

# Le 1<sup>er</sup> Intégral de Road-Book



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# **Welcome**

Welcome to the **VASCO Compétition user's family.**

*From now the Road-Book that you realize will position the level of your organizations to the top of the technology, thus conferring a new amenity to your itineraries*

This manual reviews all the functionalities of the **VASCO Compétition.**

## ***Warning***

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**VASCO** Compétition Is protected by the laws on industrial copyright and computer piracy. Any copying or use of the software, other than that provided for in the license agreement, is strictly prohibited. Any natural or legal person who does not comply with these provisions will be guilty of the offense of infringement and will be liable to penalties provided for by law.

This software includes an access code protection system. This access code is compulsory after the first 30 days following installation and will not be required once it has been entered for the first time. This personal code will be sent to you by e-mail without any further intervention from you than to return your registration form.

## **VASCO COMPÉTITION usual usage**

The graphical environnement of **VASCO Compétition** is conform to the standard commonly found in applications developed for the Windows.

Here is a reminder of the basics.

### ***Dialog boxes***

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Dialog boxes allow the user to give information and transmit data to the program. Dialogs boxes can be manipulated with the keyboard or with the mouse

#### ***With the mouse***

To select an object (list, button, input, etc.) position the cursor of the mouse on the desired object and click with the left button. The object will then be active (highlighted or highlighted). To select an item from a list and close the dialog box, double-click the selected item. With the keyboard

#### ***With the keyboard***

To select an object, press the  and on the underlined letter (in the title of the object) simultaneously. The object will then be active (highlighted or highlighted). It is also possible to move from one object to another by pressing  ou  + .

To select an item from a list and close the dialog box, press  on the selected item.

### ***Dialog Box Controls***

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Dialogs can contain the following objects (controls): :

#### ***The input fields***

These fields are used to enter values.

#### ***Buttons***

The buttons are used to start an action.

#### ***Checkboxes***

In a square, these boxes allow you to activate or deactivate one or more options simultaneously.

#### ***Options boxes***

Of round shape, these boxes make it possible to specify the choices made in a proposed list. In a list of choices, only an option box can be activated.

#### ***Lists***

List boxes allow you to choose an item from a list, sometimes important. They have an elevator on the right which allows to know at a glance the place where one is in the list. But it is also possible to act with the mouse on the latter to move more quickly.

## ***Mouse usage***

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

















Regarding the use of the mouse, the ***VASCO Compétition*** manual uses the following vocabulary:

<b><i>Action / Purpose</i></b>	<b><i>Meaning</i></b>
<b><i>Pointer :</i></b>	Graphic object, represented as an arrow, according to the movements of the mouse.
<b><i>To point :</i></b>	Action to place the pointer on an object without pressing the mouse buttons.
<b><i>To click :</i></b>	Action to point the object, press the left mouse button and then release immediately.
<b><i>Double clic:</i></b>	Action to point the object and click quickly twice.
<b><i>Click à droite :</i></b>	Action to point and click with the right mouse button.
<b><i>Press :</i></b>	Press and hold the left mouse button.
<b><i>Drag and Drop:</i></b>	Point at an object, press and then move the pointer to the desired position, then release the button.

## The keyboard with **VASCO COMPÉTITION**.

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Regardless the functions of the mouse, some keys on the keyboard have a direct influence on VASCO Competition:

Key	Function
 ou 	Validates the current area and moves to the next field, except for comment fields or this key causes a line wrap.
	Validates the current area and passes to the next zone.
 + 	Validates the current area and returns to the previous area.
	Deletes the current character or selection.
 + 	Deletes the current character or selection and copies it to the clipboard.
 + 	Copies the current character or selection to the clipboard.
 + 	Same previously.
 + 	Inserts the contents of the clipboard before the current position or in place of the current selection.
 + 	Same previously.
 + 	Position the leg on its last line.
 + 	Position the leg on its first line.

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## *Chapter 1*

# *Installation and start-up*

Please, refer to the specific instructions for each delivery, depending of your Windows environment, which have been provided to you.

## ***Installation result***

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When the installation is complete, your computer will have a new directory named Vasco II at the root of the disk C, where you will find all the programs and libraries necessary for the correct operation of the software.

The Vasco II directory itself contains several directories and several procedures that, if they seem interesting, can simply be brought back to your desktop as a shortcut.

To manage your Black and White and Color libraries, 4 process and a program, are provided :

- **VASCO BIB Couleur.bat**  
Sets up the color libraries (it's a rename system)
- **Lance VASCO BIB Couleur.bat**  
Same as VASCO BIB Color but in addition launches the program Vasco.
- **VASCO BIB Noir Blanc.bat**  
On the contrary, this procedure replaces the black and white libraries.
- **Lance VASCO BIB Noir Blanc.bat**  
Same as VASCO BIB Black White but in addition launches the program Vasco.
- **L'utilitaire "VASCOBIB.exe"**  
Makes it possible to organize libraries of pictograms, classifying them in your way.

**Note :** Use the color version only if you can print your Road-Books in color directly on a color printer. With a black and white printer, the colors used will be transformed into levels of gray, sometimes difficult to discern.

This directory also contains several subdirectories:

- **Images**, which contains the image or drawing files that will illustrate the impressions of your Road-Book. Upon delivery, this sub-directory contains some files supplied in the "WMF" format (Windows Metafile).
- **Modeles**, which contains multiple print size files. This subdirectory contains files in "VNS" format (Vasco Navigator Impression): Nothing better than to try them to realize their presentation and use (FIA: genre Rally raid, WRC: kind Rally championship of the world). Another subdirectory called "Printing Model Database" contains much more, gleaned here or there or realized for particular organizations. But, do not forget that the software allows you to make your own formats or modify existing ones to transform them to your liking. In this case, our advice is to duplicate them by changing their name, before any modification to avoid, when updating for example, to replace them with the official versions.
- **Logos**, which contains some official FIA Logos.
- **WRC**, which contains all necessary elements for FIA WRC and ERC printing.
- **Importation Formats**, which contains some examples of route statements that can be directly integrated into your sector and thus automatically create all the lines with the necessary information.



- **PictPers**, which contains the image or drawing templates of "WMF" (Windows Metafile) pictograms. This subdirectory is itself broken down into 11 folders. Each containing all the pictograms relating to a tab.
  - pictper1 = Pistes = Tracks
  - pictper2 = Routes = Roads
  - pictper3 = Voies Express = Expressways
  - pictper4 = Décors
  - pictper5 = Signes
  - pictper6 = Spécial
  - pictper7 = Raid
  - pictper8 = Pistes Grandes = Large Tracks
  - pictper9 = FIA
  - pictper10 = Spécial 2 (Contains as standard the old pictograms of the Tracks with the base point)
  - pictper11 = Special (contains as a standard a selection of pictograms most used in Rally-Raid - selection of Pictper 6 and 7)

Note : you can change the names of the images collections by using the Options menu.

- **Roadbook** : a sub-directory called RoadBook, intended to contain the Road-Book that you will realize. In use, you can create new subdirectories (1 per event) inside the latter.

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## Chapter 2

# VASCO COMPÉTITION

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### Technical Concept

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With **VASCO Compétition**, the management of computerized road-books is based on the following fundamental principles :

- 1 event (race, event, hike, etc.) = 1 Road-Book.
- 1 Road-Book = one or more stages.
- 1 stage = one or more legs (or sectors).
- 1 leg (or sector) = 1 defined segment of the course with precisely defined start and end points. The sector is composed of a succession of events represented linearly which will thus be the particularities of the itinerary.
- A main line, consists of the following information:
  - Partial distance entered or Cumulative distance entered giving : computed partial distance and cumulative distance calculated by the computer;
  - The Main Image representing the topography or orientation event;
  - A free note that can receive text or images;
  - Position coordinates (GPS);
  - WayPoint Name,
  - Latitude GPS,
  - Longitude GPS,
  - Heading,
  - Altitude,
  - Time stamping of the note taking (by the GPS)
  - Point Description (100 characters).
- 1 sector, 1 or more lines can be copied and reintroduced into another sector, another road book, which eliminates recopy errors. On this occasion, the distances are recalculated eliminating another risk of error
- You can insert lines into a sector. Thus, at the last moment, it is possible to amend the Road Book to incorporate this or that detour imposed by a last minute random (again, the automatic calculation of distances will occur) and to reprint the page or pages concerned by the modification.
- The result: is a road-book always precise and impeccable. Even in the middle of the most remote desert, a laptop and a mini printer plugged into the cigarette lighter socket of a car are enough for easy correction of the road books.

## Chapter 3

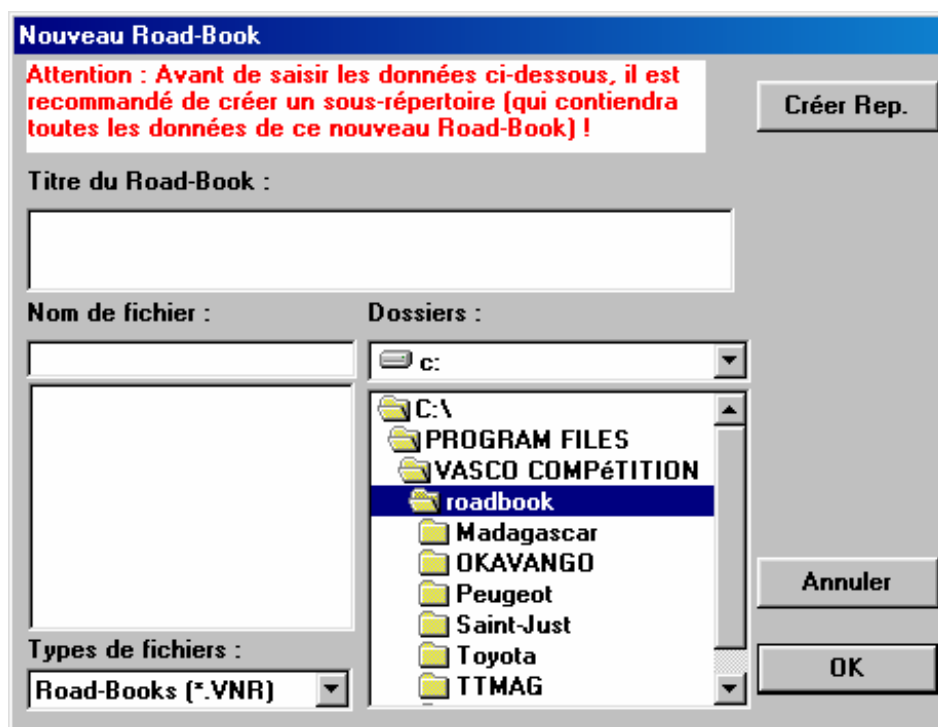
# VASCO COMPÉTITION usage

### *How to create or edit a road book.*

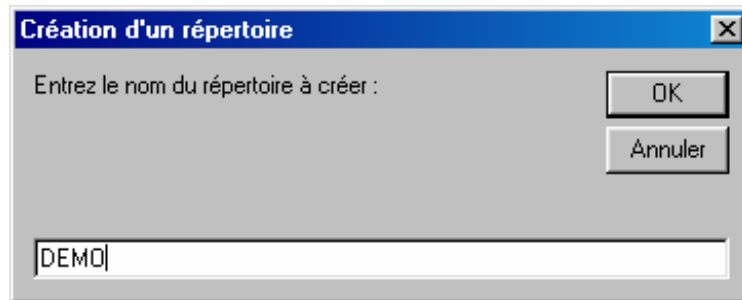
#### 1. *Créate a new Road-Book.*

Click on **Fichier** into the menu bar, and choice **Créer un Road-Book**, or

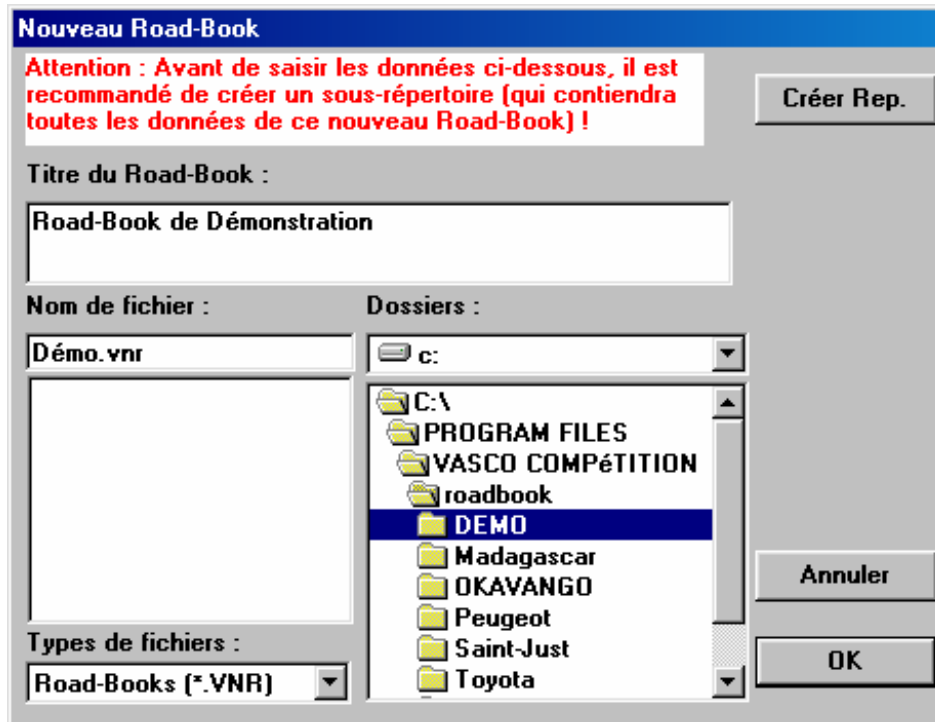
Click directly on the “ White paper sheet ” icon.




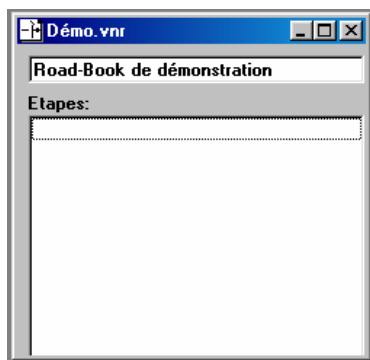
- The Road-Book creation window appears on the screen
- Into the « Titre » area, compose the descriptive title of your event
- Manipulate the list of directories and files to indicate your choice.  
Given the organization of the Vasco files, it is strongly recommended to create a directory by event. This will facilitate your backup procedures and allow you to easily copy your Road-Book to another Computer.
- To do this, highlight the main directory that will contain the new Road-Book (eg roadbook) and use the button **Créer Rep.** as following.




- Type the name you want to give to that route in the File Name window. Be sure to keep the suffix .vnr after the name of your file. This element is decisive for the correct operation of the software.

