I can't think of an alternative to convey all the info about the RDSS 2.0 Beta version so far except to urge you to pleae **_READ THESE RELEASE NOTES!!_** ☺ Pour yourself a cup of coffee or tea, fire up RDSS2 after you get it downloaded and setup, then work your way through the following pages and look things up and try things in the software. Take your time, enjoy!

Downloading, Installing, Folder and File Organization

Here are the Download particulars:

URL: www.sartinmethodology.com/download/Rdss2Install2012.02.18.Beta2-034.exe
UID: rdss2predict
PWD: thefuture

Note: for discussion purposes, the current version of RDSS (Version 0.99.2) is referred to as **RDSS1**. RDSS 2.0 is referred to as **RDSS2**.

Download and Save the RDSS2 Install program to your computer (do not choose 'Run' in your browser download Dialog – choose '**_Save_**' to your computer).

Run the Installer program you downloaded (named **Rdss2Install2012.02.18.Beta2-034.exe**). If you have never installed RDSS2 before on a computer, this installs RDSS 2.0 to a default folder named **RDSS2**. If you have already installed an earlier version of RDSS2 on a computer, this install simply updates the older version. Installing RDSS2 does not affect RDSS1 – they can both be installed and running at the same time. In Beta Version 2 (as with Beta1), RDSS2 uses the same database as RDSS1. If you need to uninstall RDSS2 (or RDSS1) it won't affect the other, or the shared database.

Note: if you need to revert back to the previous Beta1 version for any reason, either uninstall RDSS2 or, more simply, delete the EXE, PBD and DLL files from your RDSS2 folder, then re-install the older Beta1 version. (The installer will NOT overwrite newer files with older files, so to reinstate an older version, you have to delete the newer files first).

A new RDSS2 icon will appear on your Desktop:

Make sure you can tell which icon launches RDSS2 and which launches RDSS1! RDSS2 lives in c:\RDSS2 folder. RDSS1 lives in c:\RDSS folder.

Quick Summary of Changes and Additions to Beta2

I have updated the original Release Notes in the document following, but here is a summary of what's new, different and/or repaired.

1. Automated Paceline Selection

2. Manual Paceline Selection changes

3. More 'moves' mark-ups, courtesy of Jim Lehane's Calibration Handicapping

4. Automated Running Styles designation and Quirin Speed Points (QSP) calculations

5. Export to Excel models and older 3-call RAC file formats

6. Projected Pace

7. Change the Distance and Surface of a race.

8. Composite Speed Rating (only on NewPace screen, so far)

9. Miscellaneous
   - add-in modules now show on Registration window (e.g. NewPace, if active)

More Details about the above Changes and Additions

1. Automated Paceline Selection (PSS)
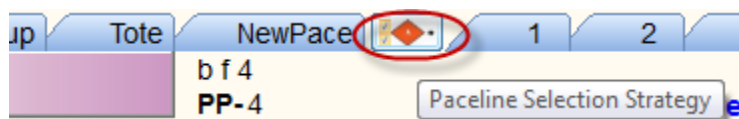
Use the new PSS button on the Race tabset (this icon is *supposed* to look like a 'decision' diagram with multiple selection checkboxes :-). Like the previous button, if you *right-click* it, you open the Dialog window to select the default PSS. If you *left-click* it, you simple execute the default PSS.

As with Beta1, I am not delivering a means to compose your own PSS, or modify the '*canned*' rules each one uses (again, deferring that until V2.1). These are '*canned*' Strategies which work the way they work, warts and all. For the PSS's which pick a specific line by some ranking or other somewhat logic – you absolutely MUST review the line selections to see if you agree.

For those other PSS's which simply make bulk selections or employ little logic (e.g. Last Line, Last 4 lines, Top 3 Total Energy), you will find these tend to work as expected.

Paceline Selection Strategies

○ Last Line
● Best Perceptor, Last 3 Comparable
○ Last 4 Lines
○ Population Sample (2nd Call)
○ Top 3 Total Energy
○ Best BL/BL, Last 3
○ Best VDC, Last 3

○ This Horse
● All Horses

Under Construction!   [Select]   [OK]

PSS: Best Perceptor, Last 3 Comparable. This will be *the default* for many people. It excludes non-rateable races, excludes all but the last 3 races, excludes races not matching today's surface or distance structure, sorts by best Perceptor Total, then selects the highest ranked line by Perceptor. If this would result in *no line chosen*, exclusion parameters are relaxed a step at a time until a line is chosen, in the following order:
- same distance structure, same surface (we try this first)
- same distance structure, *different* surface
- *different* distance structure, same surface
- *different* distance structure, *different* surface (every line in last 3 is non-comparable)

Lines older than 270 days are not considered unless all lines are older than 270 days.

Note: in this PSS, dirt (including AQU inner dirt) is a different surface to Poly, which is a different surface to Turf (including inner turf courses). You'll have to make manual decisions if you consider Turf = Poly or Dirt = Poly in given situations.

PSS: Population Sample. An experimental Strategy based on 2nd Call PoH Adjusted Velocity. Based on the number of lines in a horse's PPs, the line with the 1st or 2nd or 3rd best 2nd Call PoH velocity is selected. Experiment at your leisure ...

PSS: Best BLBL or VDC, Last 3. Without considering surface or distance, this picks the same line you would get if you selected the last 3 lines for a horse, then identified the line having the top ranked BL or VDC%.

2. Manual Paceline Selection Changes (and miscellaneous Navigation changes)

There a few differences from Beta1 on how **left-clicking** and **right-clicking** the mouse works on various screens, and in conjunction with the **Ctrl** key

Manual Paceline Selection. Select a _**single**_ paceline by left-clicking _**anywhere**_ on a line in a horse's Past Performances. Deselect a single paceline by again left-clicking anywhere on that same paceline. Select _**multiple**_ pacelines by using the **Ctrl+left-click** combination on successive lines. For example, if you select 3 lines this way, then decide you want to revert back to just one of them, simply left-click anywhere on the paceline you want to remain selected. (Note: this works the same way Windows does when highlighting multiple files in Explorer).

