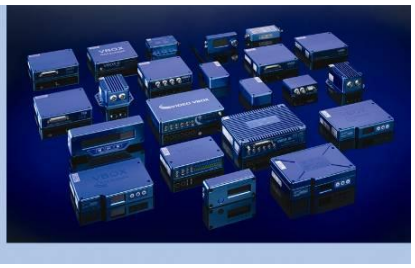
How to...Create Start/Finish and Split files using Google Earth



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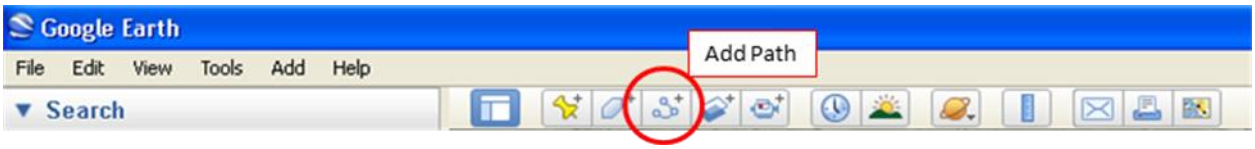
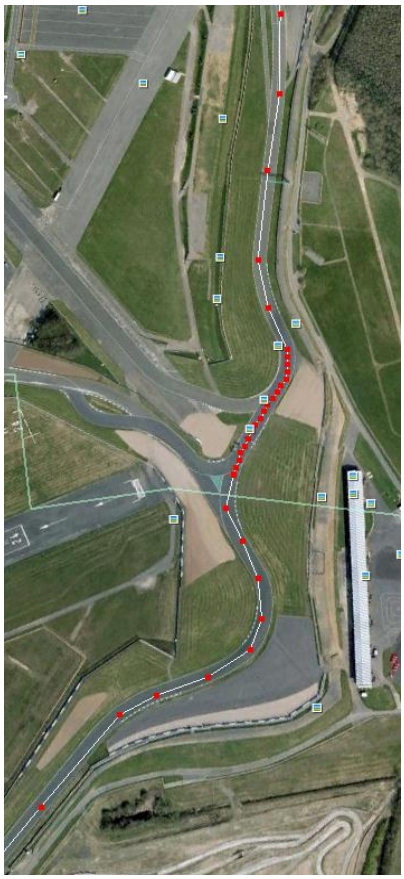
Find your track location and click the 'Add path' button.
A window will appear. You should move this to the edge of the screen so you can still see the track. This window will remain open until you have finished drawing your start line.

Now, clicking on the map will leave a point on the map. Any subsequent points will be connected in the order that they are drawn. To select a certain point, you can just click on it (this allows for adding extra points in between other points already drawn).



Draw a line around the middle of the track leading up to the start line in the same direction as you intend to drive around the track. When you are passing a set point (like the start/finish line or a split point) you must make sure there are a lot of sample points around that area. This is so the software can get good heading values. When you are not passing a split point, you can spread the sample points out to save time. This will also help identify split sections when you are in Performance tools.
*It may be worth counting the number of sample point between start/split points so you can locate the exact point with accuracy. This depends of how precise you need to be with your point locations.



These images show a start/finish line (above) and split point (right).
This is an example of how to space sample points.