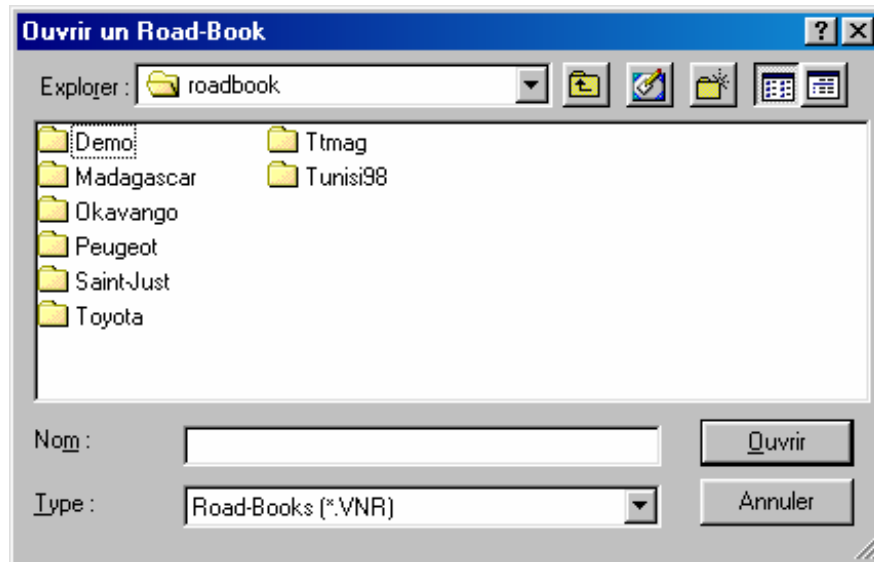


- Click  for creating the Road-Book.
- The (empty) window of the stages (Etapas) appears on the screen, while the general menu bar is adapted to the new context.



## 2. Open an existing Road-Book.

**Click** on **Fichier** into the menu bar, and choice **Ouvrir un Road-Book**, or **Click** directly on the “Open Folder” icon. 




The opening window appears on the screen.

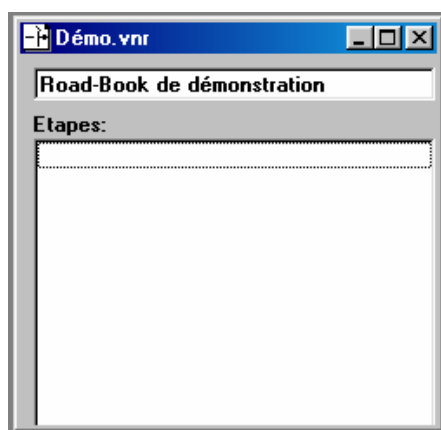
In the list of directories, choose the one that is concerned,

**Double-click** on the folder choosen or **Click** on  for the folder opening.

Then in the Road-Book list, select the name of the one you want to open.

**Double-click** on the Road-Book choosen or **Click** on  pour the Road-Book opening.

The list of the stages appears on the screen, while the general menu bar is adapted to the new context.



**Other Method :** by opening the File menu, the last edited Road-Books list will appear.  
Click directly on the name of the one you want to work to open it immediately.


## Management of the nomenclature of the stages

### 1. Create a new stage.

Click on **Etape** into the menu bar, and choose **Créer**.

The stage creation window appears on the screen. If this is not the first leg of the Road-Book, the Start title (Début) is automatically filled in with the heading Arrival (Arrivée) from the previous step.

#### Note:

We move from one area to another by  or with the mouse pointer.

In the area **Départ de l'étape**, validate the proposal or enter the name of the city or place of departure.

In **Arrivée de l'étape**, enter the name of the city or place where the arrival will take place.

The File Name **nom de fichier** (with the suffix VNE) is managed automatically. Although the user can intervene as he wishes, it is strongly advised not to modify what the software proposes. Do not give the name of an already existing stage file because it may be lost, destroyed by the creation process (In this case, Vasco will warn you by an error message).

- Choose the **précision** which defines the type of entry you want to use for this stage.
  - With 3 decimal, the distances will be expressed in meters or thousandths of a mile
  - With 2 decimal, the distances will be expressed in decameters or hundredths of a mile
  - With 1 decimal, the distances will be expressed in hectometers or tenths of a mile


**Note :** This choice is only for printing and is not definitive, it will be possible to change it at any time because the entry always includes 3 decimal (not obligatory: ex 1.27 = 1km270).

- Into **Saisie**, Specify the type of distance you are going to use.
  - **Cumulée**, You will enter for each new event (line) the cumulative distance from the start;
  - **Partielle**, You will enter the distance between this event and the previous event ;

**Attention** choose this parameter according to your work habits, because a stage started in Cumulative mode will be difficult to transform into Partial mode and vice versa.

**Nota:** The default of these two parameters is adjustable in the general tab of the software options.

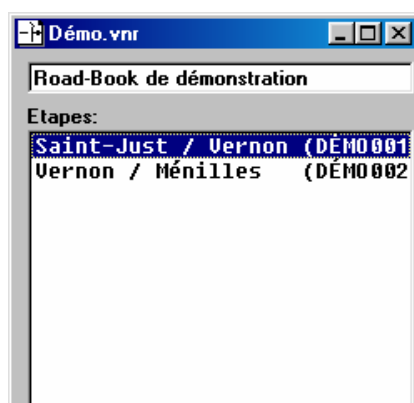
In **Horaires**, enter the start time of the stage, the arrival time and the duration, in hours and minutes under format xx h xx. None of these concepts is mandatory. This information can be printed (if desired) depending on the print model used (see **Appendix A1** - Printer Model Settings).

In **Illustration de l'étape**, specify the name of an image file (in WMF, JPG or BMP format) that can be printed on the cover page of the stage. If you do not know the name of this file, use the button. . Only print templates that specify where to print these images will make them appear.





Click on  to validate the stage.

## 2. *Change the order of the stages in the list.*

For reasons peculiar to each one, a stage must be change place in the logical order of the unfolding of the manifestation.



Click on the line for wich stage you want to change.

The **highlighted** stage can be moved using either the  +  or  +  keys, or by using the **Vers le haut - Up** and **Vers le bas - Down** functions in the menu **Étape / Déplacer**.

## 3. *Edit stage information or delete a stage.*

Click on the line for wich stage you want use.

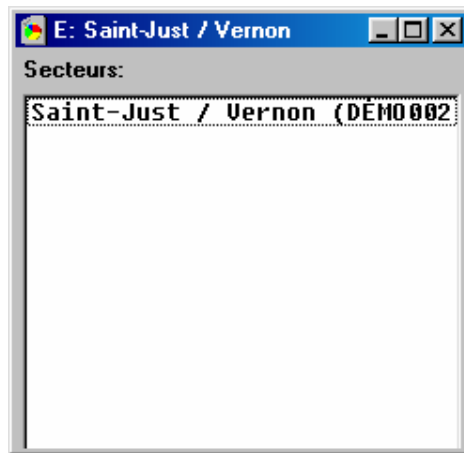
In the **Étape** menu, click on Modify - **Modifier** ou Rename - **Renommer** to change the stage information. Click **Supprimer** to remove it from the list.

*A right click in the list of steps allows to display a context menu, regrouping all these actions.*

**4.        *Open an existing stage.***

***Double-Click*** on the line regards the wanted stage.

The window of the sectors making up the stag appears on the screen, while the general menu is adapted to the new context.



**Note :** By clicking on the right edge of this window it is possible to enlarge it in order to see all the information displayed (name of the files and version of the software that created them).

***Steps and sectors created with version 2.10 or later can not be opened with an earlier version (while the reverse is possible, since uplink compatibility is preserved).***



## Managing Sectors Nomenclature.

*Note : A step must previously be opened*

### 1. Create a new sector.

Click on **Secteur** into the menu bar, and choose **Créer**.

The area creation window appears on the screen. The Start (**Départ**) is automatically filled in with the title **Départ** of the stage or the arrival (**Arrivée**) of the previous sector.

In **Départ de l'étape**, validate the proposal or enter the name of the city or place of departure.

In **Arrivée de l'étape**, validate the proposal or compose the name of the city or place where the arrival will be.

the **Nom de fichier** (File name with suffix VNS) is automatically given. Although the user can intervene as he wishes, it is strongly advised not to modify what the software proposes. Do not give the name of an already existing sector file because it may be lost, destroyed by the creation process (In this case, Vasco will warn you by an error message).

In **Précision** : Choose the **précision** which defines the type of entry you want to use for this sector. Same Stage Menu

**Note** : This choice is only for printing and is not definitive, it will be possible to change it at any time because the entry always includes 3 decimal (not obligatory: ex 1.27 = 1km270).

In **Saisie**, Specify the type of distance you are going to use.

- **Cumulée**, You will enter for each new event (line) the cumulative distance from the start;
- **Partielle**, You will enter the distance between this event and the previous event ;

**Attention** choose this parameter according to your work habits, because a stage started in Cumulative mode will be difficult to transform into Partial mode and vice versa.

**Note:** The default of these two parameters is adjustable in the general tab of the software options.

In **Horaires**, enter the start time of the stage, the arrival time and the duration, in hours and minutes under format xx h xx. None of these concepts is mandatory. This information can be printed (if desired) depending on the print model used (see **Appendix A1** - Printer Model Settings).

In **Section N°** , enter the FIA section number.


In **Spéciale N°** , Enter the Fia Selective number.


In **Case départ, Case Arrivée, Case stop** , enter the line numbers of the sector (after realization) so as to isolate a timed part of the sector. This is the case where the sector is plural and also includes a link part. These indications will enable the printing system to bring out the timed part through a graying of the distance zones.

**Note** : This is only used for the World Rally Championship. For that, you must validate the field "FIA Normalisation WRC" in the **Option Menu**

In **Record 1, 2 et 3**, enter The previous records (in text mode) known (If wanted).

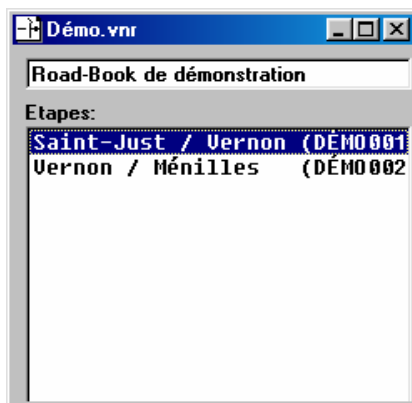
In **Initialisation du compteur de pages**, enter the page number printed on the first page of the area. This allows you to insert scans of maps, illustrations, graphics.

In **Illustration du secteur**, specify the name of an image file (in WMF, JPG or BMP format) that can be printed on the cover page of the stage. If you do not know the name of this file, use the button. . Only print templates that specify where to print these images will make them appear.





Click on  to validate the sector.

## 2. *Change the order of the sectors in the list.*

For reasons peculiar to each one, a sector must be change place in the logical order of the unfolding of the manifestation.

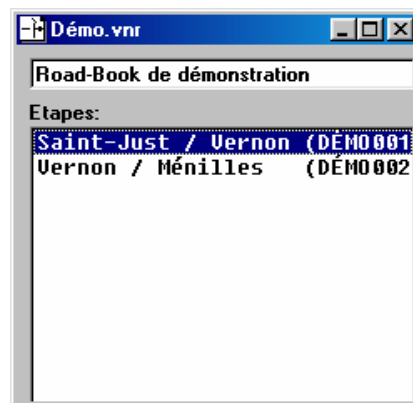


Click on the line for wich sector you want to change.

The **highlighted** sector can be moved using either the  +  or  +  keys, or by using the **Vers le haut - Up** and **Vers le bas - Down** functions in the menu **Secteur / Déplacer**.

### 3. Change the order of the stages in the list.

For reasons peculiar to each one, a stage must be change place in the logical order of the unfolding of the manifestation.



**Click** on the line for wich stage you want to change.

The **highlighted** stage can be moved using either the **Shift** + **↑** or **Shift** + **↓** keys, or by using the **Vers le haut - Up** and **Vers le bas - Down** functions in the menu **Étape / Déplacer**.

### 4. Edit sector information or delete a sector.

**Click** on the line for wich sector you want use.

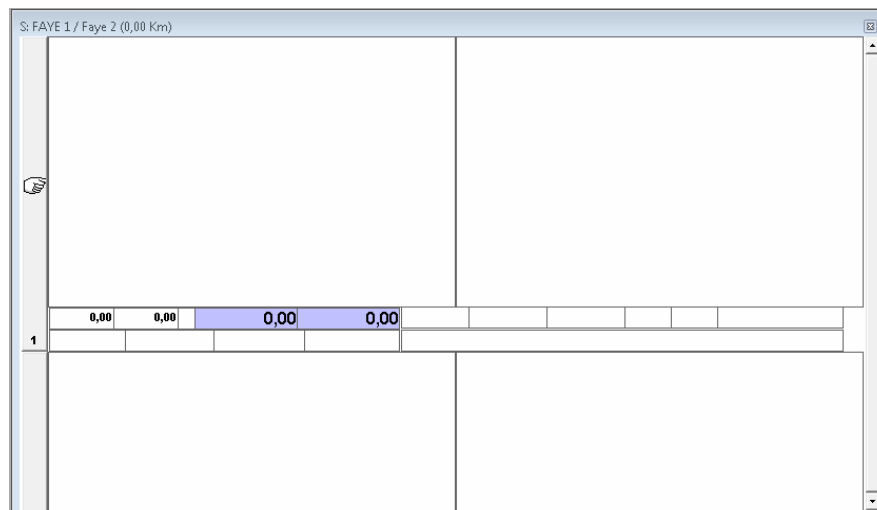
In the **Secteur** menu, click on Modify - **Modifier** ou Rename - **Renommer** to change the sector information. Click **Supprimer** to remove it from the list.

*A right click in the list of sectors allows to display a context menu, regrouping all these actions.*

### 5. Open an existing sector.

**Double-Click** on the line regards the wanted sector.

The window of the sectors appears on the screen, while the general menu is adapted to the new context.

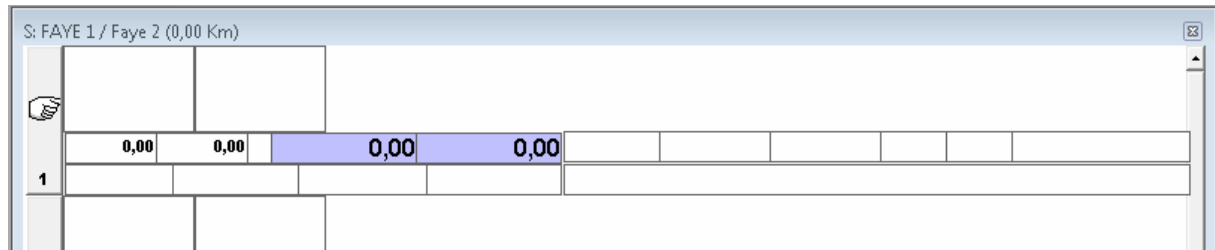


**IMPORTANT** : With **Vasco Compétition**, There is a rule of ratios between the height of the lines and their width. If these reports are not the same in the Road Book file and the printing model you want to use, the drawings will be automatically re-matched to the size of the print model. This can causes sometimes some heavy deformations.