If you want to select a paceline but want the line for the horse to appear in the **Secondary Contenders** group in the Analysis screens (i.e. this horse may finish 'in the money', but will not win, in your opinion), **right-click** on the checkbox at the left edge of the PP screens. You can also change a horse's Contender Status any time by changing the checked Contender box in the Horse Header screen (remove checks to group it as a Non-Contender).

Use of Mouse _Right-click_. In general, going forward, **right-click** is used either to _edit_ a value where you are clicking (see **Change Distance and Surface**, below) or to invoke some kind of _**specialized behaviour**_ (like working with **Projected Pace**, see below). Screen items which don't respond to right-clicking, won't do anything when you right-click them!

Otherwise – you should expect to _**left-click anywhere**_ on a line when you want to choose it to do something with. On the **Race Card Summary** screen, you can now left-click anywhere on a line to switch to that race.

3. More 'moves' mark-ups, courtesy of Jim Lehane's Calibration Handicapping

Jim Lehane has kindly granted me permission to represent in RDSS2 some of the 'moves' described in his Calibration handicapping book (great book, highly recommended). The moves are intended to draw your eye to significant gains against the pace, or lead extensions, at critical points of the race (e.g. around the final turn). Though the horse may have faded after the strong gain, the effort may indicate improved (though potentially disguised) form, especially if returning reasonable soon. These new 'moves' are in addition to the *existing* 'powermoves' which deal with gains of **position**. Here is a description and illustration of all the moves:

- **red underlines**: in the last 2 races, within 90 days:
- a gain of 1+ lengths on the leader *around final turn* (thin underline)
- a gain of 1+ lengths on the leader *around final turn* while running **3+ wide** (**thick underline**)
- *not losing* lengths on the leader through the stretch while gaining 1+ lengths *around final turn* while running **3+ wide** (thin underline)
- a gain of 4+ lengths on the leader through the stretch (**thick underline**)

- **blue underlines**: gain of 3+ positions, or extending a lead ('powermoves')

- **purple underlines**: gain of BOTH positions and lengths

- to follow: '**fading moves**' – where loss of lengths or position is *not as serious* as it may appear

Please refer to Jim Lehane's **Calibration Handicapping**, Page 83, for a summary of 'moves' and their definitions.

<u>4. Automated Running Styles designation and Quirin Speed Points (QSP) calculations</u>

Visual Running Styles (RS) are now computed by the program and displayed on most screens. Sometimes the calculation is not quite right yet (a Presser might really be an Early Presser, or perhaps a Sustained Presser – all depending on *which* and *how many* of a horse's running lines you want to evaluate). I would appreciate examples of horses where the Running Style is <u>*clearly*</u> different than the program designates. When examining automated Paceline Selections, also give a review of designated Running Styles, for example to see if a horse marked as Presser will *really* be participating in the **early pace**. Visual Running Style for a horse is set or changed in the RS array of buttons on the PPs Original screen.
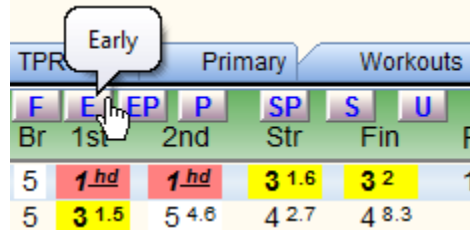
Quirin Speed Points (QSP) is a well defined method to rate a horse's likelihood to take or seek the Early lead (*at the <u>first call</u>*) and is now included alongside all Running Style designations. The highest value is 8 (always takes the lead) and such a horse is almost always an E Running Style, though a number of 2nd position by less than a length may get a 7 or 8 and not an E (to be visually Early, the horse need to be <u>*1st*</u>, not 2nd, not 3rd by a fractional length …). The lowest QSP value for a horse with recent usable lines is 1 (not 0 as in Quirin's original formula). QSP = 0 is reserved for FTS or Foreign horses, or situations not otherwise rateable.

I have noticed occasional situations with horses having 1 or 2 pacelines only, where the calculated QSP seems wrong (e.g. likely Early horse with loo low a QSP figure). I would appreciate examples of these, to correct the formula for the next update.

## 5. Export to Excel models and older 3-call RAC file formats

This is back in, after missing from Beta1. I ran out of time to include export to programs using 4 call RAC files (e.g. S/KGEN) and Synergism 2. Next update. Also, some folks had been expecting an Excel export of all pacelines for every horse. There will be a much better way to do this in the next update (from a new Composite screen, all pacelines for all horses, filtered – similar to the old Speculator Pre-analysis).

Access data export in the Analysis Panel, using the **Export Icon**:
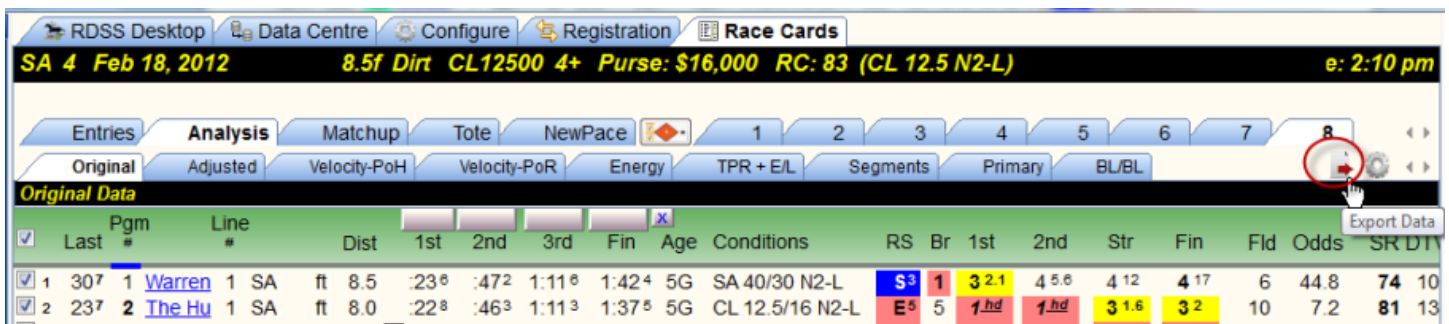