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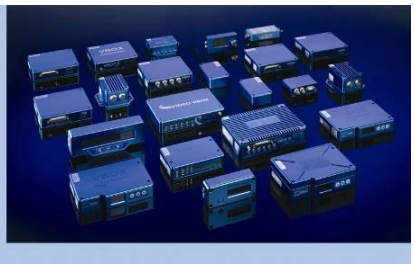
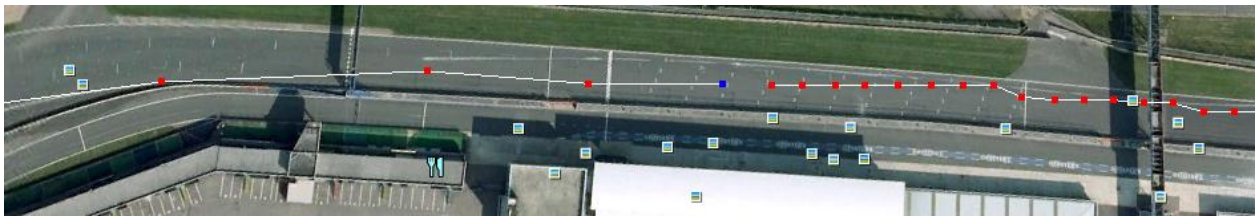
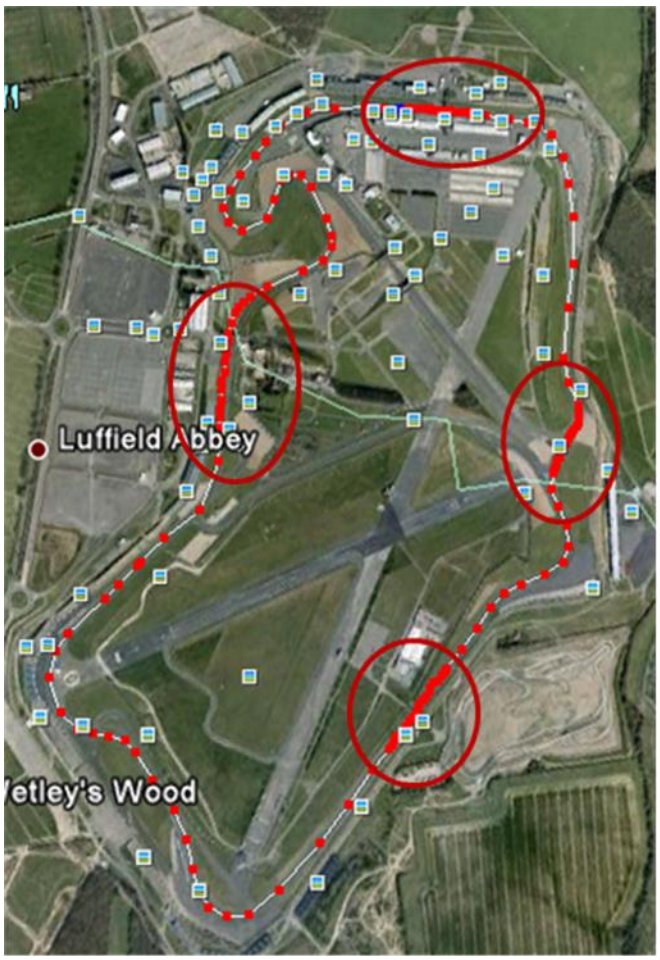


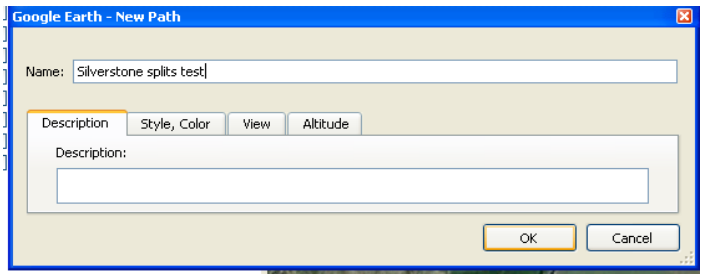
When you return back to the beginning of your drawn line, **do not connect the points together!**
If you do this it **will not work** and you may have to start again. Simply leave a gap as shown in the image below.