## **IMPORTANT**

*Before you start creating the first line of the first sector of your Road-Book, it is imperative to define the reporting rule. By doing so at a later stage, you may modify the proportions of the drawings already made with results sometimes surprising but still inappropriate.*

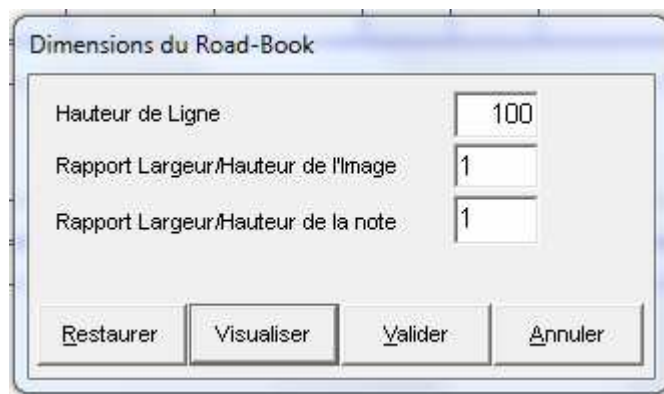
When you open the first area of a road-book in creation, you will get a work surface like this:



The area is open (you have the Road-Book's working screen in front of you), but the width / height ratios are set according to the automatic initialization rules to 1/1.

**Click** on a line then on **Fichier** in the menu bar, Then choose **Dimensions du Road-Book**.

The following windows appears.

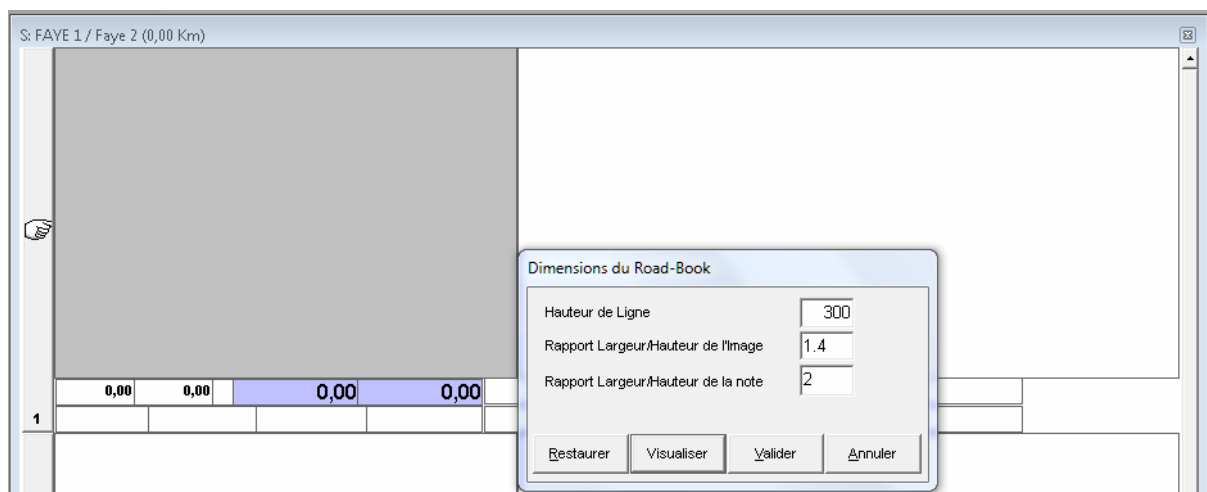


In **Hauteur de Ligne**, validate the proposal or compose the value you want. This value is only used by the screen display module and indicates only the height of the lines displayed. It is therefore independent of the print model. It adjusts the size of the work area assigned to each line on the screen. A value of 200 can be used to display 3 whole lines, while having a sufficient working surface on most screens. On the most modern screens, a value of 250 to 350 gives even more comfort.

In **Rapport Largeur/Hauteur de l'image**, you will enter the sizing rule of the **Image** part of each row.

In **Rapport Largeur/Hauteur de la Note**, you will enter the sizing rule of the **Note** part of each row.

**Note** : these two values establish the dimensioning rule that should be retained in the selected printing model.



The 2 value means that the line is twice as wide as it is high.

In absolute terms, nothing imposes that the two windows have the same dimensions,  
only the federal rules will impose a choice impossible to circumvent.

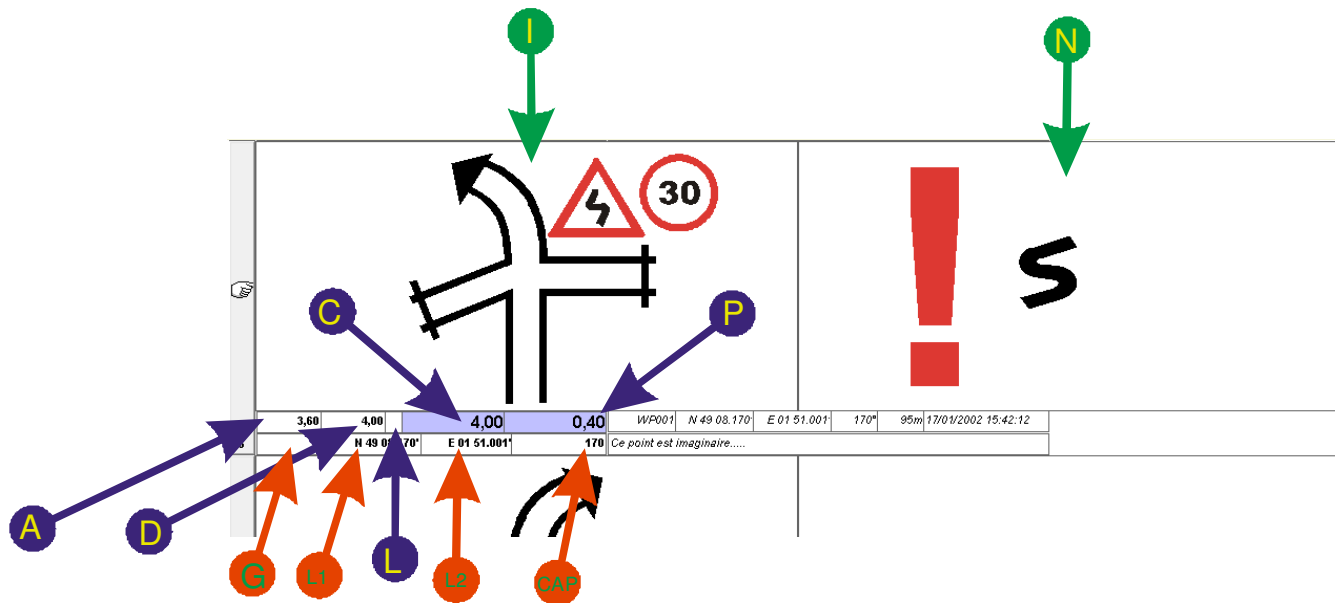
**The Print Templates supplied comply with the following rules:**

In WRC Rally - ERC: Images and Notes at 1.5

In Rally-Raid: Images and Notes to 1,4

## Creating / Modifying the detail of a Sector.

1. The workspace of the Road-Book lines in the sector is as follows:



### The workspace consists of several distinct areas:

- I** This is the area where you will compose the diagram explaining the represented event.
- N** This is the area where you will indicate the characteristics and specify the precautions to be taken at the beginning of the represented event.
- A et D** Are the areas for entering distances.  
Their operation varies according to whether one has decided to enter the **Cumulée** - cumulated or **Partielle** - partial distances.

### Mode « Distance Cumulée ».

- A** In that mode, the accumulated distance of the previous box is carried over automatically. You will not have to retouch, except in case of cumulation (for example: after a distance traveled unnecessarily during the reconnaissances).
- D** In that mode, this is where we will enter the new cumulative distance at this Road-Book level.

### Mode « Distance Partielle ».

- A** In that mode, this area is unemployed.  
So, it must always be zéro.
- D** In that mode, this is where we will enter the distance between that line by the previous one.
- C** **Computed area.** Gives the new cumulative distance. By the way, it is the sum of the partial distances from the sector beginning.

- **P** **Computed area.** Gives the partial distance computed.

**Note :** By *clicking* on one of the grey areas **C** or **P**, you will open the special drawing workarea.

- **L** When an event is particularly difficult to represent, it is possible to cause the merging of two consecutive lines, provided that the same value has been entered in the zones L of the two lines concerned. In this case, the printing system will react differently and will not draw separations between the two illustrations.
- **G** If that area contains the word « GPS » (before the note area contains anything), **Vasco Compétition** automatically will insert the latitude (L1) and Longitude (L2) when going to the special pictures workarea. (click **C** or **P**).
- **L1** enter the latitude coordinates (text mode) for automatic insertion (see above).
- **L2** same for the longitude coordinates.
- **CAP** For entering the Heading or the Course.
- The 7 following areas are basically intended to receive information from route reports (see points import), but can still be entered and even printed according to certain models.  
They include:
  - The name of the point,
  - The latitude and longitude,
  - The course followed,
  - The altitude,
  - The timestamping by the GPS of the point take,
  - A 100 characters description (in print this description will be automatically censored according to the space you will set for its layout).
- **Nota :** Several sectors can be opened simultaneously. In this case, the windows will overlap one another. To activate a window, click anywhere on the desired window.

## 2. ***How to Enter a Line in Cumulative Entry Mode.***

*For the following operations, the keyboard will be used instead to enter and move the action from one box to another.*

The **input cursor** is positioned automatically in **A**. For the first line of the step, the value must logically be zero, unless otherwise specified by you. In the latter case, enter the initial cumulative value that you assign to this box (that is, the cumulative value reached on arrival in the previous box).

Descend in the second line by **Down Arrow** or **ENTER**.

Enter in **D** the cumulative mileage (in km or miles) corresponding to the arrival in this box.

Descend in the following line by **Down Arrow** or **ENTER**.

You can see that the computed distance zones (**C** and **P**) have been calculated.

### 3. Procedure for entering a line in partial distance capture mode.

The input cursor is automatically positioned at **A**. This field on the first line is not useful.


Descend in the second line by **Down Arrow** or **ENTER**.

Enter in **D** the partial mileage (in km or miles) corresponding to the arrival in this box.

Descend in the following line by **Down Arrow** or **ENTER**.

You can see that the computed distance zones (**C** and **P**) have been calculated.

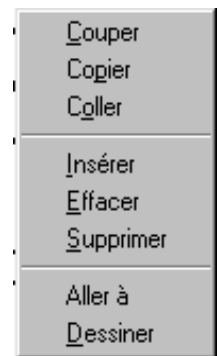
### 4. Menu for editing a line.




Each line in a sector behaves as an entity in its own right. It can be selected by a simple **click** of the mouse on its number. To select multiple lines, simply **click** on the number of the lines concerned or **click** on the number of the first line and the number of the last line in conjunction with the  key pressed. To cancel the selection, simply **click** on the contents of a line. The Line menu in the menu bar provides several actions.

This menu is also displayed if you click on the right, the cursor positioned on the line to be edited.

Ce menu propose les actions d'édition habituelles des logiciels sous Windows.

Deletes the current row or selection, but retains it in the clipboard so that it can be reused in another circumstance. The contents of the clipboard will be lost if the cut function or the copy function



- **Couper :** Deletes the current row or selection, but retains it in the clipboard so that it can be reused in another circumstance. The contents of the clipboard will be lost if the cut function or the copy function. The contents of the clipboard will be lost if the cut function or the copy function is used again. You can also use the  button
- **Copier :** Copy the line or the selected lines into the clipboard.  
You can also use the  button.
- **Coller :** Copy the clipboard content in as many rows inserted before the current row if there are no rows selected. If some lines are selected, the contents of the clipboard is copied into the selected lines (if the paste reception area does not have enough lines VASCO will indicate the anomaly and suggest inserting the missing lines).  
You can also use the  button.
- **Insérer :** Inserts one or more rows in front of the first selected row (the number depends on the number of rows selected). If no line is selected, this function inserts a line in front of the current line.
- **Effacer :** Erases the contents of the current line or selection. The distance zones are reset to zero
- **Supprimer :** Delete the current line or the current selection.  
**Attention :** No cancellation of this action can be undertaken after the event.




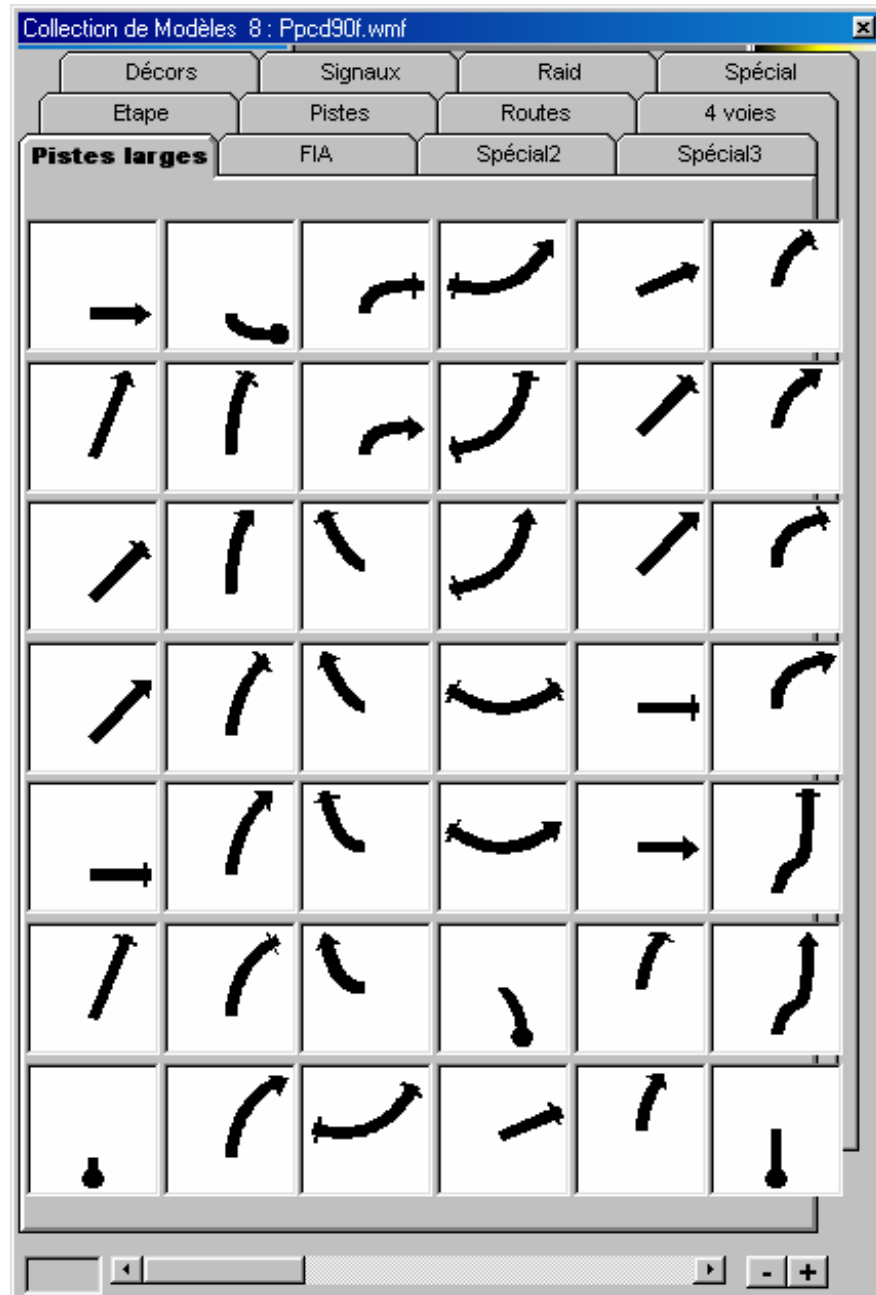
- **Aller à :** Displays a dialog box for entering the line number to be reached.
- **Dessiner :** Displays the drawing workarea positioned on the selected line.