6. Projected Pace

This is back in, after missing from Beta1. Slightly different layout, a few nuances:
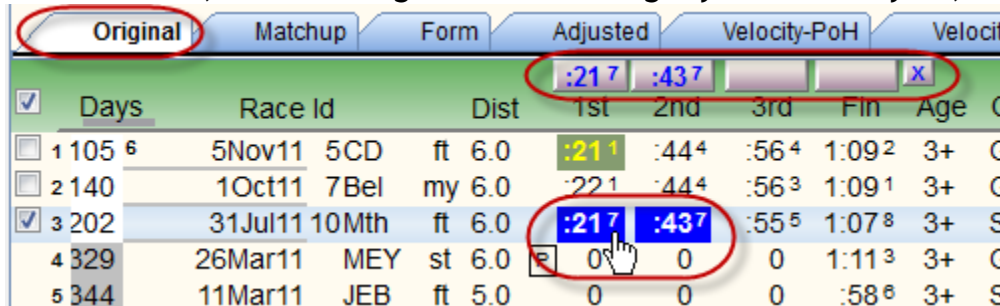
The boxes displaying Projected Pace now appear in each horse's Original PP Tab, and in the Analysis Original Tab, above the respective Call times. To pick a call time to be the Projected Pace for a call, ___right-click___ on the time (___not___ left-click as in RDSS1 – remember, now left-click ___selects___ pacelines for Analysis). Once you have selected a Projected Pace for a Call time, you can modify it by hovering your mouse over the input boxes and left or right-clicking to increment or decrement the initial Pace.
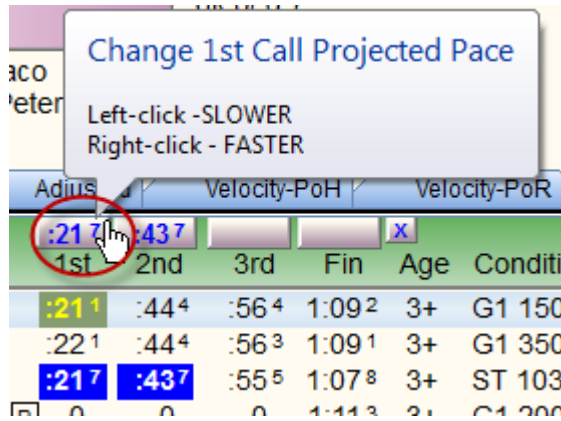
Note: the Projected Pace routines prevent you from selecting a call time in a distance where the call points do not line up (and thus do not make sense). For example, for today's 9f race, there are no call points in an 8f race which line up (e.g. the 1st call for 9f is 4f, while the first call for 8f is 2 f). Similarly, in a 7f race today, a 6f race's Call1 and Call2 distances line up (2f and 4f respectively) but the 3rd call point does not. When this occurs, when you click on a mis-matched call point, simply – nothing happens – it would not make sense.
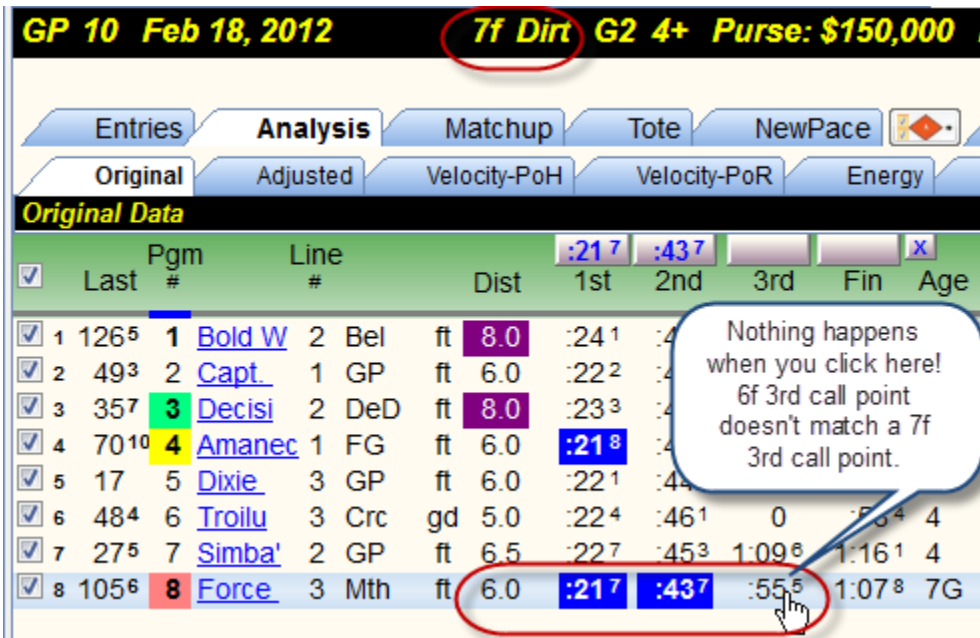
7. Change the Distance and Surface of a race.

On the **Card Summary Screen**, right-click (again, this is how we *edit* things now) the Distance or Surface column (e.g. race taken off turf, distance changed, work 'marathons' as if they were shorter races, etc). Change the Distance or Surface from the dropdown list then click Update to record the changes and redo the all the calculations for the race (i.e. adjusting calculations to the new Surface or Distance).
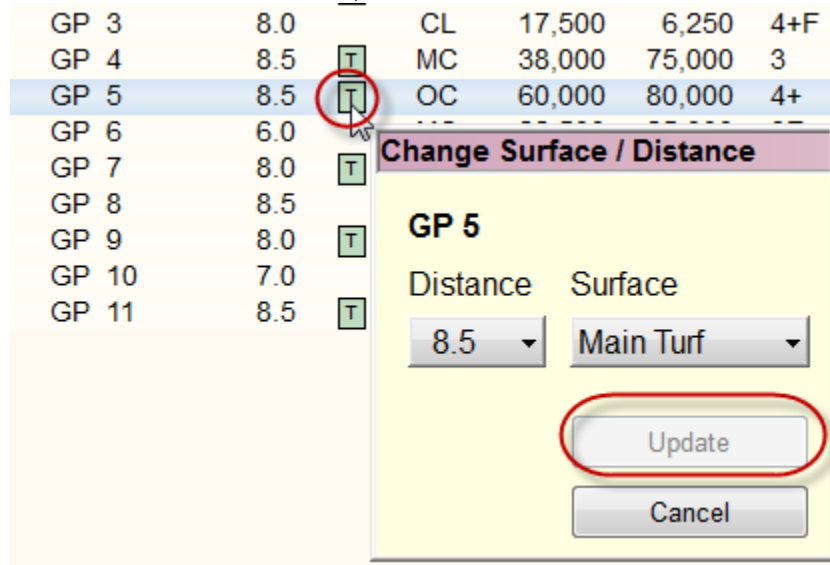
8. NewPace Enhancements