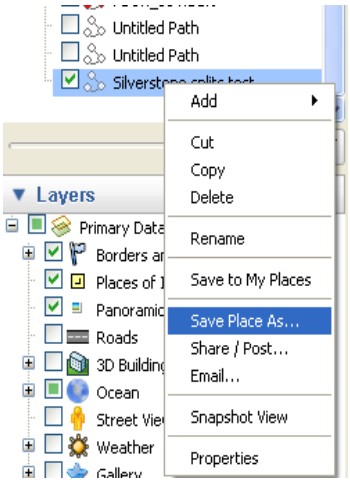


You should end up with a line all the way around your track. There should be blocks of more highly concentrated samples indicating a start or a split point. As you can see in the image to the left, I have one start/finish line set and three split points.

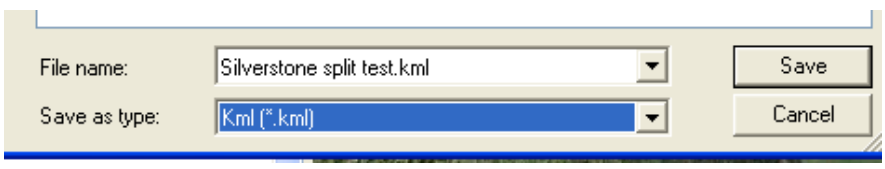
You can now name your file and click OK in the window that appeared when you clicked on the 'Add Path' button.



Now right click on the named path in the left hand toolbar and select 'Save Place As...'



Ensure you select .kml from the dropdown list in the save window as shown below.
Now save the file to your desired location.



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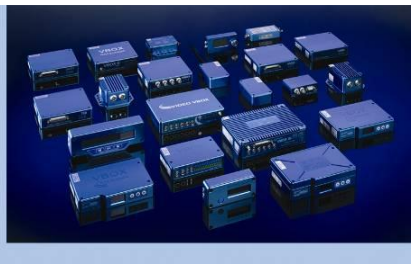
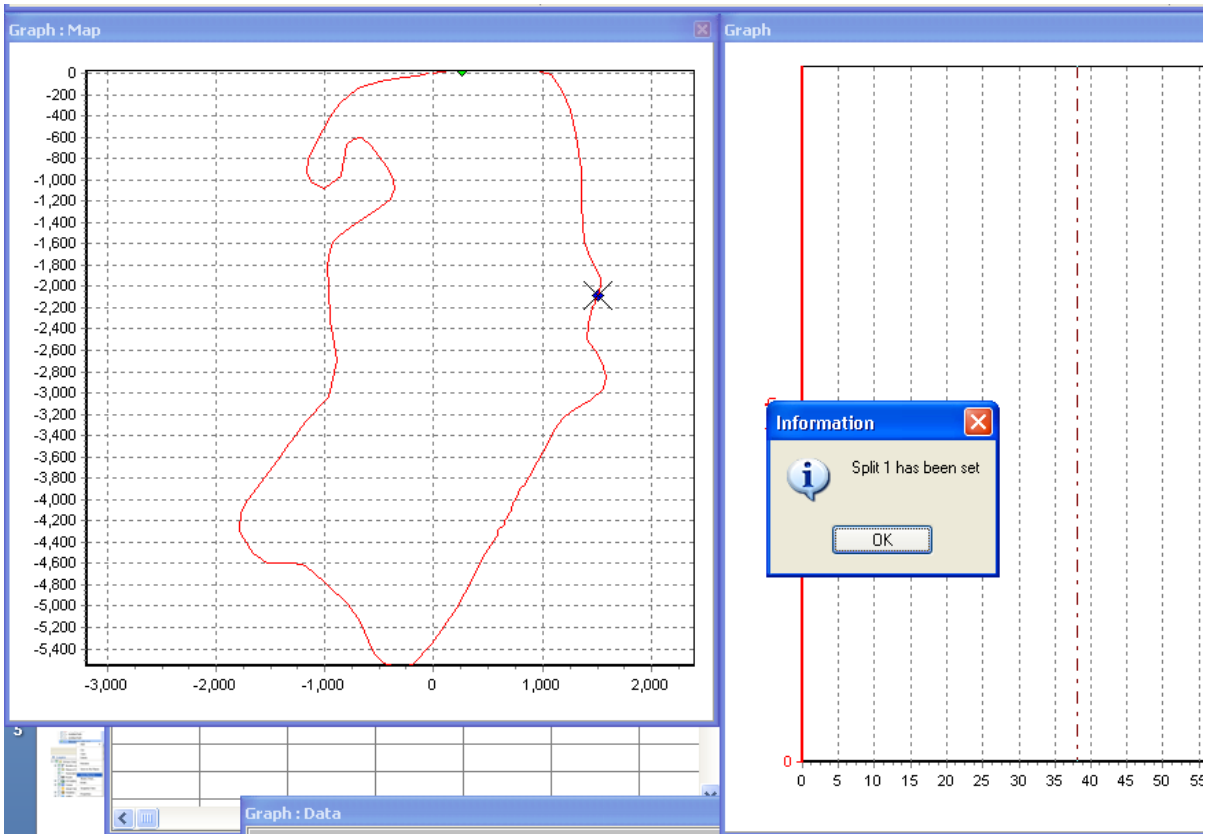