**Note :** By *clicking* on one of the grey areas **C** or **P**, you will open the special drawing workarea.



##### 5. *The graphic representation of the orientation event.*

To carry out this function, the window of the pictogram libraries must be opened beforehand, if not already done.

To do this, *click* on the  button. the window of the pictogram libraries will be opened.



**Note:** This window may appear in different ways. You will judge alone of the interest of presenting it in width or height and of this or that dimension.

You can also change the size of the pictogram display by pressing the  and  buttons. The horizontal elevator allows you to move around the library to display hidden drawings to the right or left.

The **VASCO Compétition** pictogram libraries Is in perpetual evolution, so we will not attempt to detail the contents of the various tabs, but nevertheless approach their classification system.

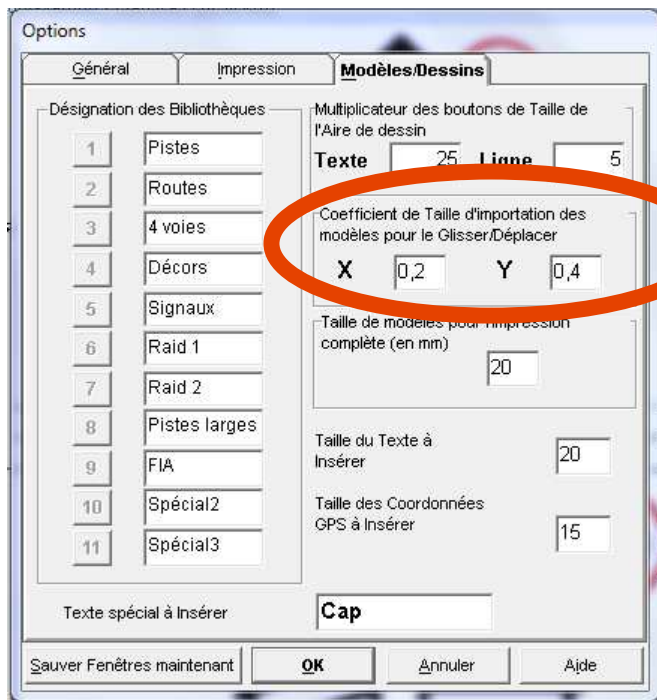
If you wish to observe the details of a pictogram, a simple right *click* on the pictogram will show it in full page. Another *click* will close it.

- « *pictper1* » **Pistes :** Contains pictograms to use in case the route is confronted with an event that involves paths or tracks.
- « *pictper8* » **Pistes Grandes :** Contains pictograms to use in case the route is confronted with an event that involves paths or tracks. This the same that the previous one, but the C'est la même bibliothèque que la précédente, but the thickness of the line of the drawings varies from 1 to 4.
- « *pictper2* » **Routes :** Same for secondary or national roads with two or three lanes.
- « *pictper3* » **4 Voies :** Same for the express ways with 4 lanes and the motorways.
- « *pictper4* » **Décors :** Contains the pictograms to be used to punctuate your itineraries of indications on the decoration surrounding each event.
- « *pictper5* » **Signaux :** Contains the pictograms to be used to punctuate your itineraries of indications relating to road safety and information intended to describe the important points of orientation, sports activities or practical or tourist information.
- « *pictper6* » **Raid :** Same as above, but relating to the conventional annotations of Rally-Raids.
- « *pictper7* » **Spécial :** Contains pictograms made to measure for a particular user and in particular the organizers of Rallyes-Raids.
- « *pictper9* » **FIA :** Contains the panels and abbreviations commonly used by the World Championship rallies.
- « *pictper10* » **Spécial 2 :** Same as the Tracks tab but with the old representations featuring a point at the bottom of the vertical arrows.
- « *pictper11* » **Spécial 3 :** Contains as a standard a selection of pictograms most used in Rally-Raid - selection of Pictper6 and 7).
- **Étape :** Throughout the realization of your Road-Book, images and notes will enrich this collection. So to take a drawing already realized in the same step, nothing more simple than to browse this library and to select the desired drawing.

**Note :** The names "pictper" given in italics are the names of the directories assigned to contain the pictograms of these libraries.

To use a pictogram, either **double-click** on the pictogram to make it appear full frame in the area used, or **click and hold the click**, then drag and drop it to the area you want it.

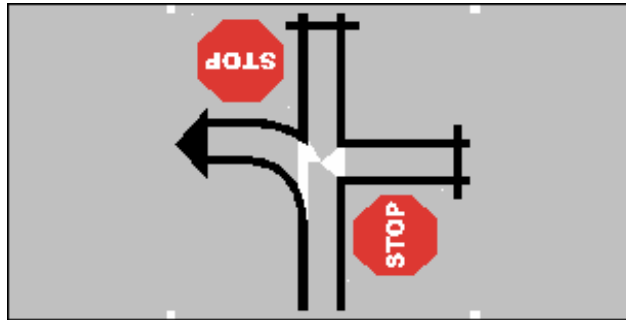
In this latter case, the dimensioning of the resultant pictogram is reduced and respects the rules set in the software options and calculated so that it also respects the ratio rules Height / Width. No type of box is attached to a type of pictogram, but generally the pictogram that represents the event of the route is placed in the **I** box (Image), while the event is annotated in the box **N** (Note).



To adjust the dimensions of the pictograms when dragging: Move, the import coefficients must be set in the parameters of the Options. Still less than 1 (these are reduction coefficients) X is the height and Y is the width.

6. *Drawing a picture.*

*General Concept :*



When you want to work on a square of the Road Book, just click the gray. This means that it is selected and all the actions that we are going to undertake will relate to it.

The white areas that appear sometimes are not due to chance. Specific rules exist: The two or four small white squares are called "Centering pads" and it is thanks to them that VASCO will allow you to build a complex drawing without the need to move the components To which you will have appealed. The white areas arranged randomly in the drawing corpus correspond to erasure points, making it possible to obscure certain parts of the superimposed patterns which could be troublesome to the reading.

### *Drawing an event :*

First select the check box to be used. The following information applies to both the Image box and the Note box depending on which part is selected (grayed out).

**Double click** on the first pictogram. It appears "full frame" in the box.

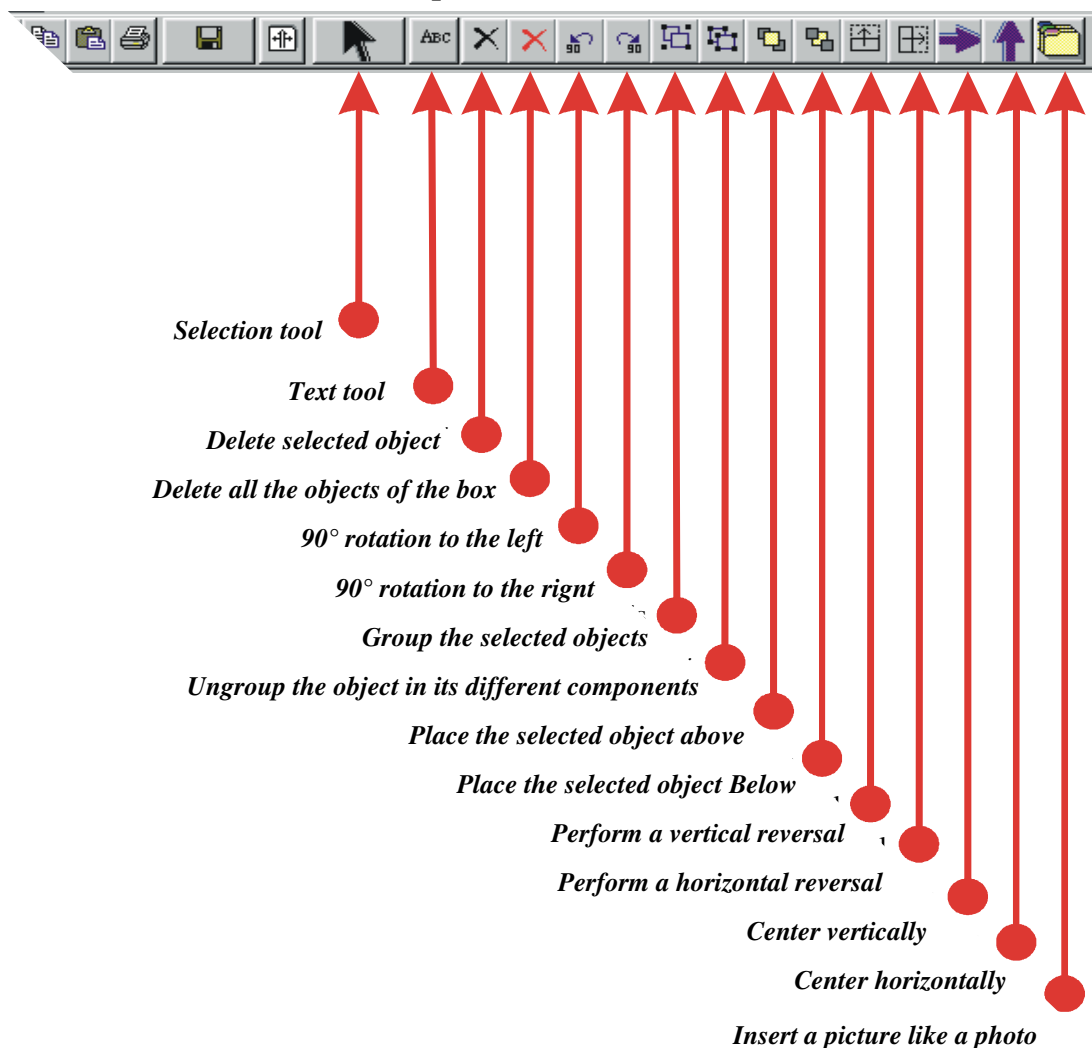
**Double-click** another pictogram to continue your drawing and see how it is automatically placed in the right place (except sometimes the curved drawings).

To insert a signal or scenery (which must be smaller than the main drawing), **click** on the desired pictogram and **drag and drop** it to the right place.

Use the tools on the toolbar to work with the selected component.

### *Tools in the "Special Drawing Workarea":*

**In order to select a component, first use the selection tool.**

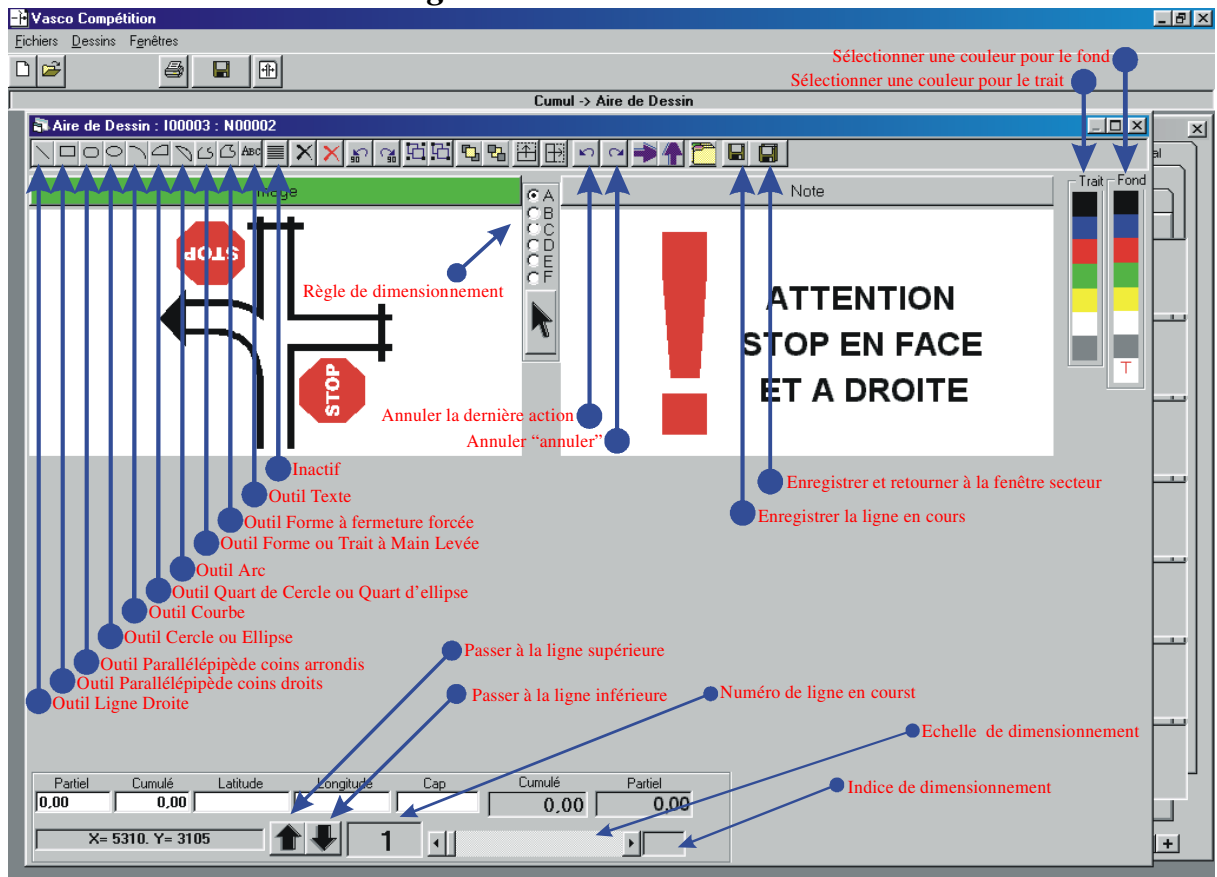


The Text tool sizes the composed text according to the setting specified in the display options.

If a component appears at a different location than the one you want, use the Vertical or Horizontal Flip tools or the Left or Right Rotate tools.

If you want to work your drawing more comfortably or use extended functions, use the drawing area. To do this, simply click on one of the gray areas **C** or **P** to open the drawing area.

### ***Tools in the "Drawing Area" window:***



The Drawing Area window also allows you to enter a complete Road-Book line. All data are accessible and modifiable (distances included).

L'importation de pictogrammes obéit aux mêmes principes que la fenêtre Secteur.