Less than promised – enhanced means for tie-breakers. **Quirin Speed Points** now appear (along with Running Styles). A **Composite Speed Rating** is now shown, based on a weighted averaging of the horse's last 4 useable SRs (more recent SRs have more weight). These were suggested in the last NewPace update, and the Composite SR has been knocking around internally for a few years – now it is displayed. Use it according to suggestions (or your own practice) to separate ties, for example, attempting to eliminate 1 horse from the suggested 2 Early and 2 Late NP horses.

Or (and), use similarly as a corollary or supplementary rating elsewhere in the RDSS readouts when breaking ties. (Don't forget, you can sort NewPace columns by clicking on various column headers – e.g. Pgm#)

No other changes have been made so far to NewPace.

9. Miscellaneous.

Program **Add-in Modules** now show on the Registration window. Currently, the only add-in module is NewPace (i.e. you have to license it separately to use it). This shows whether your RDSS thinks it is set up for NewPace (i.e. for troubleshooting).

The rest of the document is from the original Beta1 release notes from August 2011. It describes RDSS2 components not changed for Beta2, but which are different from RDSS1 (for those readers who never used the RDSS2 Beta1 version). I have edited it to reflect the Beta2 updates and changes described above.

<center>* * * * * * * * *</center>

Some File, Folder and sub-folder changes (compared to RDSS1)

In the new RDSS2 folder, the program is named RDSS2.EXE. The RDSS Configuration file (in RDSS1, named RDSS.INI, Type=Configuation) now resides in the sub-folder Configure, and the Configure file is named **Configure.ini**. (You may need to access this file from time to time).

The RDSS Database normally resides in the Data sub-folder, as usual. During Beta 1, and as part of the transition, RDSS2 is using the Database file (data.db) which resides in the RDSS1 data folder (c:\rdss\data\data.db) – this is how both programs share the same database. The database used by RDSS2 (and RDSS1) is determined by the entry in the [DataBase] section of the Configure file (DBParm=ConnectString='DSN=Rdss Database') and is currently the same for both programs. Subsequent Beta updates to RDSS 2.0 will employ a different database, with a different structure to accommodate new data items. You will be able to convert the old, shared RDSS1 database to a new format for RDSS2, but after that the programs will not be able to read each other's database files.

In the Data sub-folder, you will also find the new Cache folder (c:\rdss2\data\cache\) which plays an important part in RDSS2. Here, the program stores temporary copies of various assembled screens for fast access when moving from race to race, horse to horse, etc. More about the Cache and what you need to know, later.
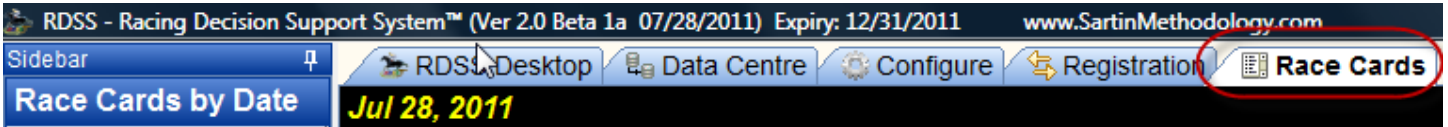
Registration

When you first run RDSS2, you will have to Register it. Go to the Registration Tab, enter your particulars (identical to RDSS1) and click the 'Submit your Registration' button.
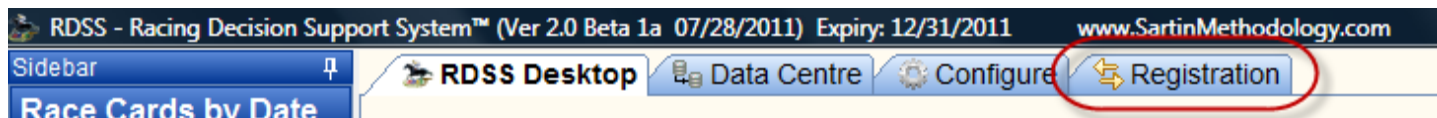
You will not be able to load new cards until you do this. If you have licensed NewPace, you will not be able to access it until you Register (the Registration server now keeps track of which add-on plug-in modules you have licensed – NewPace is the only one right now).

Navigation

You navigate between the main RDSS2 screens by clicking on the Tabs across the top (see above). The screens don't 'close' as they used to, you just *switch* to something else. The current Sidebar (listing of Dates and cards) is the same as before but will be replaced in Beta 2. After you open the first race card, you see the Race Cards Tab added to the top-most screen Tabs.

If you move away from the Race Cards Tab (e.g. to the Configure or Registration or Desktop screens) you return to working on races by again clicking on the Race Cards Tab.

