

# NetAthlon 2 LAN Web Racing

The NetAthlon 2 LAN Web Racing feature allows for multiplayer Web Racing sessions over a local area network (LAN). Some of the key features are:

- LAN sessions can be configured to be a specific distance or number of laps
- LAN sessions can begin at any point along a specific course
- The computer designated as the session Host controls the start (and restart) of the session
- The session Host computer can be a live participant in the session or a “spectator”
- If the session Host is a spectator, one of two different camera models can be used to view the action
- Up to 16 live riders can participate in a session

## The LAN Web Racing Session

Every LAN Web Racing session has one computer designated as the Host, and all other computers are Participants. The Host computer will create the session, set the starting point, set the race distance or number of laps and will control when the session starts or restarts. When the Host exits the session, all Participants will also automatically exit the session and return to the NetAthlon 2 main screen.

If the Host is configured so that a session lasts a specific distance or number of laps, a finish line will appear at the appropriate spot on the course on the Host and Participants’ computers. As a rider crosses the finish line, his finish time will appear on screen.

## The Session Host

The session Host determines the following:

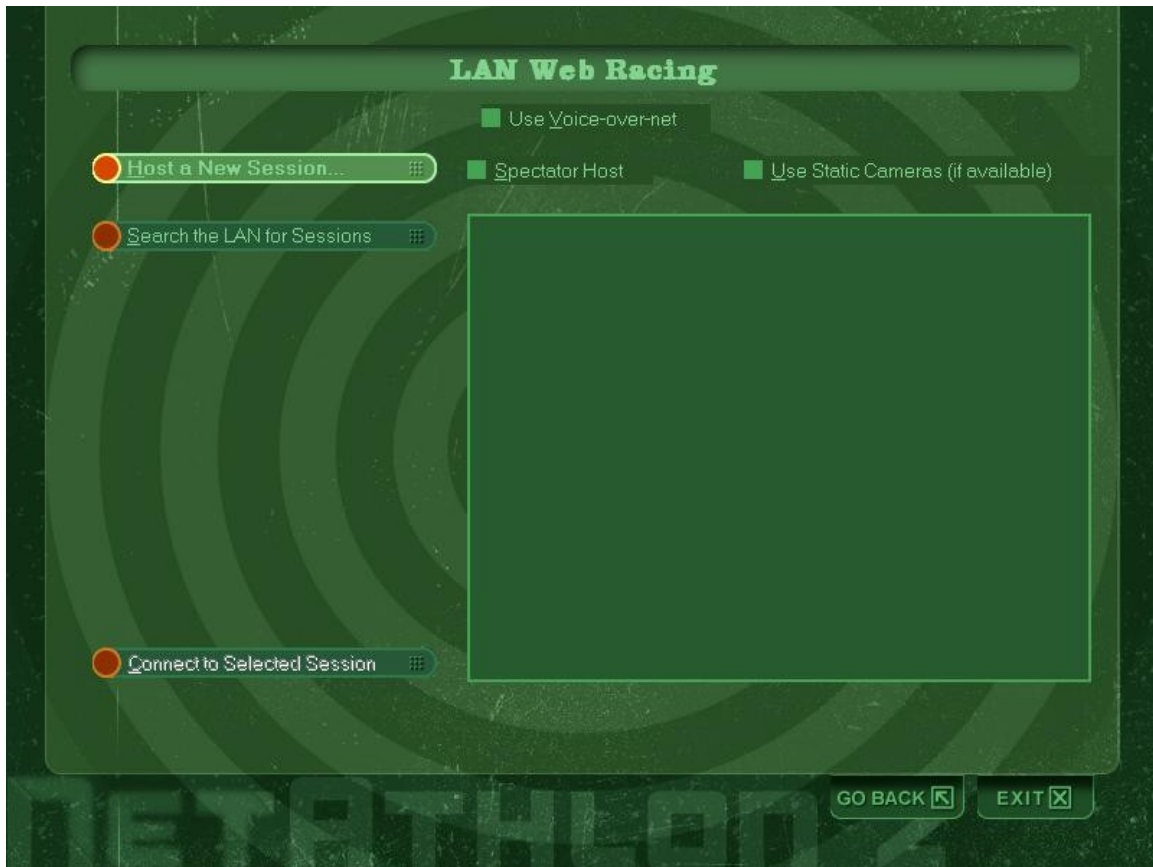
- The course
- The starting point along the course
- The race distance or number of laps
- Whether the Host is a live participant or a spectator
- The camera model used (if the Host is a spectator)