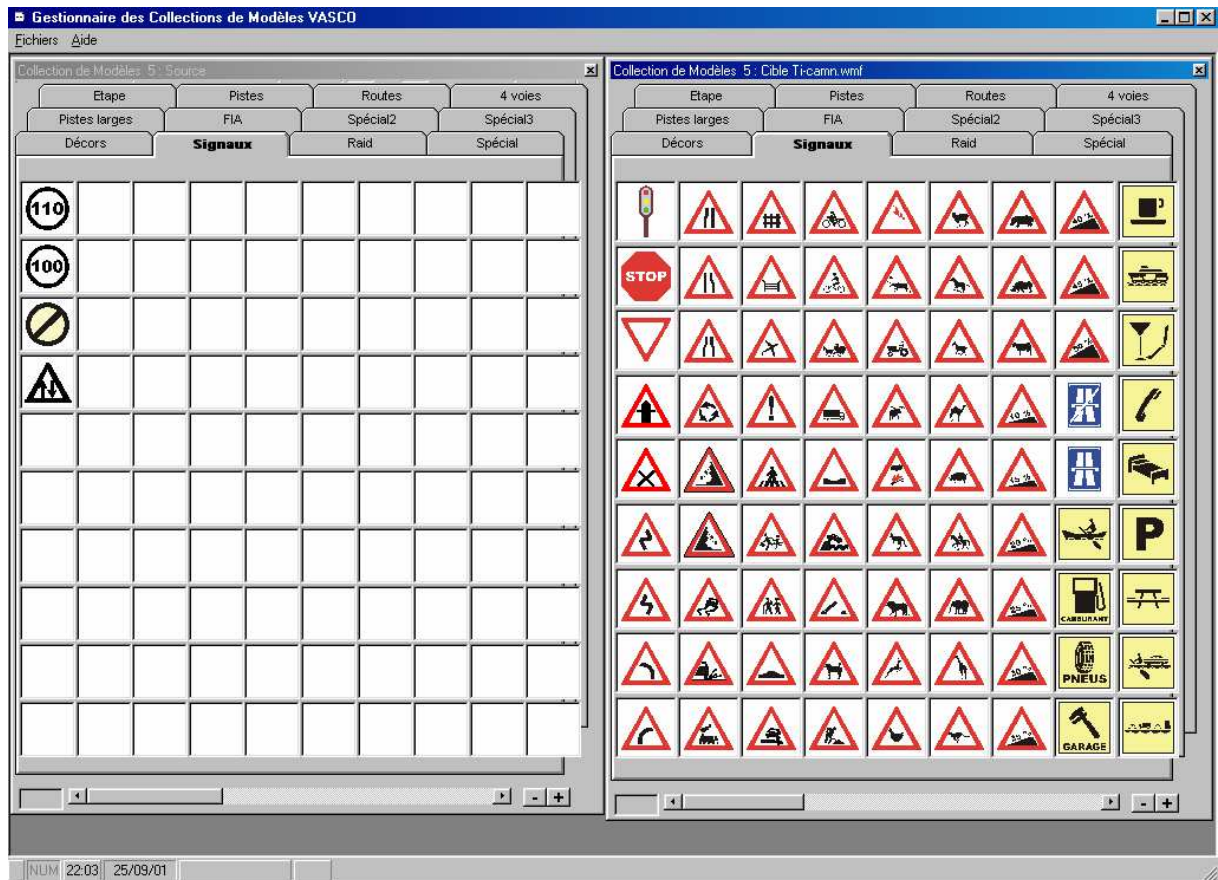
In the image above, only the tools specific to this window have been materialized. The common tools have not been explained.

### **Advice:**

- *by using the Text tool, if you move the mouse down while positioning, everything will be normal, by moving the mouse upwards you may not see the text hit or see it positioned upside down.*
- *To select the text without a hit, click on the upper right.*

### Customize the pictogram collections.

At any time, on the *Fichier* menu you can activate the « **Gestionnaire des collections de modèles** » function or request the execution of the "VASCOBIB.exe" program which opens the following work plan:



The left part (**Source**) corresponds to the models not yet used or deliberately removed from the usual models.

The right part (**Cible (Target)**) part corresponds to the final library used by **VASCO Competition**.

The *Fichier* menu offers different possibilities:

- **Afficher les dessins non sélectionnés** or **Afficher tous les dessins** : these two menu items are contradictory (one or the other) and refer to the Source part. By selecting "all files", the selected drawings will appear in the two areas of the screen. On the other hand, with the option "drawings not selected", drawings not yet selected will appear.
- **Options**: Allows you to rename the filing system tabs.
- **Récupérer les nouveaux modèles** : Once new designs have been created, they will not always be displayed. Then use this function and you will see them in the Source section.

## 2 *Select a pictogram to show it in the collection:*

To select a pictogram, simply **click** on the drawing in the **Source** part and drag-and-drop it in the **Cible** (Target) part. If you want to position the pictogram in a specific place, there are two methods:

- By **dragging and dropping**, position the cursor as a sheet of paper on the box that you want to contain the selected drawing;
- Later, **click** on the pictogram to be moved and **drag-and-drop** position the cursor in the form of a pictogram on the gray line separating the two boxes between which you want it to incite. The latter solution allows you to classify your library according to your work habits.

## 3 *Unselect a pictogram:*

Conversely, to deselect a pictogram, simply click on the drawing in the Target part and drag-and-drop it in the Source part.

## 4 *Exit this fonction :*

By **clicking** on the cross at the top left of the working window or by pressing the **Quitter** function on the **Fichier** menu, the system will terminate the classification session. If it is necessary to do so, it will propose to save your changes.

## 5 *Add a pictogram :*

To add a pictogram, there are different methods, but the easiest way is to use the Road-Books editor in the "Drawing Area" function.

If it is desired to create pictograms of regulatory dimensions, care will be taken to create a pseudo Road Book by setting the dimensions to 1 on 1 for the Height / Width ratio.

By working on one line of this pseudo Road-Book, create the drawing you want to create, then from the **Fichier** menu, select the « **enregistrer comme modèle** » option corresponding to the library you want to enrich.

**Reminder:** The libraries "Special2" and "Special 3" are devoted to you and are intended to collate your own pictograms.

Afterwards, go to the Template Collections Manager and, after retrieving the new templates, you just have to organize your libraries with the newly created elements.

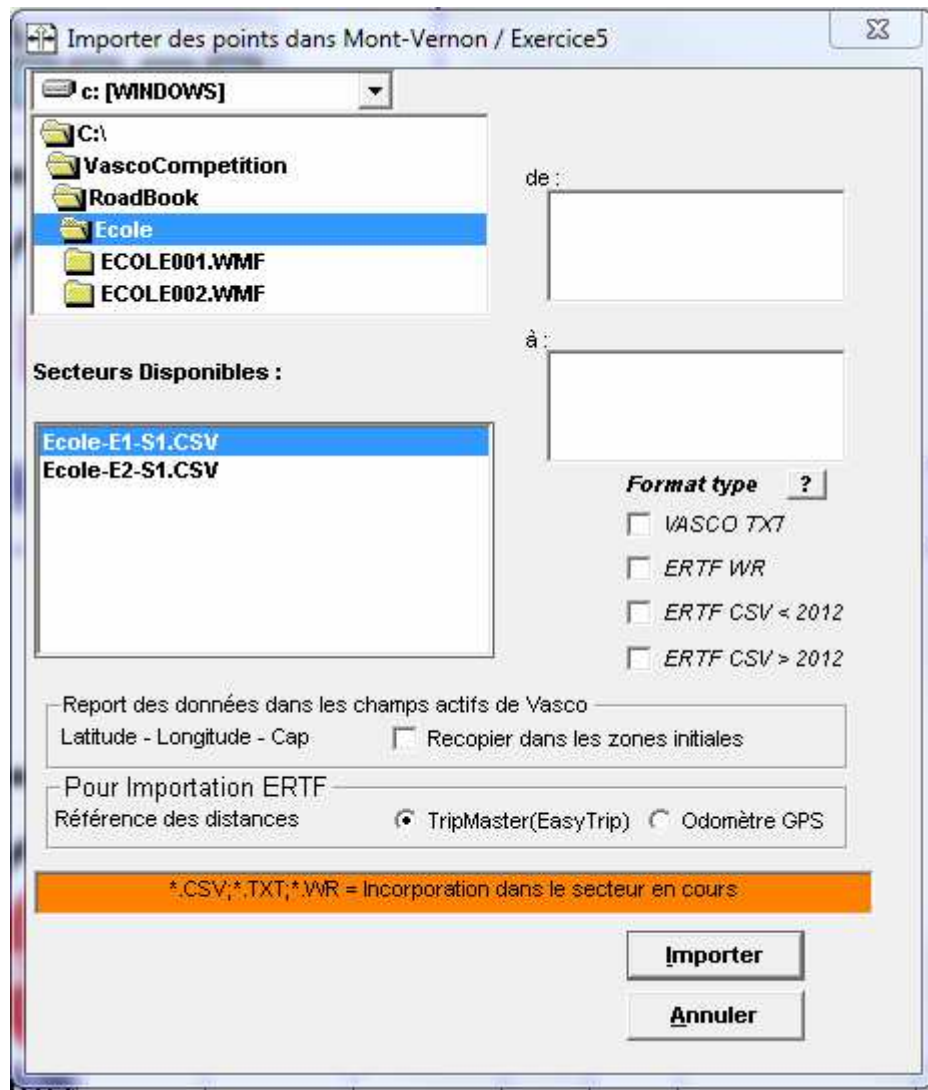
**As a precaution, do not forget to save your libraries (stored in the PictPers directory).**



## Import of Route/Tracks records.

(This function is not available in the Competition version LIGHT)

When a sector is in editing mode (Road-Book lines visible on the screen), open the sector menu and choose "Import points". The following window appears:



The window at the top left shows you the accessible directories. Thus, you can browse the different directories of your computer. When a directory is selected, the window below shows the available files with the correct extensions (CSV, WR, TXT).

Currently, the WR extension is no longer used, but there may still be useful files in this format.

In the CSV format, you can import live files produced by ERTF reconnaissance GPS, before 2012 or later.

The "from" and "to" fields are not used in this case.

Check the format type selected in format type, check, if desired, to copy the GPS values to the initial areas of the Road-Book (L1-L2 and CAP in the workspace).

If you opt for the preliminary work of GPX formats from your GPS, refer to the specific instructions « **Format d'importation spécifique VASCO Compétition** »

## ***Export Sector.***

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(This function is not available in the Competition version LIGHT)

**You can export sectors data to TXT for use in other software.**

When a sector is in edit mode (open lines visible on the screen), open the sector menu and choose "Export".

The resulting file is a CSV file (separation of fields by semicolons) directly usable in Excel. This is very convenient for recovering the GPS points of each line of the Road-Book.

The name of the file obtained is communicated to you when the operation has taken place and always uses the same logic:


Exemple :      DMFIAE1S1.csv

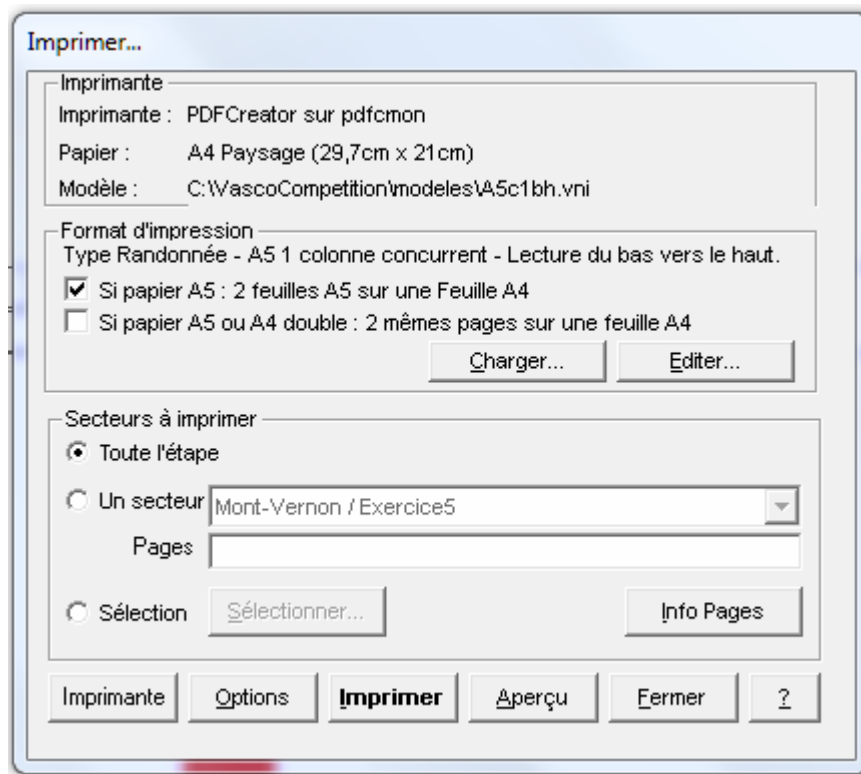
DMFIA	E1	S1	.csv
Road-Book name	E + stage N°	S + sector number	

## Printing.

**VASCO NAVIGATOR** is featured with a powerfull, and fully customizable, printing engine that will allow you to get the printing you wish. But, in spite of the possibility to create complex layouts, the software is shipped with several standard models. It is advised to try them so that you can select one that, at first, will bring you all satisfaction.

### 1. Start a printing:

At any time of you work, you can start a printing . To do so, you can use the "printing"  button, or select **Print** in the **File** menu.




**Printing layout:** This sub-dialog is dedicated to the choice and application of a document layout.


If A5 paper : 2 A5 sheets on a A5 sheet.

This option enables you to print 2 A5 sheets on a A4 sheet

If A5 paper : 2 similar A5 pages on a A4 sheet.

This option, if the previous option is active, enables you to print 2 similar pages in parallel on a A4 sheet.

The  button allows you to select a print layout file to use. The standard models are stored in the sub-directory *models* contained in the main directory of VASCO.

The  button allows you to modify the characteristics of the selected layout. **Attention:** the setting up of the printing models is a difficult operation, don't do it without seriously saving the VASCO environment. The processes of setting up the printing layouts is detailed in Appendix A1.

**Caution :** Setting the print templates is a complex operation, do not attempt the operation without making a solid backup of the VASCO Competition environment. The print setup process is detailed in Appendix A1.


**Sectors to print:** Maybe, you won't need to print the whole stage of a Road-Book each time. This sub-dialog is destined to precise the range of the printing you want.


The "**Toute L'étape**" box launch a general impression of an entire stage.

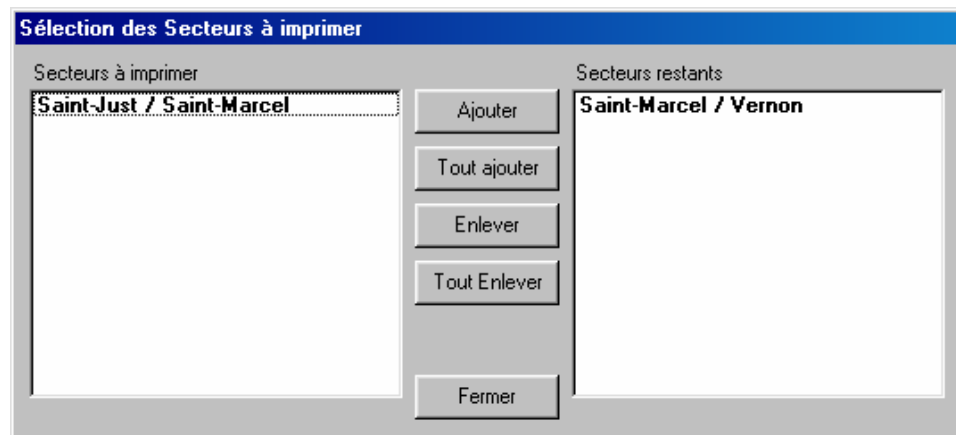
The box "**Un Secteur**" allows you to select from the contiguous list the sector you wish to process.

