

ORBITS REMOTE

Orbits Remote is a program that makes a connection to the Orbits Server running on a different computer. Orbits Remote can be used to perform remote race administration such as registration/results processing.

The Remote Console offers following features:

- Registration screen
- Processing screen

Requirements:

- The computers must be located on the same TCP/IP Network (same Network range)
- Orbits and Orbits Remote must have the same version

How many remote connections:

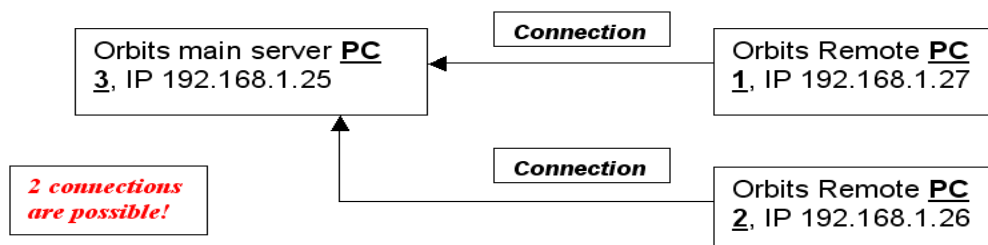
- The Orbits server accepts maximal 2 Orbits remote connections

Installation

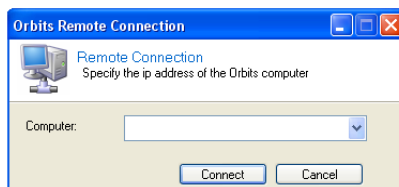
- The setup file for Orbits Remote can be found on the Orbits CD-ROM in Orbits\Orbits_4_Remote_Setup.exe.Orbits\setupremote.exe.

Setting Orbits and Orbits Remote

Setting up a connection between 1 Orbits main (with timekeeping tab) and maximum 2x Orbits Remote can be done as follows:



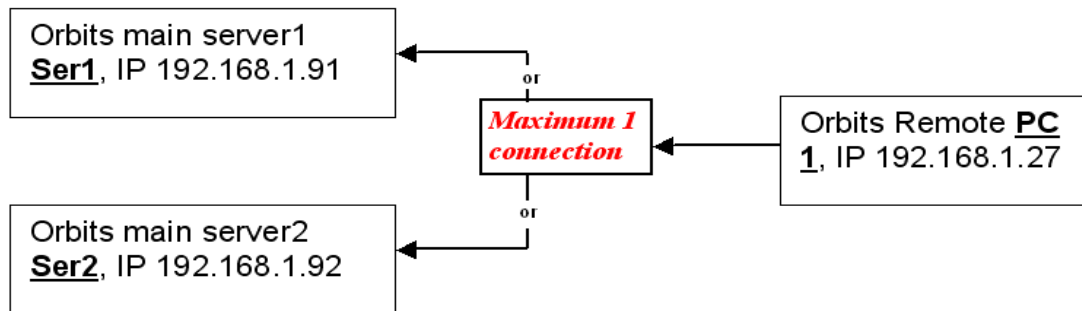
Start up Orbits Main first (**PC3**) and then start up Orbits Remote on the 2nd computer (e.g. **PC2**). Then click on the drop down button in the 'Orbits Remote Connection'-box (see example)



Find if there is an Orbits pc in the network to connect to with your Orbits Remote computer. If the computer name or IP address doesn't appear automatically, enter the IP address of the Orbits main pc (e.g. IP address of **PC3**, 192.168.1.25) in the 'Computer: '-line.

Specific configuration: Several Orbits servers

It is not possible to start several Orbits Remote on the same PC.
Therefore, Orbits Remote can only connect to 1 Orbits server



If 2 remote connections to 2 Orbits servers are required, 2 separate computers must have Orbits Remote installed.

After starting Orbits Remote, a scan for all available Orbits main computers takes place

