STACK
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Action Replay Dash

Users Guide Addendum

Introduction

Congratulations on choosing the Stack Action Replay Dash. This system will give you a wealth of information to enable you to obtain the maximum safe performance from your vehicle.

The Action Replay Dash has the ability to record data from various runs and then replay the logged data in real time on the display.

Warning Messages and Lap Times will pop up as they did during the run and the Shift Lamp will illuminate.

The replay may be paused so that data can be examined in detail. It is also possible to *nudge* backwards and forwards through the run to find a particular point of interest.

It is possible to upgrade the Action Replay Dash to full data logging capability by purchasing DataPro from your Stack Agent.

Making a Recording

All of the displayed parameters are recorded including the Lap Times and, if you have purchased the Max option, the Performance Meter.

Data recording starts when the Engine Speed rises above a preset RPM value. That value can be configured as described in Configuring the Display System below. Recording stops when the Stack system is switched off or after the Engine Speed has been at zero (engine not running) for more than five seconds.

The Action Replay Dash can hold up to fifteen Runs; about two hours of data. Recorded data can be deleted from the Action Replay Menu (see below).

Configuring the Display System

Two of the Configuration Menu items are used to configure the Dash to work in Action Replay mode. Press Switches 1 and 2 together to enter System Configuration Mode and then use Switch 3 to navigate to the appropriate configurable parameters.

Use Switch 1 to decrease the value being configured and Switch 2 to increase it. Examples of the relevent configuration items are shown below.

When you wish to return to the normal display, press Switch 4.

Logging RPM:

```
EDIT TEST
Log RPM     3000   on
```

Set the RPM at which recording starts. Press Switches 1 and 2 together to disable and re-enable recording.
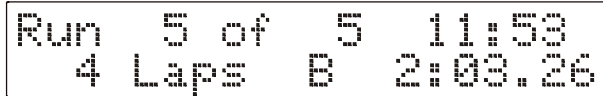
Nudge Amount:

```
EDIT VALUE
Nudge amount 10secs
```

Set the number of seconds, in increments of 10 seconds, by which you want to skip through the data when either of the Nudge Keys are pressed (see Replaying the Recorded Data below). We suggest that you use a small value for tracks which contain short laps and a larger value for longer circuits.

Action Replay Menu

The Action Replay Menu is displayed by holding down Switch 3 while the dash is powered up. The most recent run will be selected, eg,

```
Run  5 of  5   11:53
   4 Laps  B  2:03.26
```

The top line of the display shows the currently selected run, the maximum number of runs recorded and the duration of the selected run.

The bottom line shows the number of laps in the run and the best lap time.

Select the run which you wish to reply using Switches 1 and 2 to scroll through the available runs. Then press Switch 4 to start replaying.

Note: The Action Replay Menu will not be displayed if the Engine Speed is running, ie, RPM is above zero.

A summary of the switch actions is shown in the table below:

Switch	Action
1	Select the previous run
2	Select the next run
3	No action; used to enter Action Replay mode at power-up
4	Play the selected run; if there are no runs, it won't play
1 & 3	Delete all the runs (see Note below)

Note: A confirmation is required before the runs are deleted; press Switch 1 to cancel and Switch 2 to confirm. Once the runs are deleted, the number of runs will show zero.

Exit from Replay Mode by switching off the power. If Switch 3 is not held when the power is restored, the unit will revert to Normal display mode.

Replaying the Recorded Data

Once the selected run is replaying, the display layers work in the same way as they did when the run was being recorded.

You may press Switch 4 at any time to pause the replay. Pressing either Switch 1 or 2 will nudge the replay forwards or backwards by the preset number of seconds.

A summary of the switch actions is shown in the table below:

Switch	Action
1	Nudge replay backwards XX seconds
2	Nudge replay forwards XX seconds
3	Change to next display layer or cancel a displayed message
4	Toggle Pause function; press once to pause, press again to restart
1 & 4	Exit back to the Run Selection Menu before the replay has finished.

Notes

It is not possible to display peak values during the replay. The original peak values are retained for viewing in Normal Mode.

The number of seconds which the replay can be nudged forwards or backwards can be set in the Configuration Menus. The default is ±10 seconds. The switches do not auto-repeat so, for example, going forwards 40 seconds

will require Switch 2 to be pressed four times. Pressing the nudge switches will cancel any displayed message before performing the nudge.

The display will change to a Run Navigation display while Switches 1, 2 or 4 are held, showing the switch function and the time position in the run.

Once the selected run has finished replaying, the Run Selection Menu will be redisplayed.