key with the throttle in the desired position

4e) SETTING PACE CARS (SET PACE) - TO SET UP BETWEEN 1 AND 6 PACE CARS

Having pressed the **Edit** key the display will read PACE ? to indicate Pace Car selection

- Use the **Scroll** keys to select car 1 to 6
- Line 2 shows whether the car is enabled or disabled and the pace speed (in hexadecimal)

Press **Edit** again to show the parameter list (line 1 gives the parameter and line 2 the setting)

- Use the **Scroll** keys to cycle through the parameter list (ENABLE/DISABLE, SPEED and LANE CHANGE)
- To change the selected parameter press **Edit** again, the parameter will now flash
- Use the **Scroll** keys to change the parameter setting
- Press the **Set** key to select the parameter currently displayed
- The display now returns to the parameter list, confirmed by parameter no longer flashing
- Press **Set** key again to return to Pace Car selection
- Press **Set** key again to return to Mode selection

Alternative Pace Car speed selection

- When at the Pace Car selection stage press the **Brake** button on a hand controller
- Any car on the track will be programmed to that hand controller and then driven by said controller
- Press the **Set** button when the car is at the desired speed, the set speed will now flash
- The car will now automatically run at that speed (no longer under the control of the hand controller)
- Fine adjustment can be made to the speed using the **Scroll** keys
- Press the **Set** key again to return to the Pace Car selection stage

Lane Change options – specify the Pace Car lane change alternatives

Never

The pace car will not change lanes. Recommended when 2 (or more) pace cars are used to avoid them crashing into each other.

Random

The pace car changes lane on a random basis. To avoid carnage only select this option when running a single pace car.

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Pace Car in Practice Mode:

After Practice Mode has been initiated by a manually controlled car crossing the start/finish line an enabled Pace Car will run at the selected speed unless the corresponding hand controller is plugged in (a hand controller always takes priority over the pace controller).

Pace Car in a race mode:

When the start sequence completes an enabled Pace Car will run at the selected speed (unless the corresponding hand controller is plugged in).

4f) SETTING TRACK CALL AND DEFAULTS (CONFIG) – FOR GENERIC SETTINGS AND DIAGNOSTICS (THE LATTER BEING TEMPORARY)

Press the **Edit** key to display the first parameter and use the **Scroll** keys to cycle through the other parameters which are as follows:

- Defaults (Yes/No) – if Yes is selected then all settings are reverted to the factory defaults.
- Trk Call (All Dis, All En) – allows the track call feature to be enabled or disabled for all controllers simultaneously.
- Trk Call (Stop, Slow) – used to specify whether all cars stop or run at half speed when a track call is made.
- Cur=00h – temporary diagnostic display to show a measure of the instantaneous current being drawn. Press **Start** button to show Max Current. Use the **Scroll** keys to change the overload level.

◀◀◀ (Practice Mode)

Practice Mode is automatically entered when a car crosses the start/finish line whilst at the mode selection level.

Practice Mode can be exited by pressing any key, returning the powerbase to mode selection

Whilst in Practice Mode:

Line 1 displays the Car number of the last car to cross the SF line
Line 2 displays the lap time to the nearest millisecond

4g) GRAND PRIX RACING MODE (GRP) – LAP LIMITED RACING GAME

GP Setup

To setup a Grand Prix press the **Edit** key.

- In Basic mode only the number of laps can be edited.
- In Advanced mode the first parameter (number of laps) will be displayed. Use the **Scroll** keys to step through the other parameters. Press the **Edit** key again to edit the selected parameter. The **Scroll** keys can now be used to change the parameter.

Lap edit

With the Laps parameter displayed when the **Edit** key is first pressed all 4 digits flash and pressing the **Scroll Left** key will decrement by 1 whilst pressing the right increments by 1. If the **Scroll Left** key is held down the tens digit is selected followed by hundreds, then thousands. Releasing the key at the appropriate point then allows the selected digit to be incremented or decremented using the **Scroll** keys.

PwrStart edit (Advanced only)

No = no power to cars during GP start sequence
Yes = power available during GP start sequence

PwrEnd edit (Advanced only)

Off = cars stop when they complete a GP race

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Slow = cars run at half speed when they complete a GP race

On = no drive limitations to cars when a GP race completes

False Start edit (Advanced only)

N = no false start detection

Y = during GP start sequence all throttles will be monitored and race will be stopped if any throttle movement is detected.

End At edit (Advanced only)

Last Lap = GP race doesn't end until all cars complete the specified number of GP laps

Same Lap = GP race ends when every car has crossed the start/finish line after the lead car has completed race distance.

GP Race

Lining up the cars. To temporarily disable power whilst setting up cars on the grid press the Set button. The display will show SET GRID on the lower line. To restore power press the set button again.

To start a race press the **Start** key. Beeps will be sounded and the red LED will flash. When the green LED is illuminated the cars can start (if false start is enabled and one or more throttles have been pressed then the race is suspended at this point and the numbers of the offending drivers are displayed.

Line 1 displays the laps remaining for the lead car.

Line 2 displays the total race time if the car just crossing the SF line is in the lead or a time/number of laps preceded by a plus symbol indicating the time or number of laps that this car is behind the lead car.

All cars that cross the SF line before the lead car completes its first lap are eligible to race (automatic race car enable).

A race can be stopped at any point by pressing the **Set** key, however it cannot be resumed.