In this case only, you can specify which pages you want to print. In the absence, the whole sector will be printed.

Examples: **3; 5; 7**      Printing pages 3.5 and 7;  
**1-3; 5-7**      Printing pages 1-3 and 5-7;  
**0;** Printing the cover page (unless the cover page print option is not checked).

The  button enables, at any time, to know the exact number of pages of the selected stages.

**Selection:** Use the button  to open the selection window for the sectors to be printed.



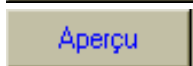
The list on the left contains the names of the sectors to be printed. The one on the right is the name of the unselected sectors. On opening, all sectors of the step are selected. Pour sélectionner ou désélectionner des étapes on utilise les boutons centraux.

- **Ajouter :** Adds the selected name or names to the list on the left.
- **Enlever :** Remove the name (s) from the list on the left.
- **Tout Ajouter :** Adds to the list on the left all the names in the right list.
- **Tout Enlever :** Remove all names from the list on the left.

### Launch Buttons:



Launches the impression of your selection.

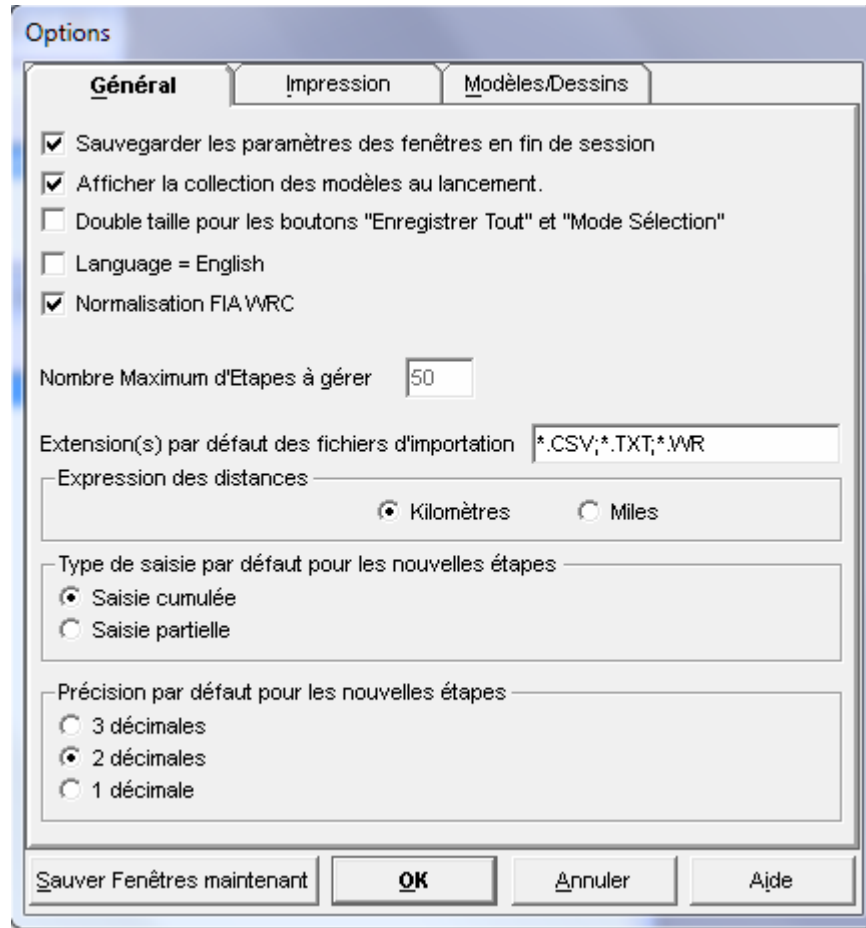


Starts the display of the preview according to your selection.

## Setting the software options.

At any time, the Options setting (on the File menu) offers you to customize your software:

### 1. General options :



**Sauvegarder les paramètres des fenêtres en fin de session :** Throughout your work, you will be able to resize the desktop windows. Checking this option will allow **VASCO** to offer the same workstation the next time you use it.

**Afficher la collection des pictogrammes au lancement :** Will allow **VASCO** to automatically open the pictogram collection each time it is launched.

**Double Taille pour les boutons « enregistrer tout » et « Mode Sélection » :** Check this box to multiply the size of these two buttons in the toolbar of the line's lines window.

**Afficher la collection des pictogrammes au lancement :** Will allow **VASCO** to automatically open the pictogram collection each time it is launched.

**Langage = English :** Not usefull (sorry, for technical reasons, this is not yet implemented).

**Normalisation FIA WRC :** Check this box so that **Vasco** applies the FIA WRC standard in terms of printing.

**Nombre maximum d'étapes à gérer :** Allows to define as a standard a maximum number of steps per Road-Book.

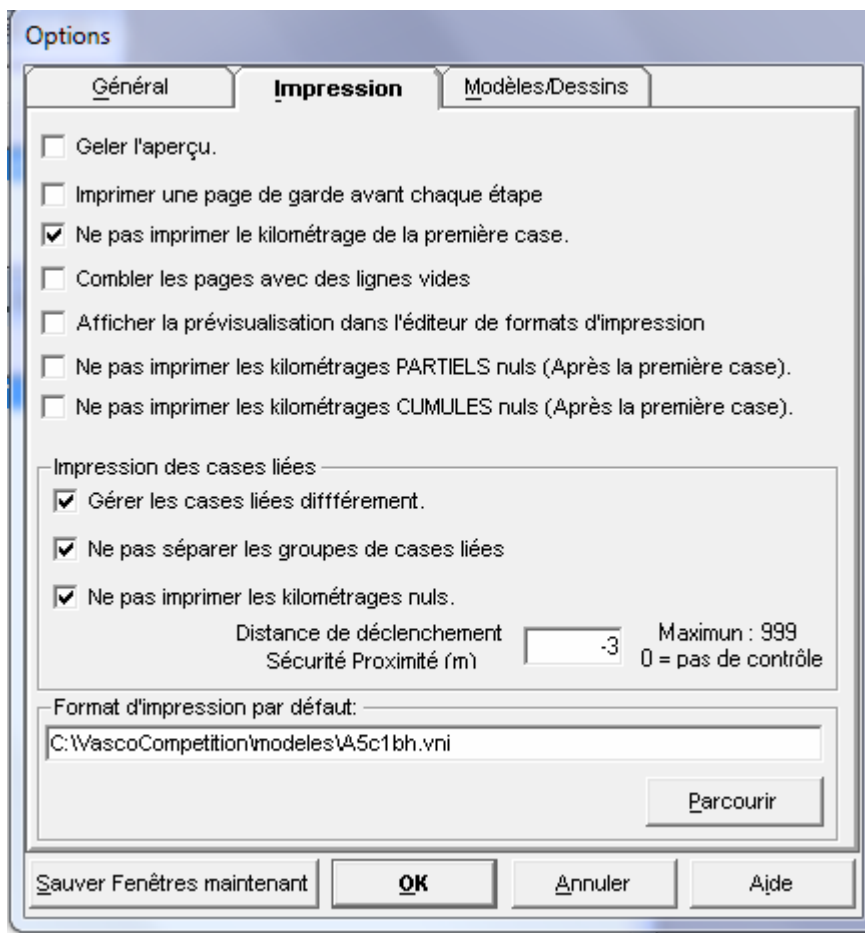
**Extension par défaut des fichiers d'importation :** Defines the type of files that can be imported into **VASCO** Competition.

**Expression des distances :** Defines how you will manage the distances. This does not change the management mode (a distance is a distance) but will allow in the printing module to get automatic conversions. (See Annex A1)

**Mode de saisie :** Lets you save the preferred input mode. When creating a new step or a new sector, the software will propose this mode as standard.

**Précision par défaut pour les nouvelles étapes :** Lets you record the type of precision you prefer. When creating a new step or a new sector, the software will propose this precision as standard.

## 2. Print options :



**Geler l'aperçu:** When you ask **VASCO** to preview your printing, the number of operations and calculations it makes is enormous. This causes (on some machines) a jerky display of the Road-Book's lines. To remedy this, the Freeze preview mode will only display after all calculations have been completed. So a longer display, but more at all jerky.

**Imprimer une page de garde avant chaque étape:** **VASCO** allows you to print pages of guard, you must specify here your choice, especially if you print pictures (scans of maps, logos of proofs, etc ...).

**Ne pas imprimer le kilométrage de la première case:** Allows you to leave blank the inevitable zero of the first box.

**Afficher la prévisualisation :** By modifying or creating a print format, this gives you an idea of what is being done.

**Ne pas imprimer les kilométrages partiels nuls:** If the partial distance to print is null, it will not be printed if you have checked this box.

**Ne pas imprimer les kilométrages cumulés nuls:** If the cumulative distance to print is null, it will not be printed if you checked this box.

**Comblent les pages avec des lignes vides:** If the last page of the step is not complete, **VASCO** will print as many blank lines as there is room left on the document.

**Printing Linked Boxes (Impression des cases liées) :**

Remember that the linked boxes are used to represent in several lines an event that is too complex in view of the space available on a single box.


**Gérer les cases liées différemment:** Indicates your desire to highlight these complex phenomena.

**Ne pas séparer les groupes de cases liées:** Prohibits any page breaks within a sequence of linked boxes.

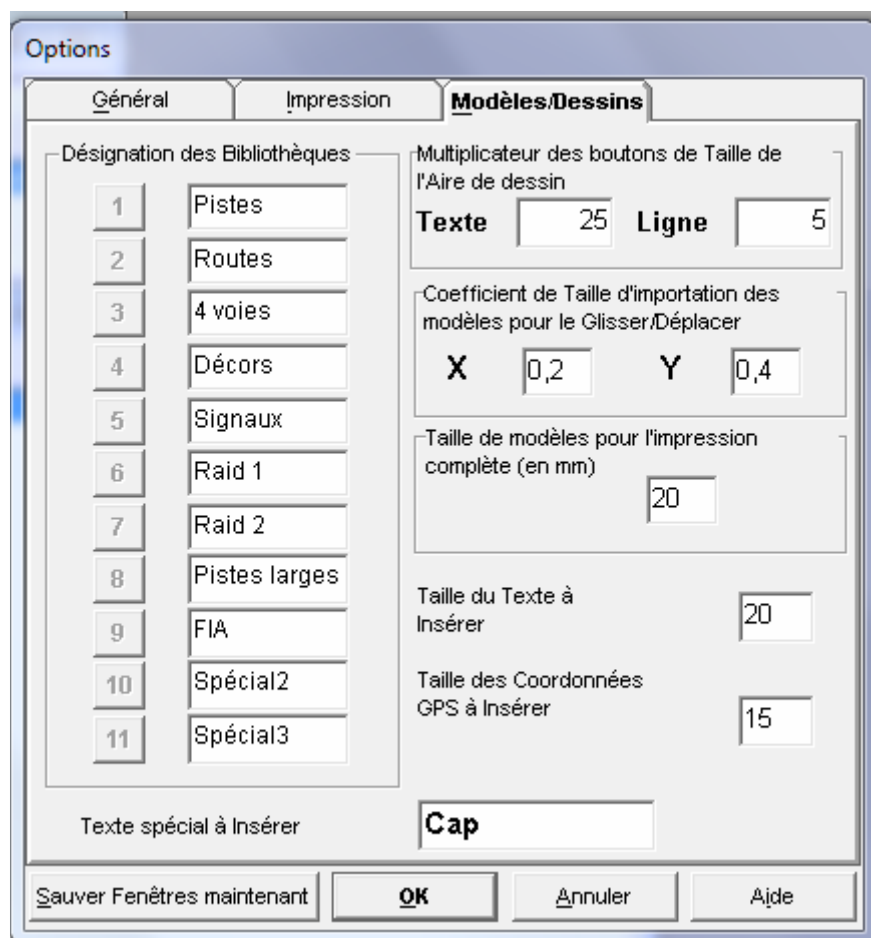
**Ne pas imprimer les kilométrages nuls:** In the case of linked boxes, it is frequent to observe such a small distance which, printed, could mislead the navigator. It is generally usual to neutralize non-significant distances in order to facilitate reading.

**Distance de déclenchement de la notion de distance proche :** It is the distance below which the process of indicating a near line in the event of a page break, in particular, will be triggered.

**Format d'impression par défaut:** Allows you to save the choice of the most commonly used print model.

The button  makes possible to search for the adapted model file (\*.VNI).

**3. Display options :**



This page allows you to set the essential functions of your tool.

**Désignation des bibliothèques :** By positioning the cursor (by **double-clicking** on the mouse) on each of these 11 boxes, you will be able to rename as desired the tabs of the libraries.

**Multiplicateur des boutons de taille de l'aire de dessin :** is used to adjust the step of the dimensioning scale presented by the drawing area (A,B,C,D,E,F).

**Coefficient de taille d'importation des modèles pour le Glisser-Déplacer :** Indicate here (taking into account the ratio Height / Width chosen in the dimensioning of the Road-Book) the ratio of decrease of the Drag-and-Drop function.

**Taille des modèles pour l'impression complète :** allows you to set the size of pictograms when they are printed using one of the menu functions **Fichier : Imprimer les modèles**.

**Taille du texte à insérer :** Sets the size of the font used as standard when entering text. The entered text can always be scaled in the "Drawing Area" screen.

**Taille des coordonnées GPS à insérer :** the same applies to the text size used for the automatic insertion of GPS coordinates.

**Texte spécial à insérer :.** : Allows you to define the text inserted automatically (where your cursor is) in the **I** (Image) or **N** (Note) area by right-clicking the mouse in the area Drawing area




## Appendix A1

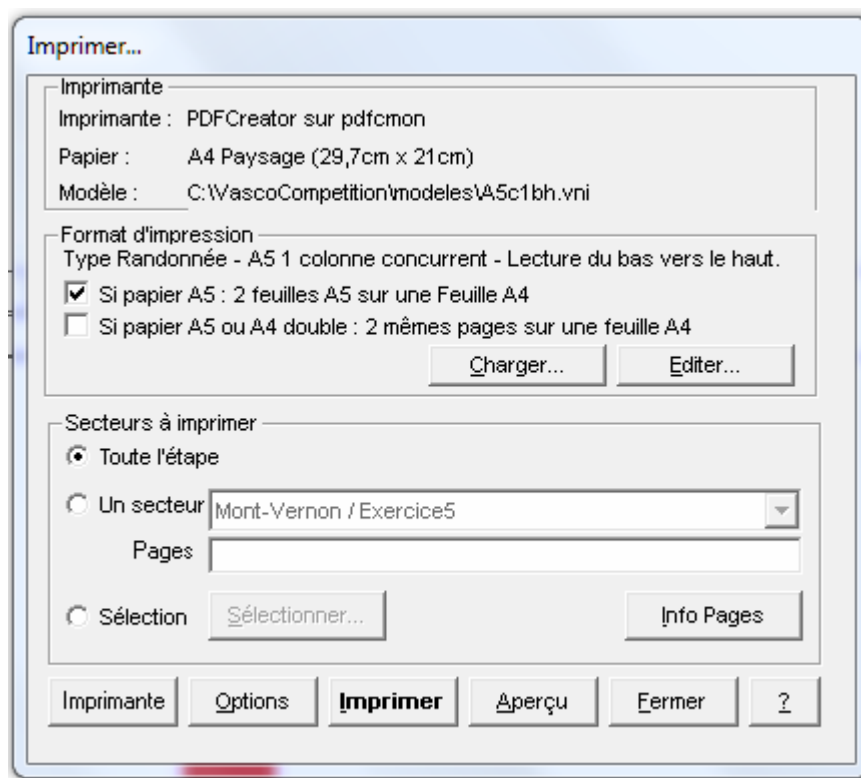
# Designing printing layouts

The printing layouts describe the rendering of pages in a suitable manner for the printing and preview engines.