Opening a race card is as before. When you open a race on a card, the race's Entry screen displays and the Horses Tab's display immediately (or the first time, after a moment to do the calculations). When you move to a Horse's Tab, you have many new navigation options.
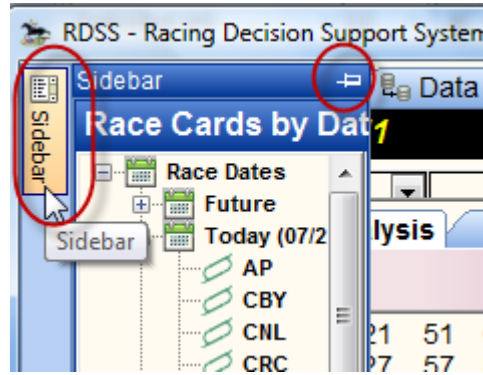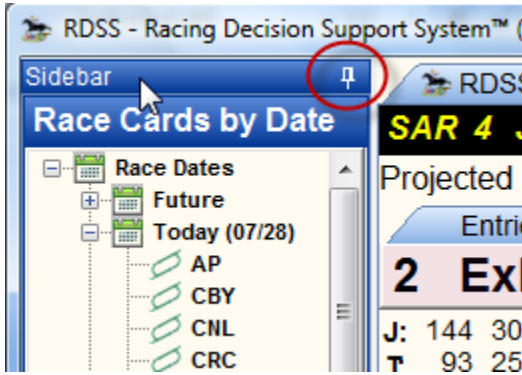
Horse PP screen Layout Options

When you click on the 'gear' icon at the far right of the PP tabset – i.e. the Configure Icon for a specific screen – a Layout Configure screen appears to configure how the list of PP tabs appear and how the screen is divided into horizontal panels.

Panel Layout
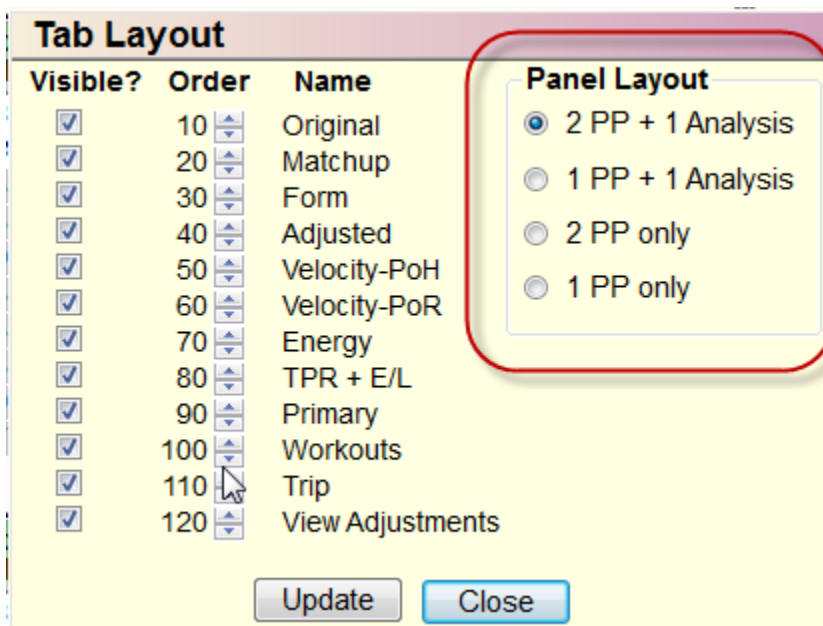
You can make the Horse PP screen divide into 1, 2 or 3 horizontal Panels (with the Horse Header info always remaining on top). You would choose different Panel layouts typically depending on your computer screen resolution. If you have a high res graphics card and monitor, choose the default of 2 PP Panels (on top) and 1 Analysis Panel (below). If you have a vertical resolution of less than 1024 (check your Windows Control Panel, Personalization, Display Settings, Resolution) – for example, 900 vertical or less, you may need to choose a 2 Panel configuration, either 2 PP Panels, or 1 PP Panel and 1 Analysis Panel, as follows:

If you have a very small screen (some kind of mini-netbook), you can choose just 1 PP Panel:

If you don't see enough of the screen width for your screen resolution (i.e. info is cut off on the right side of PP or Analysis screens), you can minimize the Sidebar by clicking on the 'Pin' Icon. When you want to show the full Sidebar again, click on the Sidebar Icon (right image below), then click on the Pin again.

Tab Layout

On the Layout pop-up window, you can also configure how the PP Tabs are displayed. You can hide tabs or change their position. For example, in a 2 or 3 Panel layout showing 2 PP Panels, the 2 panels show the same collection of Tabs at first. You may choose to eliminate the redundant Tabs for a cleaner look to your screen. To configure the upper PP panel, click the Configure Icon on the upper panel (or, right-click anywhere on the Tabs), and the same to configure the lower PP Panel. Add or remove check-marks from the Tabs you do not wish to see. Perhaps you *never* use some screens – simply hide those Tabs. You can change the sequence of Tabs by editing the Order numbers for the visible Tabs on each PP Panel, then click Update.

Please note: the same Tab Layout Configuration options exists for the Analysis Tab screens, but that Configuration window is not quite ready at the moment (**Beta 3**).

Viewing, Selecting and Grouping Pacelines

A light-blue highlight bar now tracks your mouse in *both* PP panels simultaneously and in the Analysis panel so you can more clearly identify the line you're focusing on. One change to the previous method of selecting pacelines is that you now can *click anywhere* on a paceline to select it and place it in the Analysis panel.

You can *group* pacelines for horses according to your judgement of whether they are **Primary** (i.e. Win) contenders, **Secondary** contenders (e.g. in-the-money) and **Non**-contenders. Either **right-click** on the check-box for a paceline (which adds it to Analysis as a **Secondary** contender), or put a check-mark in the ITM (i.e. Secondary) Contender box in the horse header section – lines for that horse which you have already selected are moved to the Secondary group. If pacelines exists in Analysis for a horse and you make it *neither* a Win or ITM Contender, those pacelines are moved to the Non-contender group.

This is a means to 'Hide' horses (in plain sight) who you believe cannot win (despite their 'numbers') or who will pay so little that you want to focus on the remaining Win contenders while not forgetting about the low paying high-ranked horses. You may be watching the tote odds and you want to see ALL the horses, not only the ones you think will pay well (forgetting about favourites is a dangerous game).

You can move pacelines between groups in the Analysis screens by right-clicking on the checkbox for a line. Left-clicking on a line still removes it from Analysis.