Open **'Performance Tools'** software (which is included in the Video VBOX Setup installer and can be found in the 'Start / All programmes / Racelogic' folder). When this is open, select 'Tools' and 'Import Data' as image below shows. Select your file and then OK. This should now load the file into the software.

When your file is loaded, firstly locate your desired start/finish line. It may help to locate the cursor back to the beginning to the file in the graph.

Pressing down the ALT key and using the arrow keys allows you to navigate through the file one sample point at a time.

When you have located the desired start point you can use the space bar to set it. A window will appear saying 'Start point Set'. A green dot will appear on your map to indicate the start/finish line has been set.



To help locate split points you can look at the cursor on the graph map moving between samples, the amount of movement will indicate if it is a high rate sample area or if the samples are much more spaced out.

When you are happy you have found a split point, simply press the 'S' key on your keyboard to set it.
A window will appear as shown above and a blue dot will appear on your track map.

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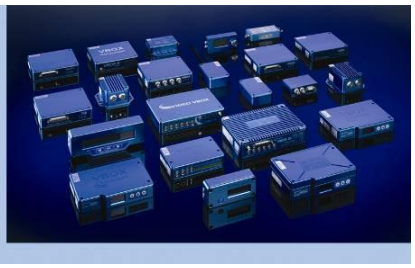
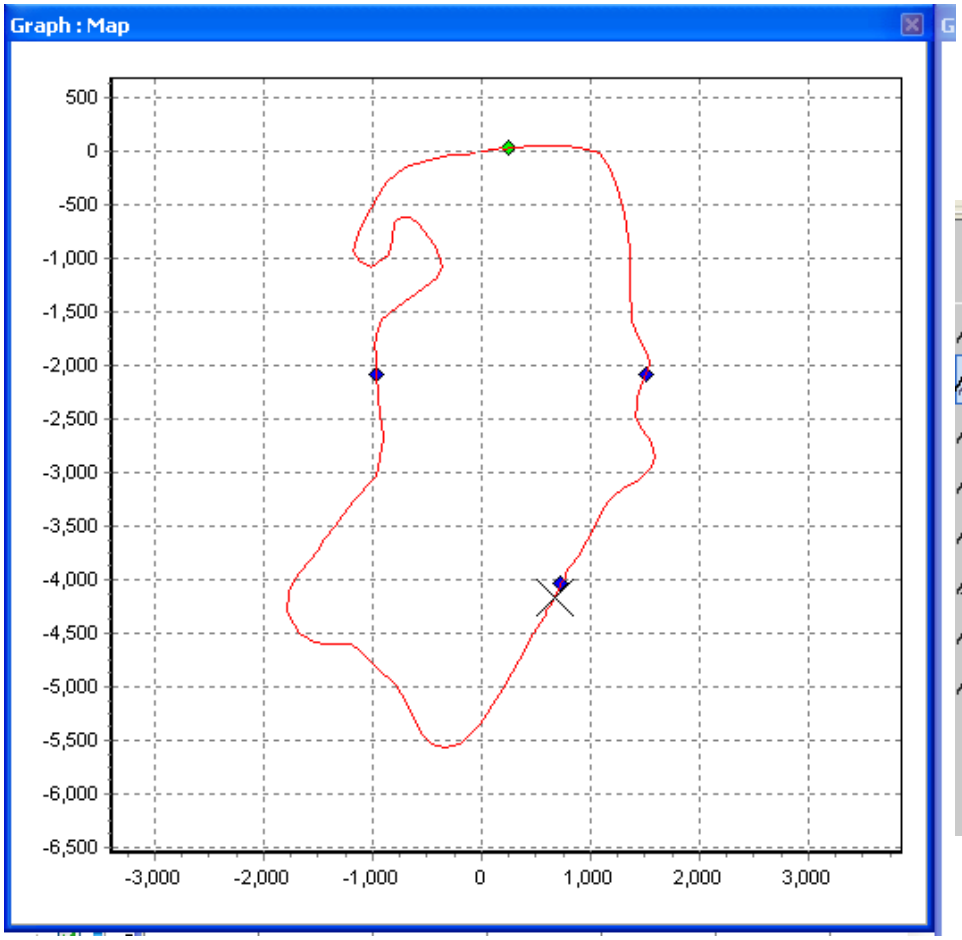
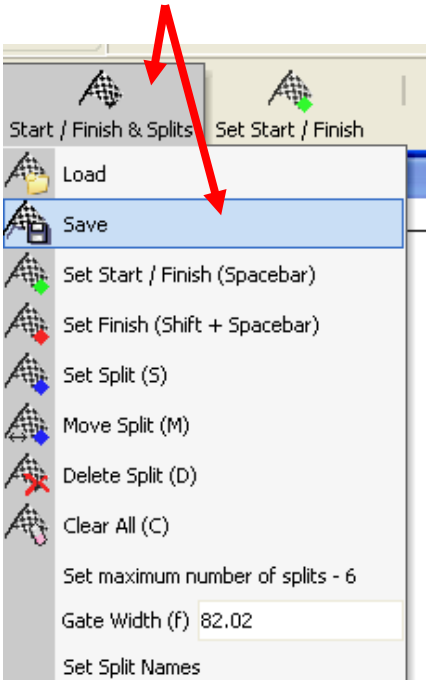


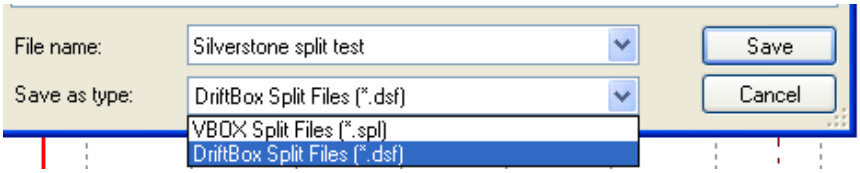
When your split points have all been set, you are ready to save your file. My example is shown below with the start line and splits all set.



To save your file, select the Start / Finish and Splits button and then select Save from the drop down menu.



In the next window that appears, you can choose whether to save the file as a .SPL file or a .DSF file. A VideoVBOX will accept either of these when loaded into a scene, but **only a .DSF** file on an SD card. A PerformanceBox or DriftBox will only use a .DSF file.



*To use this file in a **VideoVBOX**, load the file into the scene under **'Start/Finish & Splits'** in Scene Properties in **Video VBOX Setup** software, **OR,** save the file onto the root of an SD card and put the card into the unit.
*To use this file in a **PerformanceBox** or **DriftBox**, save the file into a folder named 'DATA' on an SD card and put the card into the unit, then select 'Load Splits' from the Lap timing menu. The file **must** be called '**DBOX.DSF**' to be detected by the unit.