Each part of the final printing can be specified. Users of programming languages won't be surprised by the language used in this chapter.

**Attention:** If you can't totally master this module, we strongly advise you to seriously backup your **VASCO** environment before trying to edit standard layouts. In fact, if you fail in editing only one parameter, you can produce serious presentation errors. In such a case, the best is to restore your backup to bring back a stable situation.

You can open the layout editing module with the  button in the “**imprimer** » dialog box.



## Printing Layouts editor:

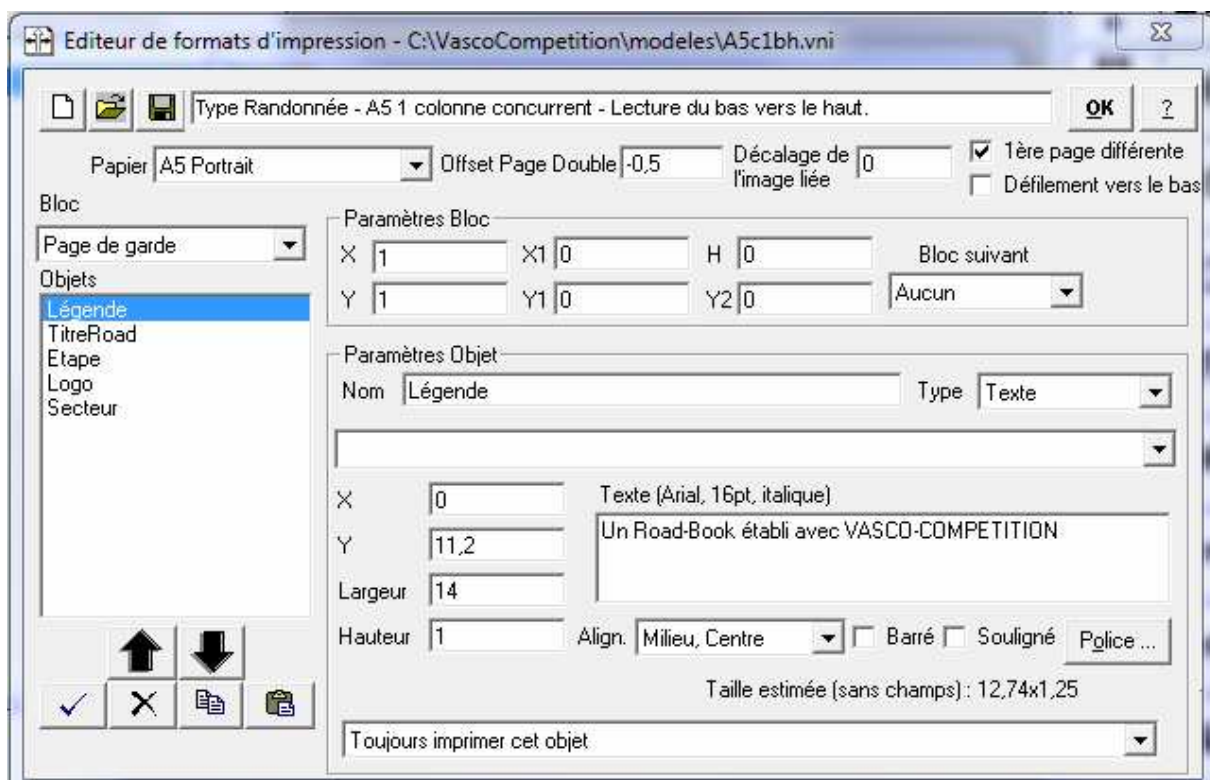
For **VASCO NAVIGATOR**, the notion of printing layout always refers to a stage. If a different first page or a cover page is mentioned, it means it is the first page of the stages to print.




This documentation uses concepts that are specific to the layout editor and it is necessary to understand them well before using it :

**Bloc d'impression:** (Printing block) The editor uses the concept of printing block. A printing block corresponds to a rectangular area on the page whose size and position are adjusted by the user. A printing block defines a place that will contain several printing objects. The printing blocks are superposable to allow printing logos or slogans in filigree, for instance.


**Les différentes natures d'objets:** (The different types of objects) A printing object can have different shapes and aspects. Each object must be precisely described in its type, position on the page and dimension. The objects may be pictures, separating lines, introduction texts, parts of RoadBook lines.

**Propriétés :** (Properties) Each element has properties, (specific characteristics of presentation) that must be clearly defined ; and this is indeed the role of the editor.



The    buttons have the following functions : New layout, Open a layout, Save the current layout (on this last button, right-clicking proposes the 'Save as' mode).

The input area on the right of these 3 buttons contains the summary of the description of the current layout. You can see the name of the file containing this layout on the title bar of the dialog box.

The  button : Ends the editing session of the printing layout. Don't forget to save your last changes before leaving this work.

**Papier:** Choose the paper size you wish to obtain:

- A3 Portrait - Upright presentation, i.e. 29,7cm wide and 42 cm high;
- A4 Portrait - Upright presentation, i.e. 21cm wide and 29,7 cm high;
- A4 Paysage - The same one in horizontal position, i. e. 29,7cm X 21cm;
- A5 Portrait - This size enables to obtain 2 half size pages, i. e. 14,85cm wide and 21cm high, positioned on a page A4 Landscape.
- A4 Double portrait - This format to get two Road-Books of 29.7 long and 10 wide on an A4 page.

**Offset A5:** If you print half size, this value enables to adjust the value difference between the left half page and the right half page.

**Première page différente: (Different first page)** Indicates that the first page of each stage (it isn't the cover page which is treated in the printing demand but it is really the first page of the stage in which you can wish to print special notes) must be handled differently. Please read the explanation about the "first page background" block.

**Défilement vers le bas:** (Top to bottom ordering) This cell defines the way the Road-Book must be printed : either from bottom to top (most users select this mode because it enables a logical reading) or from top to bottom (Occidentals' usual way of reading).

**Décalage de l'Image liée :** This information makes possible to reconcile the pictograms for printing the linked boxes so that the normal delimitation of the lines is reduced to the maximum.

### Rolling list Block:

Page de garde
Fond de première page
Fond des autres pages
1er corps d'état
2ème corps d'état
3ème corps d'état
4ème corps d'état
Fin des états

This list proposes to indicate which block of the printing layout is being set up on the right.

**Page de Garde :** (Cover Page) Describes the content of the cover page preceding each stage. The printing of this page is conditioned by your choice in printing options.

**Fond de première page:** (First page background) Describes the background of the first page of each stage. This block is useful only if you have ticked the cell *Different first page* .

**Fond des autres pages :** (Other pages background) Describes the background of the following pages of each stage. If you haven't ticked the cell *Different first page*, this block will be used for all the pages. In that last case, you don't have to describe the first page background.

**1er Corps d'état: (First print body)** Describes the content of the first vertical column. These print er bodies will enable you to organise the printing mode of the Road-Book lines.

**2ème Corps d'état, etc. :** (Second print bodies, etc.) Describe the content of the other vertical columns, if any. You can print the Road-Book by using up to 9 upright columns.

**Fin des états;** (End of print bodies) Precise how the printing of each print body will end. This special block enables to end the bodies properly. It usually contains the horizontal line for frame closing.

**Note: VASCO NAVIGATOR** perfectly tolerates the printing superposition. For example, you may print the organisation logo in grey on the page background and the different useful blocks of the Road-Book in superposition.

**Block parameters :**

This set up gives (in centimetres) the values to place the different components on the page. They are independently given for each block and leave enough liberty for positioning. (you can enter millimetres with decimals: the value 1,25 corresponds to 12,5 mm).

**Page background blocks.**

**X:** Indicates the main horizontal co-ordinates of this block on the page. The value zero represents the left extreme side of the page.

**Y:** Indicates the main vertical co-ordinates of this block on the page. The value zero represents the high extreme side of the page. The X and Y set up don't take into account the printing margins imposed by your printer. Logically, at least you should copy them in these values (present in the Windows driver).

**Note:** These definitions refer to the block of page background. They are independent of the indicated size of paper. Whatever may be the direction, Y will always refer to printing vertical co-ordinates and X will refer to horizontal co-ordinates.

**X1, Y1, H, Y2:** are totally useless in this context.

**Blocks describing print bodies.**

**X:** Indicates the main horizontal co-ordinates of this block on the page, enabling to position the print body described on the pages except the first one.

**Y:** Same for the vertical co-ordinates.

**X1:** Function similar to X, to position dynamically the print body described only on the first page.

**Y1:** Function similar to Y, only for the first page.

**H:** Indicates the printing height of a line of the print body.

**Y2:** Indicates the vertical position of the end of the block, whatever maybe the page.

**Bloc suivant:** (Next block) Indicates the block that is being described, is followed by another block and enables to identify it. Generally the first print body points to the second one which will point on the third one if necessary (and so on, on a fourth one...). The last print body (or the first one if there is only one) will precise *none* in this box..

**Explanation :** The print body blocks describe the printing structure of a Road-Book line. The notion of block, in itself, refers to the notion of vertical column.. The description concerns each elementary object constituting a line (text and pictograms, kilometres, separating lines, etc..).

An object with co-ordinates 0,0 will be positioned on left top of the line. The lines are dispatched on the height, determined according to the free space between Y1 and Y2 for the first page and between Y and Y2 for the other pages.

Hence, you can have  $Y1 > Y2$  and also  $Y > Y2$  (in *formoto.vni* for example).

The difference between Y (or Y1) and Y2 divided by the value H will give the number of lines that can be printed on a print body.

The content of a print body block is repeated as many times as necessary to fill in the space resulting from the previous computing.

In mode bottom to top, the first line has its top left corner in X1,  $(\max(Y1, Y2) - H)$  for the first line and X1,  $(\min(Y, Y2))$  for the others.

In mode top to bottom, the first line has its top left corner in X1,  $(\min(Y1, Y2))$  for the first line and X1,  $(\min(Y, Y2))$  for the others.

**Caution :** Even if you did not specify that the first page should be different, you must enter these values (In this case  $X1 = X$  and  $Y1 = Y$ )

**Fin des états:** (End of bodies)

Defines the objects that will end the columns. They generally are horizontal lines of frame closing. The co-ordinates X et Y refer to the ending point of the body and not to the block co-ordinates.

The described objects are identified by a name starting with letter **E**.

- E1** : End of print body 1,
- E2** : End of print body 2,
- E3** : End of print body 3,
- E4** : End of print body 4.
- E5** : End of print body 5.
- E6** : End of print body 6.
- E7** : End of print body 7.
- E8** : End of print body 8.
- E9** : End of print body 9.
- E10** : End of print body 10.

**Advise:**

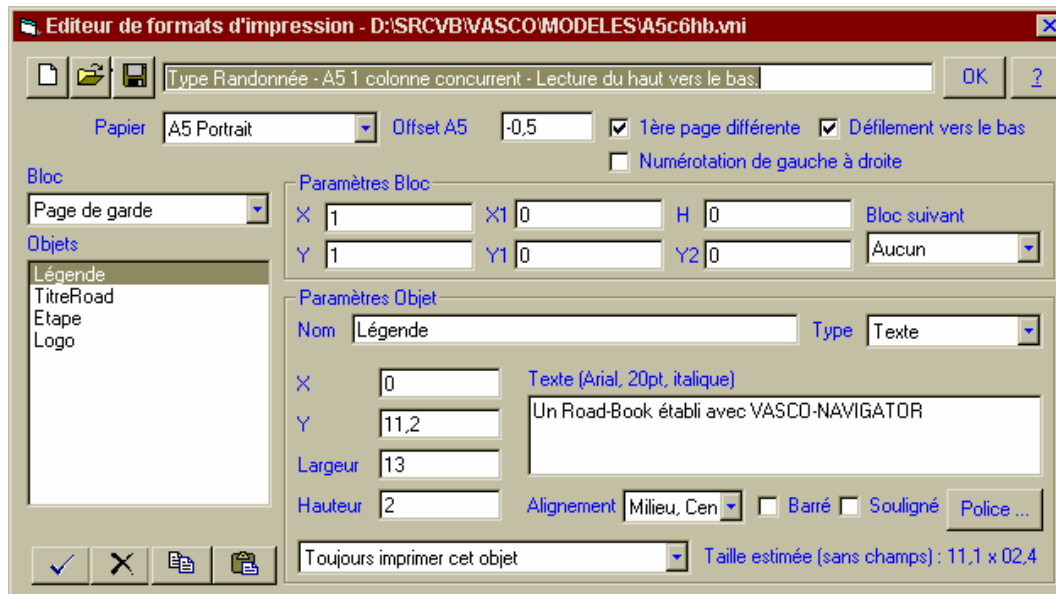
The definition of the different print bodies nearly always will refer to the same objects.

Only the block details may vary from one to other. It is easy to use the function ***Copy/Paste*** to simplify the secondary blocks declaration.

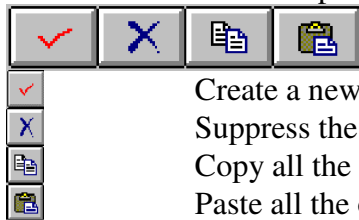
Don't forget to change the co-ordinates on secondary blocks.

## Definition of a block content:





Once you have selected a type of block in the dropdown list and you have given values X and Y and, if necessary, X1, Y1, H, Y2 and the following blocks, you must describe the objects that will constitute the content of this block.




To achieve these descriptions, we'll use the low part of the dialog, and more precisely the



button bar.

-  Create a new object.
-  Suppress the *selected* object.
-  Copy all the objects of the block.
-  Paste all the objects of the block (in the original block or another one).

The description of the object will be in the right part, after using the  button for a new object or after *clicking* on the name of the object in the opened list.

## Common elements to all types of objects.

**Nom:** (Name) To name the object and find it again in the left list.

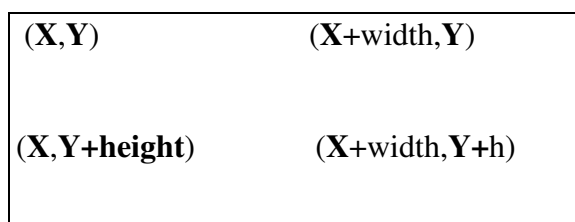
**X:** Indicates the horizontal positioning co-ordinates of the object in the block. The value zero represents the extreme left side of the block, that refers to the co-ordinates X and Y of the block for a page background block, at the beginning of the current line for a body block.