You can clear ALL selected pacelines from Analysis Tabs by clicking on the check-box in the green header above the stack of check-boxes for the pacelines.
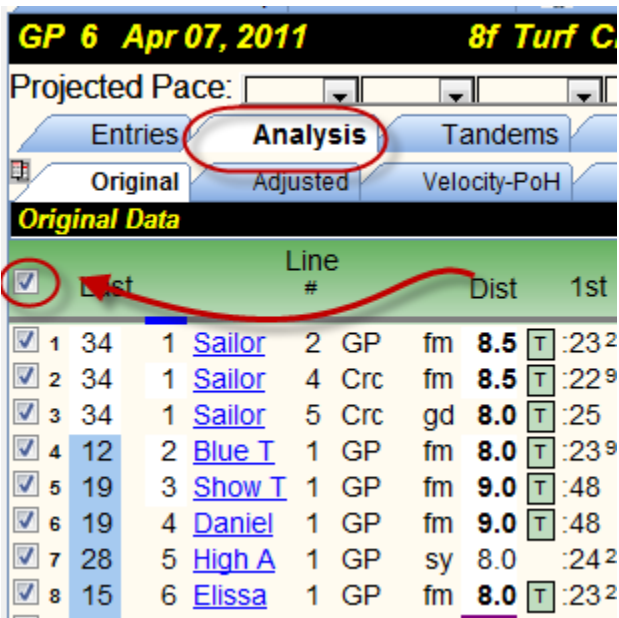
Navigating among Horses and among PP or Analysis Tabs

You move from horse Tab to horse Tab either by clicking your mouse or by using the left and right arrow keys *when the Horse Tabset has focus*. While looking at a given horse, if you click on a PP Tab or an Analysis Tab, *that* Tabset now has focus and will respond to the **Ctrl**+left/right arrow keys to move between the PP or the Analysis Tabs for that horse.

As always, if you don't display the Analysis panel at the *bottom* of the Horse PPs, you can always view the Analysis screens by clicking on the *top-level* Analysis panel.

(Please note: the 'Matchup Tab' beside Analysis is a work-in-progress, available generally at some point in the future.)

Automated Paceline Selection

(Please refer to the updated Paceline Selection Strategy module in Beta2!)

'*more than there was before, less than you were probably hoping for...*'. A generalized Paceline Selection Strategy (PSS) module is just not ready for primetime. For the time being, you can create an Analysis set using the **Last Line** Strategy by clicking on the Select Pacelines button:

This implements PSS #1 (Last Line) and results in the Analysis Panel being populated with the last line for every horse. This has the by-product of conveniently producing the FPLR (Fastest Pace, Last Race) in the Analysis Adjusted Tab:

Eventually you will be able to have multiple Analysis sets at the same time (e.g. Last Line, Best of Last 3 comparable, Turf Strategy, custom selection strategies), and switch between them for comparative analysis by dropping down a list from which you select which Analysis set you want to appear in the Analysis Panel (and show the corresponding checked pacelines when looking at a given horse).

I will create a couple more hard-wired PSS's over the next 2 Beta releases. The fully customizable plan I had in mind will have to wait until RDSS 2.1.

‘My Races’

Search for types of races across all cards. Right now, I have created some stock categories to play with. For Beta 2, this can be fine-tuned as detailed as you like.

In My Races, *double-click* on a Time-frame, then *single-click* on a race category (I'll replace this particular user-interface – it's a bit clunky). You can click on any race which appears in the resulting listing to bring up that race, or click on a Chart if it exists. Or scroll down the Sidebar list

and description of races and click to open the race. This view gives a hint at how I will redo the Sidebar to access races in the existing 'Race Cards by Date' section: **Note:** in future, clicking on a Race card will BOTH bring up the Card Summary screen as it does not, and expand the tree in the Sidebar so you can see all the races on a card and use that display to move between races instead of using the bottom race Tabs (which will disappear) or switching back to the Card Summary screen (i.e. navigation always on-screen).

Also, try clicking on the Filter/Sort system activated by the check-box indicated in the screenshot above. That system is too complex to describe fully right now, but click on the resulting down-arrows by each column and knock yourselves out!
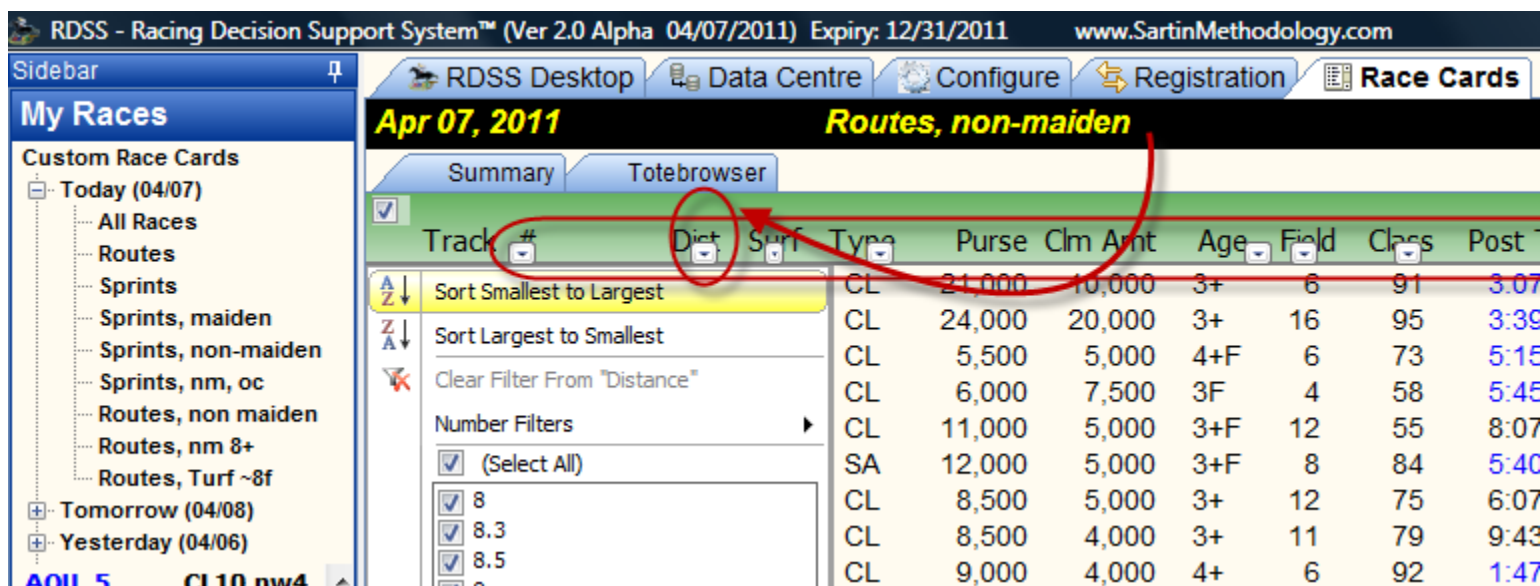
When I have fully replaced the existing Sidebar with this existing My Races data management tool, I will create a video to give a tour the entire functionality.