If the Host is configured as a spectator, the Host computer will display the NetAthlon 2 session differently than it does for the Participant computers. The Spectator Host’s camera will always follow the lead rider. If a rider passes the lead rider, the Spectator Host will switch to the new lead rider. The camera model you choose for the Spectator Host determines how the camera follows the lead rider. If “Static Cameras” is enabled, NetAthlon 2 will use static cameras located throughout the course, and the camera that is closest to the lead rider will active (that is, the action will be viewed from the point of view of the camera location). When the lead rider moves away from the current camera location and becomes closer to the next static camera location, the point of view will automatically switch to the next camera’s location. If “Static

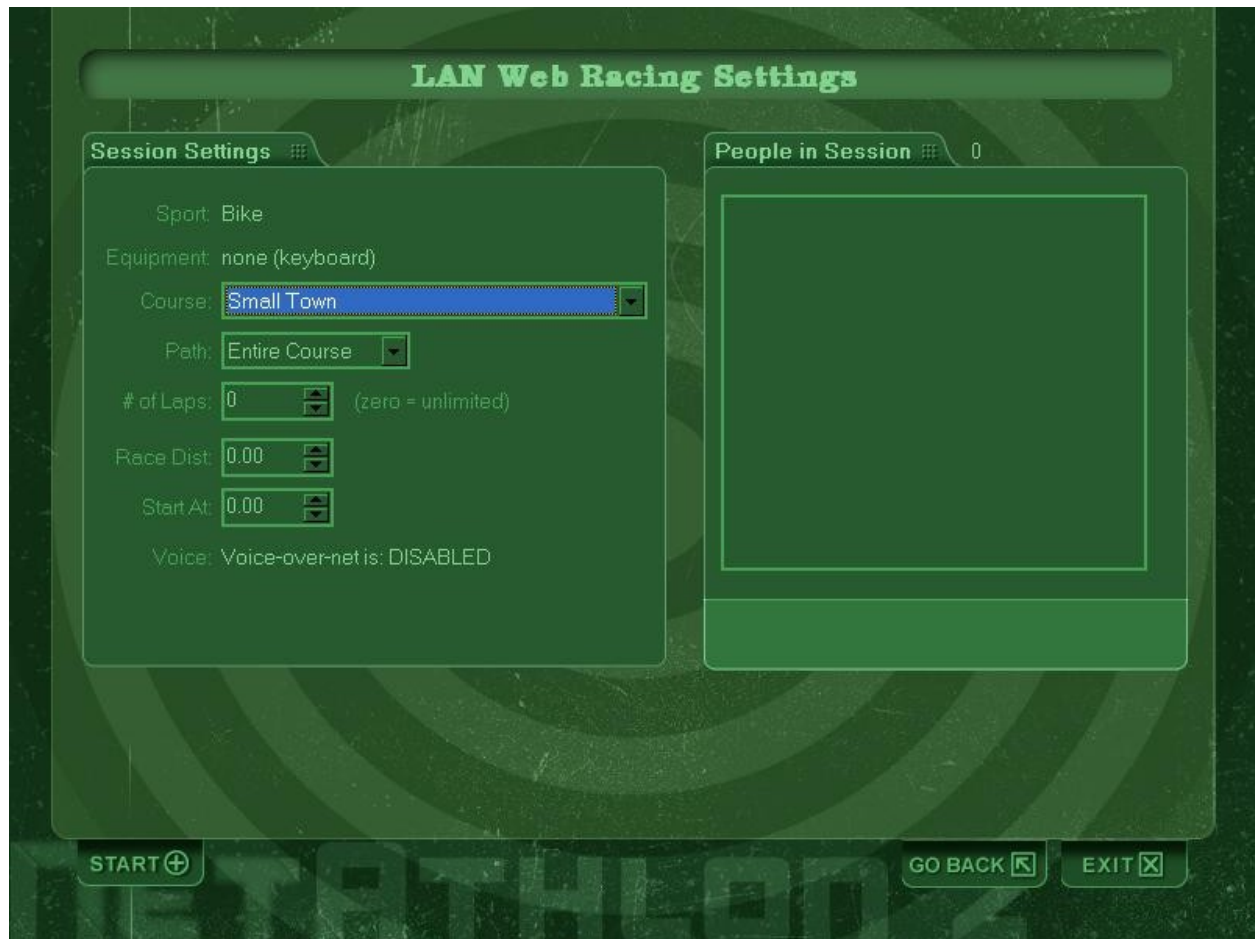
Cameras” is disabled, a floating camera will follow the lead rider. This floating camera will periodically change perspective, as if switching between a camera operator riding a motorcycle and a camera operator riding in a helicopter.