**Y:** Indicates the vertical positioning co-ordinates of the object in the block.

**Largeur:** (Width) Gives the printing width of the object.

**Hauteur:** (Height) Gives the printing height of the object.

**Note:** These 4 definitions determine the co-ordinates of a rectangle that will contain the described object :



## Printing conditions :

- 1- **Toujours imprimer cet objet:**  
(Always print this object) No condition.
- 2- **Ne pas imprimer pour une case liée:**  
*This object won't be printed for the second line and the following ones of a series of linked cells.*
- 3- **Imprimer uniquement pour une case liée:**  
(Imprimer uniquement pour une case liée) *This object will be printed only for the second line and the following ones of a series of linked cells.*
- 4- **Décaler vers le haut pour une case liée :**  
*Apply in négative, the specified offset « Décalage de l'Image liée »*
- 5- **Ne pas imprimer si distance suivante proche :**  
*Do not Print if the next line is too close*
- 6- **Imprimer uniquement si distance suivante proche :**  
*Print only if the next line is too close*
- 7- **Imprimer si rupture de page et distance suivante proche :**  
*Print in case of break page if the next line is too close*
- 8- **Ne pas Imprimer si partiel ligne actuelle proche précédente :**  
*Do not Print if the current line is too close of the previous one*
- 9- **Imprimer uniquement dans la spéciale :**  
*Print Only in the selective part of the sector*
- 10- **Ne pas Imprimer dans la spéciale :**  
*Do not Print in the selective part of the sector*
- 11- **Ne pas Imprimer en complément dernière page :**  
*Do not print while completing the last page lines*
- 12- **Imprimer si rupture de page :**  
*Print in case of break page.*

## Specific elements to different types of objects.

### 1) Line Object.

The screenshot shows a dialog box titled 'Paramètres Objet'. It has a 'Nom' field with 'Bord Gauche' and a 'Type' dropdown menu set to 'Ligne'. Below these are input fields for 'X' (0), 'Y' (0), 'Largeur' (0), and 'Hauteur' (2). To the right of these is a field for 'Épaisseur du trait' set to 1. At the bottom, there is a dropdown menu with 'Toujours imprimer cet objet' selected.

This object is used to obtain vertical and horizontal separations.

The traced line joins the point (X,Y) to the point (X+width, Y+height).

To make it easier, **VASCO** also integrates negative values. So, a negative width will lead the tracing towards left and not towards right.

**Épaisseur du trait:** (Thickness of tracing) It is the only specific adjustment : enter a number between 1 and 10. The value 1 represents tracing with a normal width, quite visible.

Cet objet est utilisé pour obtenir des séparation verticales et horizontales.

La ligne tracée joint le point (X,Y) au point (X+largeur, Y+hauteur).

Pour plus de souplesse **VASCO** intègre aussi les valeurs négatives. Ainsi une largeur négative fera aller le trait vers la gauche et non vers la droite.

**Épaisseur du trait:** Seul réglage spécifique, entrer un nombre compris entre 1 et 10. La valeur 1 représente un trait de largeur normale, déjà fort visible.

## 2) Text Object.

This object is used to define the text areas printing : they can be constant (that is to say permanent elements such as organisation's address, raid slogans, etc..) or variable (that is to say given by the Road-Book as you composed it yourself).

**Texte :** Here, type the text you wish to print, or the name of a variable (cf. appendix A2), or else all the permanent and variable elements.

**Example:** Stage %NOE / %NBE : From %DEB to %FIN

The variables always start with "%",

%NOE represents the number of the stage being printed,

%NBE represents the total number of stages in the Road-Book,

%DEB represents the description of the stage departure being printed,

%FIN represents the description of the stage arrival being printed.

So, this set up will give something like this:

**Stage 1 / 2 : From La Grabenne to Saint Antoine du Pirex**

In **bold** the permanent text, in *italic* the interpreted variables .

**Note:** The variables indicators must be typed in Capital letters.

**Presentation characters:** Then, in the list, you must precise the alignment mode you wish, the specific attributes *barred* or *underlined* and select font and size.

**VASCO** aligns the text in the specified printing rectangle, wrapping the text if needed. If the rectangle is too small, the text will be cut off. The estimated size gives the size of a rectangle containing the entered text (without variables expansion) within the available width and with hyphenation done. If your text doesn't appear or only a part of it, it may be covered by another object.

## 3) Pictogram Object.

This object is used to define a pictogram area as you defined them in the RoadBook you composed.

The pictogram size is automatically adjusted to the dimension mentioned in Width and Height.

**Pictogram area contents:** It is the only specific indication . In the list, you must select which pictogram to display in this area: it is described in relation with its position in the « edit dialog » of the stage.

**Champ du pictogramme:** Seule indication spécifique. Il convient de choisir dans la liste le champ de pictogramme que l'on décrit en référence à sa position dans la fenêtre d'édition d'étape.



#### 4) Picture Object.

This object is used to insert pictures in your printing.

These pictures must be in the *BMP* or *WMF* formats.

**Nom du fichier image:** (Picture file) Indicate the file name that contains the picture you wish. You can select a different filename with the button.

The picture size is automatically adjusted to the dimension mentioned in Width and Height.

**Attention :** If you are not careful, your picture might be distorted. You must know the initial proportions (relations width/height) in order to keep them right when defining the object size.

**Important :** **VASCO** printing engine deals with the objects in order of appearance on the list. So, if superposed, the last processed object will appear in front of the others. For example, if you wish to insert a logo in page background (e.g. in filigree), it should be the first object of the list in order to be covered by the following ones. You can easily change the objects order by using the functions *Copy/Paste/Suppress* or *using the up and down arrows*.

#### 5) Gray FIA Object

This object is used to insert the gray watermark required by the FIA standard for WRC / ERC rally specials.

No need to specify a filename **VASCO** will do it all by itself, simply give the size in Width and Height and the positioning in X and Y.

**Important:** The **VASCO** print engine processes objects in the order in which they appear in the list. Thus, in case of superposition, the apparent object will be the last treaty. For example, if you want to insert a logo in the bottom of the page (watermark), it must be the first object of the list in order to be covered by the following ones. You can easily change the order of objects by using the up and down arrows at the bottom of the list.

## 6) FIA SS Odd or Even Object.

On the same principle, these objects are used to insert the special numbers (the one you specify in the sector characteristic) relating to the even or odd notion of the page number.

No need to specify a filename **VASCO** will do it all by itself, simply give the size in Width and Height and the positioning in X and Y.

### **Precautions:**

As you can see it, **VASCO** proposes a real printing « workshop ». To make your work easier, some typical examples are shipped with your software. Try and analyse them... It may be very helpful and easier to understand than this long and boring explanation...

Anyway, it will always be easier to design your own layout if you first draw it on a sheet of paper and keep that sheet and your ruler close to you...

## Appendix A2

# Printing Variables

Printing variables are used by the printing engine to identify the printing objects composed in each Road-Book. The following codes enable to insert specific data in text areas. They must be composed with capital letters.

### ORGANISER INFORMATIONS

<i>Code variable</i>	<i>Notion</i>
%AL1 :	Organisation's address 1.
%AL2 :	Organisation's address 2.
%AL3 :	Postcode + Organisation's city.
%FA1 :	Organisation's facsimile number.
%ORG :	Organisation's name.
%PRE :	Organiser's first name.
%NOM :	Organiser's last name.
%PA1 :	Organisation's country.
%TE1 :	Organisation's telephone number.

### CURRENT ROAD-BOOK INFORMATIONS

<i>Code variable</i>	<i>Notion</i>
%APP :	Name of the directory containing the application.
%FIP :	Name of file containing printing layout (*.vni).
%ETF :	Name of file containing the stage (*.vne).
%ETB :	Name of file containing the Road-Book (*.vnr).
%NIP :	Title of the printing layout.
%RBN :	Road-Book title.
%VNI :	Name of file containing the printing layout (*.vni).
%RBF :	Name of file containing the Road-Book (*.vnr)
%RBN :	Road-Book Title

### STAGE INFORMATIONS

<i>Code variable</i>	<i>Notion</i>
%DEE :	Description of stage departure (100 characters max).
%FIE :	Description of stage arrival (100 characters max).
%NOE :	Stage number in the Road-Book.
%NBE :	Total number of stages in the Road-Book.
%NOP :	Page number in the stage.

%NBP :	Total number of pages in the stage.
%NOL :	Line number in the stage.
%DUE :	Time of the stage.
%MOY :	Average speed in the stage.
%NBS	Total number of sectors In the stage
%HDE	Schedule start of the stage
%HFE	Schedule end of the stage
%DUE	Duration of the stage
%DIE	Total Distance of the stage (Depending on the input)
%KDIE	Total Distance of the stage Kilometers
%MDIE	Total Distance of the stage Miles

## PAGINATION INFORMATIONS

<i>Code variable</i>	<i>Notion</i>
%NBP	Total pages number (secteur)
%NOP	Current Page Number (secteur)

## SECTOR INFORMATIONS

<i>Code variable</i>	<i>Notion</i>
%DUS	Sector Allotted time
%TYS	Sector Type (Sélectif/Liaison/Transfert)
%DEB	Sector départure (100 caractères maxi)
%FIN	Sector Arrival (100 caractères maxi)
%DES	Sector Details
%HDS	Start schedule
%HFS	End schedule
%NOS	Sector number in the stage
%RE1	Record Number 1
%RE2	Record Number 2
%RE3	Record Number 3
%DIS	Sector Total Distance
%MMS	Special average speed (Between Departure box and arrival box)
%MOY	Sector average speed
%REG	Regressive Distance to the end of the sector
%KDI	Total Distance in Kilomètres
%KMMS	Special average speed Km/h
%KMOY	Sector average speed Km/h
%KREG	Regressive Distance to the end of the sector Km
%MDIS	Total Distance in Miles
%MMMS	Special average speed miles/h
%MMOY	Sector average speed miles/h
%MREG	Regressive Distance to the end of the sector Miles

**SELECTIVE INFORMATION (FIA WRC/ERC)**

<i>Code variable</i>	<i>Notion</i>
%CAA	Line Number of the Selective arrival in the sector
%CAD	Line Number of the Selective start in the sector
%CAS	Line Number of the Selective Stop in the sector
%SEN	Section number
%SPN	Selective Number
%CMS	Total Distance of the Selective (Between Start and Arrival)
%RES	Regressive Distance to the end of the Selective
%KCMS	Total Distance of the Selective (Between Start and Arrival) in Km
%KRES	Regressive Distance to the end of the Selective in Km
%MCMS	Total Distance of the Selective (Between Start and Arrival) in Miles
%MRES	Regressive Distance to the end of the Selective in Miles

**ROAD-BOOK LINE INFORMATION**

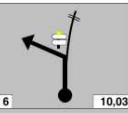


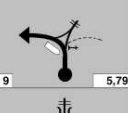
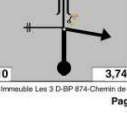
<i>Code variable</i>	<i>Notion</i>
%NOL	Line Number in the sector
%LAT	Latitude entered
%LON	Longitude entered
%CAP	Area CAP (Heading) entered
%GPS	Area GPS entered
%NWP	Way Point Name
%LAG	Latitude GPS
%LOG	Longitude GPS
%CGP	Course recorded by the GPS (if import ERTF)
%ALG	Altitude GPS
%HGP	Date and Time recorded by the GPS (if import ERTF)
%DSC	Description
%ARR	Entered arrival Distance For the current line
%CU1	Computed Cumulative Distance Current line - 1 decimal
%CU2	Computed Cumulative Distance Current line - 2 decimals
%CU3	Computed Cumulative Distance Current line - 3 decimals
%CUM	Computed Cumulative Distance Current line – depending of your precision parameter
%DEP	Entered Start Distance For the current line
%PA1	Computed Partial Distance Current line - 1 decimal
%PA2	Computed Partial Distance Current line - 2 decimals
%PA3	Computed Partial Distance Current line - 3 decimals
%PAR	Computed Partial Distance Current line – depending of your precision parameter
%PAS	Computed Partial Distance Next line – depending of your precision parameter
%KARR	Entered arrival Distance For the current line – in Km

%KCUM	Computed Cumulative Distance Current line in Km– depending of your precision parameter
%KDEP	Entered Start Distance For the current line – in Km
%KPAR	Computed Partial Distance Current line – depending of your precision parameter – in Km
%KPAS	Computed Partial Distance Next line – depending of your precision parameter – in Km
%MARR	Entered arrival Distance For the current line – in Miles
%MCUM	Computed Cumulative Distance Current line in Miles– depending of your precision parameter
%MDEP	Entered Start Distance For the current line – in Miles
%MPAR	Computed Partial Distance Current line – depending of your precision parameter – in Miles
%MPAS	Computed Partial Distance Next line – depending of your precision parameter – in Miles

## Appendix A3

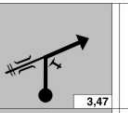
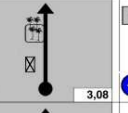
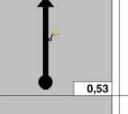
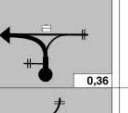
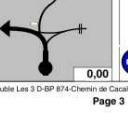
# STANDARD FIA WRC

In order to comply with the FIA standard, a gray background can be automatically generated from the starting square to the end of the special stage, just as the special number can be printed out of the box on the right or on the left. Even or odd pages.

TC	VITROLLES	DISTANCE	VENDREDI
TC	SELONNET	98,43 Km	FRIDAY
		SECTION: 3	
Special Stage		AVERAGE	TIME
7	VITROLLES - FAYE 1	10,03 Km	53,69 Km/h
			01 h 50
DISTANCE	DIRECTION	INFORMATION	Kms To TC
TOTAL PARTIAL			
18,90	1,00		79,53
20,13	1,23		78,30
21,74	1,61		76,69
23,14	1,40		75,29
25,19	2,05		73,24

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TC	VITROLLES	DISTANCE	VENDREDI
TC	SELONNET	98,43 Km	FRIDAY
		SECTION: 3	
Special Stage		AVERAGE	TIME
7	VITROLLES - FAYE 1	10,03 Km	53,69 Km/h
			01 h 50
DISTANCE	DIRECTION	INFORMATION	Kms To TC
TOTAL PARTIAL			
25,46	0,27		72,97
25,85	0,39		72,58
28,40	2,55		70,03
28,57	0,17		69,86
28,93	0,36		69,50

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For this purpose there are three types of specific objects:

- FIA GRIS
- FIA SS PAIR
- FIA SS IMPAIR

Just as special conditions are added to those governing the treatment of related lines:

- Ne pas imprimer pour une distance (ligne suivante) trop proche  
Do not Print if the next line is too close
- Imprimer uniquement pour une distance (ligne suivante) trop proche  
Print only if the next line is too close
- Imprimer si rupture de page pour une distance (ligne suivante) trop proche  
Print in case of break page if the next line is too close
- Ne pas Imprimer pour une distance (ligne actuelle) trop proche précédente  
Do not Print if the line is too close of the previous one
- Imprimer uniquement dans la spéciale (WRC ou pas)  
Print Only in the selective part of the sector
- Ne pas Imprimer dans la spéciale (WRC ou pas)  
Do not Print in the selective part of the sector
- Ne pas Imprimer pendant le complément des lignes de dernière page  
Do not print while completing the last page lines

**Note:** When it comes to defining, if we encounter a case of proximity of line, **Vasco** does not consider a partial to zero like a close distance.