NewPace

(Please refer to the updated NewPace module in Beta2!)

This is a module which represents in software an approach to Early versus Late running styles and ability measured by Final Time Speed Ratings created by Dave Schwartz. You need to license Dave Schwartz' NewPace product before you can access the software within RDSS 2.0 or access the private Discussion Forum about it. If you don't wish to do this, no worries, and please feel free to skip this section. If you are interested in finding out more, please check here:
http://paceandcap.com/forums/showthread.php?t=7386

Without getting too much into the mechanics of the approach, here are screen shots and an explanation of what you are seeing:

Early Speed points are calculated and the percent of the total owned by each horse is shown, ranked and colour coded in the **ES%** column. The '**62% Accum**' column shows the cumulative percentage Speed points as the ranks increase, up to the point where they exceed 62% of the total. The rest of the horses are designated **Sw**ing and **L**ate according to the NewPace rules. If the Top ranked ES% horse is also Dominant, its **Accum%** column looks like this instead:

The Dominant percentage is shown in superscript to the right of the Accum column. The % required for Dominance is determined by a user-setting in the NewPace Configure pop-up window (in this case 56%, but that's only to make this example work). The default Dominance % value is **58%** (down from the original 62% in the NewPace videos).

A range of Speed Ratings is calculated for each horse (except First Time Starters). That Range is shown by the Low and High SRs terminating the coloured bars.

The Pace of Race (**PoR**) SR is shown *when it is required*, otherwise it shows as 0.

Per the NewPace Configuration Settings window, you can choose either the **TrackMaster Speed Rating** or the internally calculated **Adjusted Speed Rating** as the SR source. Studies so far over 500+ races from the 2010 Demo Database show the TM SR slightly better than the Adjusted SRs, but that might also be because there are more 0 SRs among the Adj SRs due to foreign lines and lines with missing internal fractions, which does not bother the TM ratings (and soon, will similarly not bother the Adjusted SRs either, so the two rating systems may approach parity).

You can sort the screen by clicking on any column heading which is circled above, and which in action shows the 'hand' pointer icon.   The default sort is Early then Hi SR. You can also sort by

Late, then Low SR, as well as absolute Low SRs and absolute Hi SRs (i.e. mixing Early and Late horses).

Sometimes you may disagree with the 2 Early and the 2 Late horses chosen by the software. You can change the contenders by clicking on an existing Contender to remove the highlight and related rank; then click on another number in the same column to choose a different horse (click repeatedly to cycle between rank 1, rank 2 and unranked). Ties are not separated by the software – you can apply your judgement at this point for that. Nor is the concept of '*price only'*.

In the NewPace Configuration Settings window, the 'timeframe' setting (e.g. within 180 days) and the 'skip 0 SRs' settings are not yet implemented.

The rules implemented in this NewPace module are the updated rules described by Dave Schwartz here: http://paceandcap.com/forums/showpost.php?p=70990&postcount=21 and here: http://paceandcap.com/forums/showpost.php?p=70995&postcount=22 he has promised some further tweaks during the month of August, so we'll await them and do some research. Some significant research has been done by Bill Lyster (and others) using an earlier Alpha testing version from April which I expect he will be presenting soon. My opinion is that these new rules fairly accurately reflect the previous program logic by which much of that research was done. We'll see soon enough.
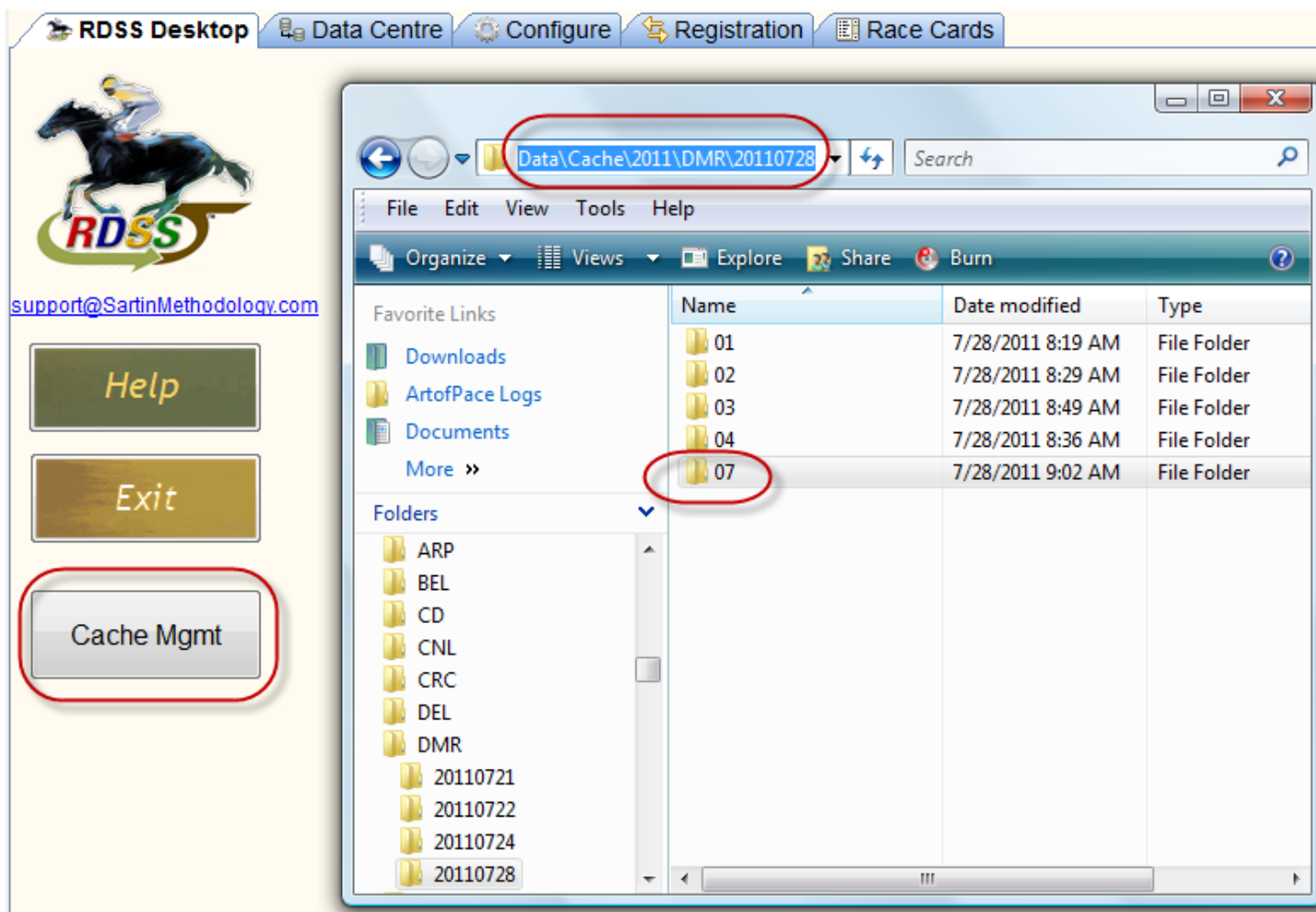