## ***Creating a Session***

- Using the computer designated as the Host, start NetAthlon 2 and click on the LAN Web Racing button.
- The LAN Web Racing screen will appear.



- If the Host computer is a Spectator, check “Spectator Host.” If the Host is a live participant, leave “Spectator Host” unchecked.
- If “Spectator Host” is checked and you want to use the static camera model, check “Use Static Cameras.”
- Now, click on “Host a New Session”. The LAN Web Racing Settings screen will appear.



- Here, you can change any of the setting listed in the Session Settings group.
- As Participants join the session, they will appear in the People in Session list on the right.
- You can start the session at any time by clicking on the START button. You do not need to wait until all Participants join (they can join after you start the session). In fact, you can start the session with no participants.
- When you click on START, NetAthlon 2 will load the course and play the “3, 2, 1, Go” countdown. This will also happen on all connected Participants’ computers.

### ***Controlling the Session***

The Host can do the following during a session:

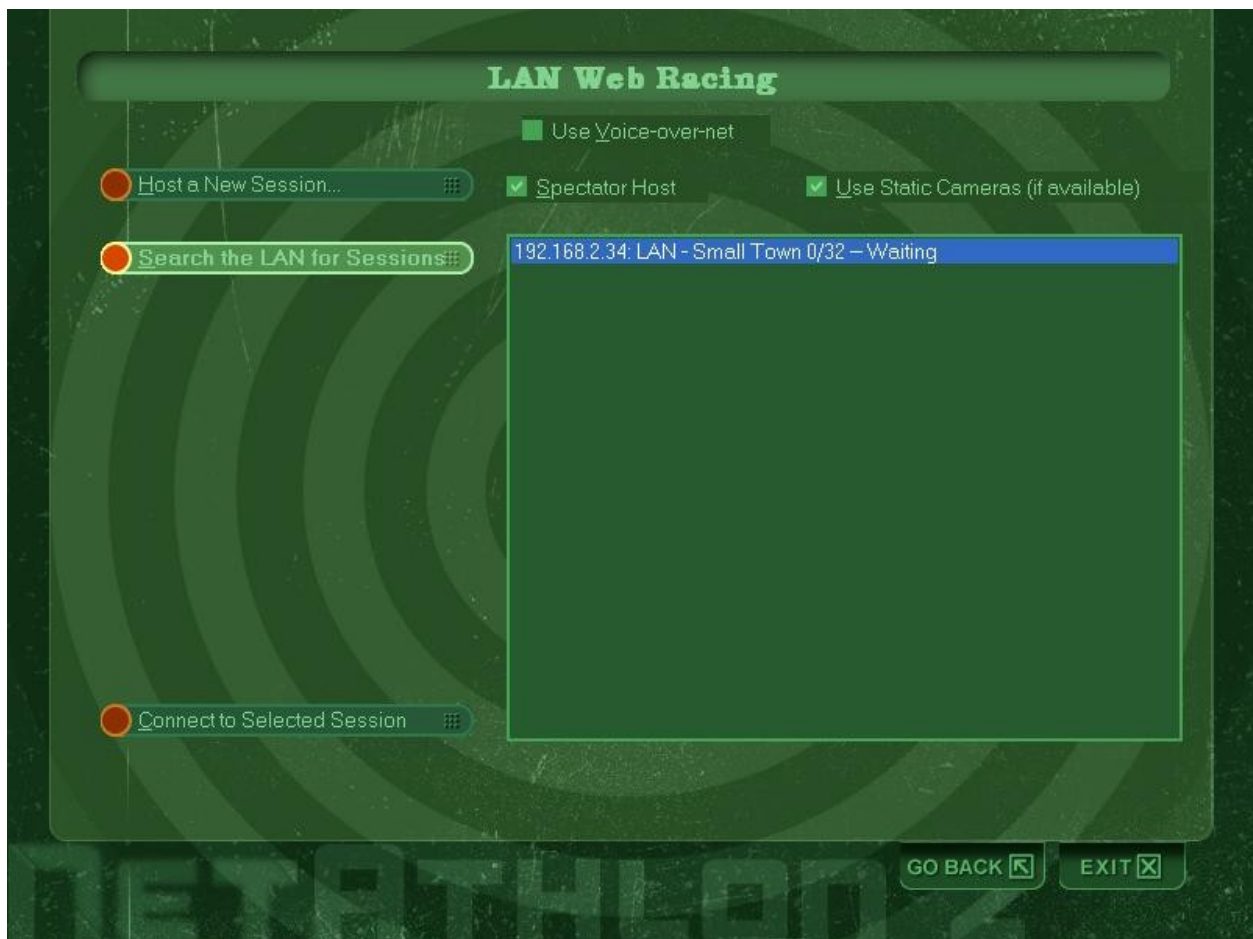
- Restart the session: Press ‘s’ on the keyboard to restart the session. All riders on all computers in the session will automatically transport to the start line, and the “3, 2, 1 Go” countdown will appear on the Host and all Participants’ screens.
- Exit the session: Press <Esc> on the keyboard and the Host and all Participants’ computers will exit the session and return to the NetAthlon 2 main screen.

## Participants

A Participant in the LAN Web Racing session is exactly like a single-player NetAthlon 2 session, except that other riders on screen are other Participants in the LAN session. The only other difference is that a Participant cannot start the session over; only the Host can restart a session. When the Host restarts a session, each Participant's session will automatically restart.