However a race can be paused by pressing the brake button on a throttle if Track Call is enabled. The race can be resumed by pressing any key.

4h) ENDURANCE RACING MODE (END) – TIME LIMITED RACING GAME

Endurance Setup

To setup an Endurance race press the **Edit** key.

- In Basic mode only the race duration can be edited.
- In Advanced mode the first parameter (race duration) will be displayed. Use the **Scroll** keys to step through the other parameters. Press the **Edit** key again to edit the selected parameter. The **Scroll** keys can now be used to change the parameter.

Duration edit

With the Duration parameter displayed when the **Edit** key is first pressed all digits flash except the least significant (seconds) digit and pressing the **Scroll Left** key will decrement by 1 whilst pressing the right increments by 1.

If the **Scroll Left** key is held down the minutes digit is selected followed by tens of minutes, then hours. Releasing the key at the appropriate point then allows the selected digit to be incremented or decremented using the **Scroll** keys.

PwrStart edit (Advanced only)

No = no power to cars during Endurance start sequence

Yes = power available during Endurance start sequence

False Start edit (Advanced only)

N = no false start detection

Y = during GP start sequence all throttles will be monitored and race will be stopped if any throttle movement is detected.

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Endurance Race

Lining up the cars. To temporarily disable power whilst setting up cars on the grid press the Set button. The display will show SET GRID on the lower line. To restore power press the set button again.

To start a race press the **Start** key. Beeps will be sounded and the red LED will flash. When the green LED is illuminated the cars can start (if false start is enabled and one or more throttles have been pressed then the race is suspended at this point and the numbers of the offending drivers are displayed).

Line 1 displays the race time remaining.

Line 2 displays the number of laps completed if the car just crossing the SF line is in the lead or a time/number of laps preceded by a plus symbol indicating the time or number of laps that this car is behind the lead car.

All cars that cross the SF line before the lead car completes its first lap are eligible to race (automatic race car enable).

A race can be stopped at any point by pressing the **Set** key, however it cannot be resumed. However a race can be paused by pressing the brake button on a throttle if Track Call is enabled. The race can be resumed by pressing any key.

When the race duration expires all cars stop.

Note – RALLY RACING MODE (RLY) – not implemented in beta versions

4i) **PURSUIT RACING MODE (PST) – OVERTAKING RACING GAME**

Pursuit Setup

To setup a Pursuit race press the **Edit** key.

- In Basic mode only the race duration can be edited, and then only if a limited duration race has been specified.
- In Advanced mode the first parameter (Type) will be displayed. Use the **Scroll** keys to step through the other parameters. Press the **Edit** key again to edit the selected parameter. The **Scroll** keys can now be used to change the parameter.

Type edit (Advanced only)

No Limit = unlimited pursuit duration
Ltd Durn = limited pursuit race duration

Duration edit (Type = Ltd Durn only)

With the Duration parameter displayed when the **Edit** key is first pressed all digits flash except the least significant (seconds) digit and pressing the **Scroll Left** key will decrement by 1 whilst pressing the right increments by 1.

If the **Scroll Left** key is held down the minutes digit is selected followed by tens of minutes, then hours. Releasing the key at the appropriate point then allows the selected digit to be incremented or decremented using the **Scroll** keys.

PwrStart edit (Advanced only)

No = no power to cars during GP start sequence
Yes = power available during GP start sequence

False Start edit (Advanced only)

N = no false start detection
Y = during GP start sequence all throttles will be monitored and race will be stopped if any throttle movement is detected.

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Pursuit Race

Lining up the cars. To temporarily disable power whilst setting up cars on the grid press the Set button. The display will show SET GRID on the lower line. To restore power press the set button again.

To start a race press the **Start** key. Beeps will be sounded and the red LED will flash. When the green LED is illuminated the cars can start (if false start is enabled and one or more throttles have been pressed then the race is suspended at this point and the numbers of the offending drivers are displayed.

Line 1 displays the race time remaining in Limited Duration Pursuit mode or the lead car number in Unlimited Duration Pursuit mode.

Line 2 displays the number of laps completed if the car just crossing the SF line is in the lead or a time/number of laps preceded by a plus symbol indicating the time or number of laps that this car is behind the lead car.

All cars that cross the SF line before the lead car completes its first lap are eligible to race (automatic race car enable).

A race can be stopped at any point by pressing the **Set** key but it cannot be resumed. However a race can be paused by pressing the brake button on a throttle if Track Call is enabled. The race can be resumed by pressing any key on the console.

Any car that is more than a lap behind the lead car as the lead car crosses the Start/Finish line is stopped or run at half speed to indicate that it's race has ended. The pursuit race continues until there is just one car left or if the race duration expires for a Limited Duration Pursuit, at which point all remaining cars stop.

Note – QUALIFYING (QLY) – not implemented in beta versions

5) **UPDATING SOFTWARE – INTERNET DOWNLOADS ENABLED**

To get updates to the software you need a PC, a RichG cable (or equivalent) and an internet connection

- Download update software from site TBD
- Run utility Tnybld193
- Plug RichG cable into unpowered PB
- Navigate utility to updated file
- Press Write Flash button on utility then IMMEDIATELY plug power into PB
- Wait for utility to advise programming successful.
- Unplug power from PB and then plug power back in.
- Note version number shown on display.

If in doubt PM RichG/RikoRocket/AndyS on www.SlotForum.com