The Cache

Whenever RDSS2 makes calculations for display onscreen (horses PPs, Analysis screens, Summary screens, EL 2.0 screen, any screen with lots of time consuming calculations in it), it stores a copy of the screen in the 'Cache' a file storage area located here: **c:\rdss2\data\cache**. The next time RDSS needs to display a screen it has previously computed, it first looks to see if it is in the Cache and if so, uses that pre-calculated copy rather than re-doing all the work to calculate things again. This is how all the data screens can appear so quickly the 2nd time you load a race. Eventually you can make the Cache copies of screens be created ('Assembled') as a Task during your nightly Data Centre run (Beta 2 or 3) - then there will appear to be no delay for calculations even the first time you display a screen.

Unfortunately, when there happens to be an unrecoverable error in a screen's calculations, that error in the data can get stored in the Cache, so every time you go to a particular race, or horse, or Analysis screen, the data error will be reloaded from the Cache and you will appear to be 'stuck'.

In this case, it is frequently helpful to simply clear the Cache of these temporary files. The Cache is merely (mostly) a speed convenience, so if you delete any of the files, they just get recreated when next they are needed at the expense of just a little extra processing time.

If you do encounter a screen which continually produces an error message (i.e. after you restart RDSS and try again) – after recording the error message and sending to me, try going to the RDSS Desktop and click on the Cache Mgmt button, use the Windows Explorer window which opens then navigate to the Track, Date and Race folder representing the problem race and dimply delete that race's folder (i.e. containing all the cached temporary files). The image below shows the Cache opened to the Folder for DMR 07/28/2011, Race 7

For the final RDSS 2.0 release, there will be a number of Cache Management tools inside of RDSS2 to help do this kind of thing automatically, or periodically (e.g. delete all cached files older than 'n' Days, e.g. 30 days). After a while, all the Cached files can add up. Right now, you have to do it by hand.

Result Charts Button (weblink)

A link for each race to the Result Chart, available about 20 minutes after the race has run. Uses BRIS HTML charts for the current day and past 30 days, then to Equibase Chart lookup service for older. This is a down-payment on Full Result Chart lookup info pending integration of downloaded Result Charts into the RDSS Database (RDSS 2.1). *Please don't click on the Result Chart* button until about 20 minutes after the race is Official (to be precise, when the Chart link appears in the BRIS Supertote Results Screen) - it will annoy BRIS! You can click on any previous day races' Charts button. The Result Chart opens in your browser.

A Note about 'Rounding'

In RDSS 2.0, for greater simplicity, I have chosen to round velocity and Energy numbers to 1 decimal place rather than 2 as shown in RDSS1. Rounding is done UP from .50 and DOWN from .49 (e.g. 55.65 shows as 55.7 and 55.64 shows as 55.6). In a few cases, comparing the same pacelines between RDSS 1 and RDSS2, some ranks may be off by 1 (and so you can see how close the ranks actually were), but these ranks may compound to slightly different Primary Line Scores and slightly different BL/BL numbers. The order of BL/BL tiers almost always does not change materially.

If you see such differences, I do not consider them material and you don't need to report these to me. If you see any *other* significant differences in numbers between RDSS1 and RDSS2, I do want to know about it, please!

Summary

There's probably lots more nuances, and you will discover many of them by simply working with the software. But the foregoing is perhaps enough to get started. The biggest thing is a new internal framework to use memory much better (and not crash due to memory over-consumption), and a new screen caching system which appears to make screens appear (more-or-less instantly), plus about a hundred other internal things.

The software may crash due to some navigational issues, and I would appreciate knowing when it does. Screenshots are highly encouraged, to do this. When at all possible, please post your comments in the RDSS 2.0 Beta Testing Forum so I don't have to duplicate email discussion for everyone else.

Finally, and in the style of a 'disclaimer', although a few people have been using RDSS 2.0 daily for over half a year so far, you should presume until you satisfy yourself otherwise, that RDSS1 remains your definitive Analysis tool and that RDSS 2.0 may contain some bugs which would result in different selections than RDSS1 (except for rounding differences, described above). I personally don't believe this is true, and believe that RDSS2 is as accurate as ever.

Thanks everyone who is helping to test this!

Ted