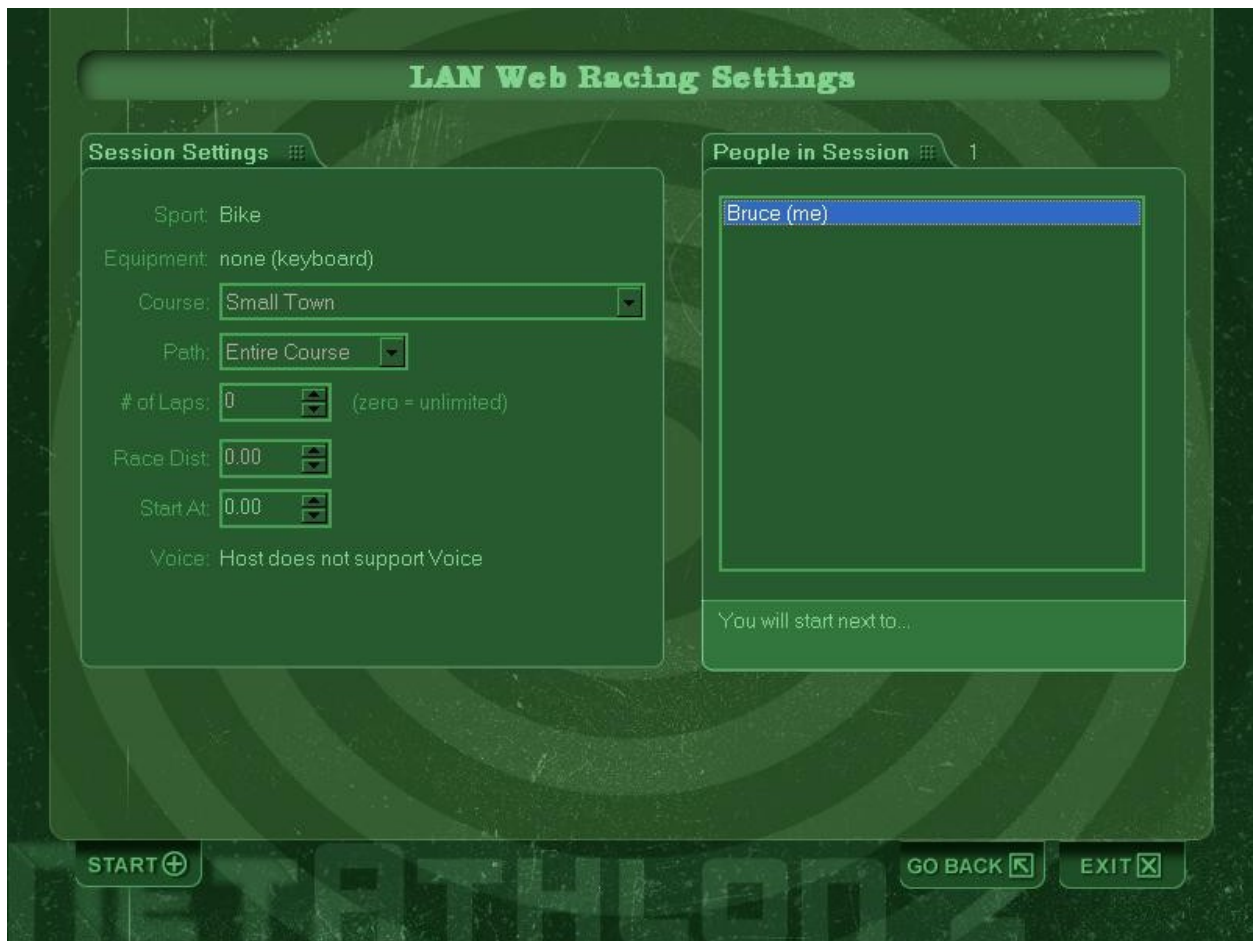
### Joining a Session

- Be sure that the Host computer has created a session.
- Using a computer designated as a Participant, start NetAthlon 2 and click on the LAN Web Racing button.
- The LAN Web Racing screen will appear.
- Click on the Search the LAN for Sessions button. The Host's session will appear in the list on the right.



- The item in the listbox above shows:
  - The IP address of the Host (192.168.2.34)
  - The name of the course ("Small Town")

- The number of participants and the maximum number of participants allowed (0 = number of participants, 32 max participants)
- The session status, either “Waiting” or “In Progress”
- You can join any session listed, even if the session is “In Progress.”
- Select the session to join, then click on Connect to Selected Session.
- The LAN Web Racing Settings screen will appear.



- The items in the Session Settings group contain the Host-configured session settings. Participants cannot change these settings. If the session status is “Waiting”, the Host can change these settings and the new values will automatically appear on Participant’s computer.
- If the session status is “Waiting”, the START button will not appear (the Host will start the session). If the session status is “In Progress”, click on the START button when ready.
- When the session starts, NetAthlon 2 will load the course and play the “3, 2, 1, Go” countdown.