

Running “WebRegatta Client”

Requirements:

- Concept2 erg with PM3, PM4 or PM5
- USB 2.0 typeA-to-typeB cable (see image→ usually used to connect to printers)
- Laptop/tablet with Windows (Windows 7 or higher)
- Stable/strong internet connection at the erg (if wifi not strong, recommend running long LAN “patch” cable from modem to laptop)



Set-up:

- Connect erg to laptop/tablet with USB cable
- Make sure laptop/tablet is connected to internet
- Download app from club website link, and click “Save...”
<http://runcomrowing.com/webregatta/WebRegattaClient.exe>
[If your antivirus tries to remove or block app, tell it not to (instructions for this are different for different antiviruses, and can quickly be found with the likes of Google)]
- Try to start the app. If you get the message: “Could not initiate communication library. Please make sure PM3DDICP.dll now exists...” this is because your antivirus is preventing functionality. Tell it to trust the app and try again.
- You’ll be prompted to enter your name and club and can choose to include a weight correction. Once you click “Done”, the app will attempt to connect you online.
- If your app cannot connect, please check that the website <http://runcomrowing.com/webregatta/SpectateRace.php> does not say: “Server offline or has no races scheduled”. If it does not say this, then it is likely that your firewall/antivirus is blocking the app from communicating over the internet. Make sure the app is trusted by your firewall/antivirus and try again. Make sure you can stay connected for >5 minutes.

General Running:

- General use is demonstrated in the video at:
<https://www.youtube.com/watch?v=ezVc8lpu2oo>



Participating in Runcorn Virtual Junior Regatta

What to do (Before Regatta):

- Perform the set-up procedure (see document “Running WebRegatta Client”).
- If you encounter antivirus problems starting the app, antivirus/firewall problems when trying to connect, please consult a relevant online step-by-step how-to to get your antivirus/firewall to trust the app. (You should only have difficulty connecting to the server when the webpage <http://runcornrowing.com/webregatta/SpectateRace.php> says: “Server offline or has no races scheduled”.) We will attempt to keep the service available for the week of the event for you to test your connections.
- To thoroughly test that your app is not being blocked, a number of Test Sessions will be held via. Zoom conference call:
 - At 18:00 on Wednesday 08/07/20, link: <https://us02web.zoom.us/j/84968632544>
 - At 18:00 on Friday 10/07/20, link: <https://us02web.zoom.us/j/85976788050>
 - At 14:00 on Saturday 11/07/20, link: <https://us02web.zoom.us/j/88339715888>
- **It is recommended** to attend one of these sessions, as minimal/no technical help for the app will be provided on race day.
- As a last-ditch-effort to avoid disappointment, your firewall can be switched off, but this is **not** recommended.
- **IF YOUR APP DOES NOT WORK/CANNOT BE FIXED ON RACE DAY, YOU WILL BE UNABLE TO RACE.**
- If you are encountering other problems with the app, please contact vicecaptainmen@runcornrowing.com

What to do (Before a Race):

- **YOU MUST** join the regatta Zoom video conference **AT LEAST 15min BEFORE THE FIRST RACE IN YOUR EVENT, OR BE DISQUALIFIED**, link: <https://us02web.zoom.us/j/86785724797>
Note: The device for conference call does **not** have to be the one attached to the erg.
- **YOU MUST** join this using your club initials as shown in the draw in < > brackets, followed by initials and surname (eg. <RRC> A.B. Smith-Sonian), so that you can be added to the relevant video room/race.
- You will be invited to start the app/enter details before your race by a **Marshal**.
- You will then be moved to a different video room with your event competitors, a **Marshal** and an **Umpire**.
- **You** will be required to start the app, enter your name and **club initials** as these appear on the draw (and weight correction if this applies to your race), and click Done.

- You will be added to the relevant race (“session”) in the app by a **Marshal** before your race.
 - You will then see in the top-right of the app that you’ve been added to a session.
 - You and other crews/rowers will then appear in the middle of the app.
- **You** should click “Ready” at the top-right of the app, when you’re ready to race.
 - You might receive a warning message telling you to reset your erg screen to zero. If so, click OK, reset your erg screen to zero, and then click “Ready” again.
 - You will always receive a message reminding you that the values in the app tell you where your crew/other crews are in the race, and that **THE DISTANCE ON YOUR ERG SCREEN IS NOT THE DISTANCE ROWED BY YOUR CREW.**
- When all rowers of all crews are ready, the **Marshal** can start the race:
 - You will see “Attention” with a red background across the top of your screen for a random time between 5 and 8 seconds.
 - You will then see “Go” with a green background. At this point the race starts and **you** should start rowing! **NEITHER THE MARSHAL NOR UMPIRE WILL SAY GO.**
 - After 1 second, the “Go” box will shrink to the right, so that you can see the race time and your crew’s combined rate, distance and split (the latter two affected by weight correction, if this is enabled for the race).

What to do (During a Race):

- Your lane will appear with a blue background (others will have alternating black/grey backgrounds).
- Your boat:
 - Will be represented by white text comprising a “<”, a number of “o”s corresponding to the number of rowers in it, and a “>”.
 - If a crew is behind you, a number will show up to the left of your boat showing how far the next crew behind is from yours (try to increase this).
 - If a crew is ahead of you, a number will show up to the right of your boat showing how far the next crew ahead is from yours (try to decrease this).
 - The club(s) represented by your boat will be shown immediately underneath it.
- The course scaling will change with the distance between the crews if they become separated by more than 10m. Do not be perturbed by this.
- The course markers will change from white to red for the last 200m of the race.
- Once your crew crosses the finish line, your race finish position will be shown on what was previously the “Ready” button at the top-right.
- **You** should wait for all crews to cross the finish line, and then give 3 cheers for, or otherwise congratulate, the other crew(s).

- ONLY AFTER THAT:
 - IF you are not in the next race, **you** may then quit the app.
 - IF you are in the next race, a **Marshal** will add you to that event (“session”).

Results:

- Should be evident at the end of the race, but confirmed after analysis of the race records.
- A verdict, and full race record (including combined crew, and individual-rower 50m intervals) will be made available as soon as possible by the results team.

Important Notes:

- **Spot checks will be performed to ensure that those racing are those entered.**
- If you start rowing before “GO”, a false start will be recorded, and the race will reset.
- If your connection is dropped for more than 5 seconds (or your app closed), you will be removed from your crew:
 - This will result in your crew being slowed down for that period of time, so please make sure your internet connection is stable (e.g. by using a wired connection to your internet router).
 - If this happens and you are the only (or only remaining) rower of your crew, your lane will turn red (to all rowers), and crew will incur a Did Not Finish (DNF) result.
- If your connection is dropped for an additional 5 seconds, your app will be disconnected from the WebRegatta server, and will not be able to watch the remainder of the race.