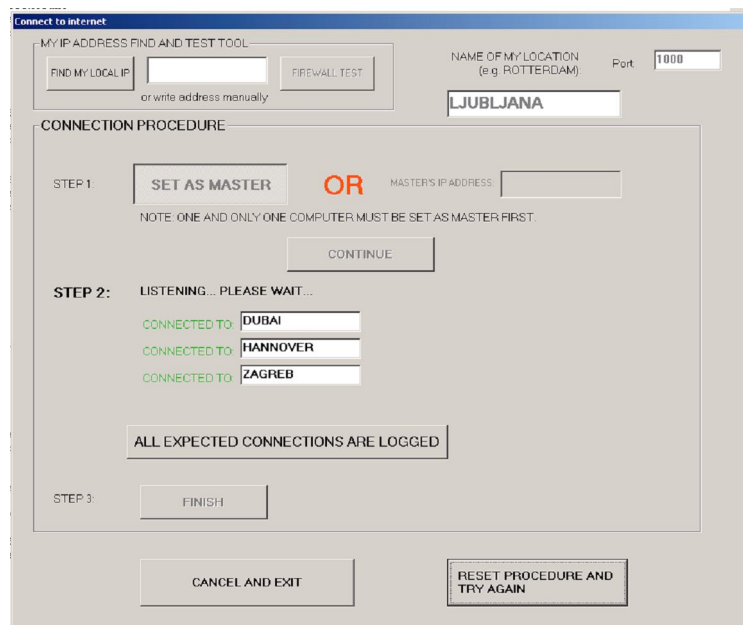


INTERNET MULTIMATCHING

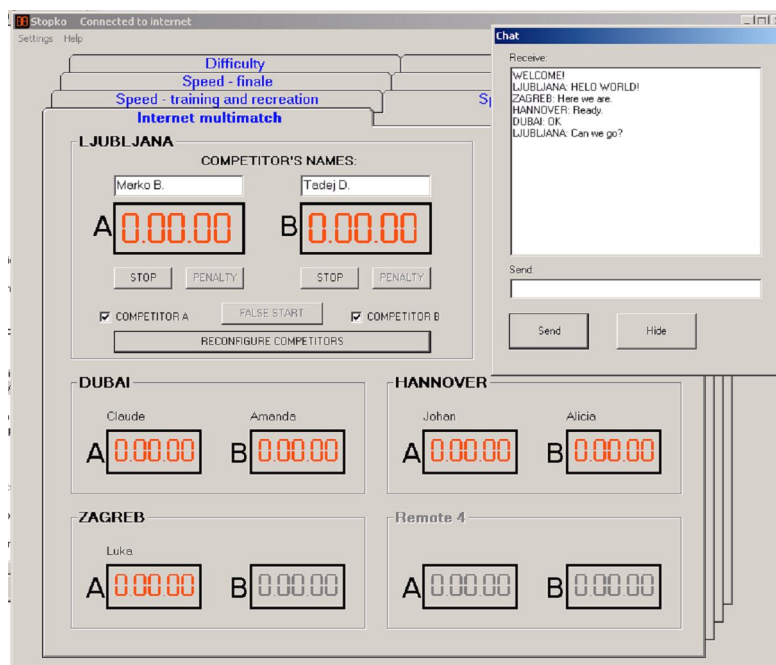
Internet multimatch option allows that users from different locations all over the world connect their systems together by the internet connection and thus it become possible to arrange speed matches at distant locations in the realtime.

Up to five locations can be connected in a single *Internet multimatch*.

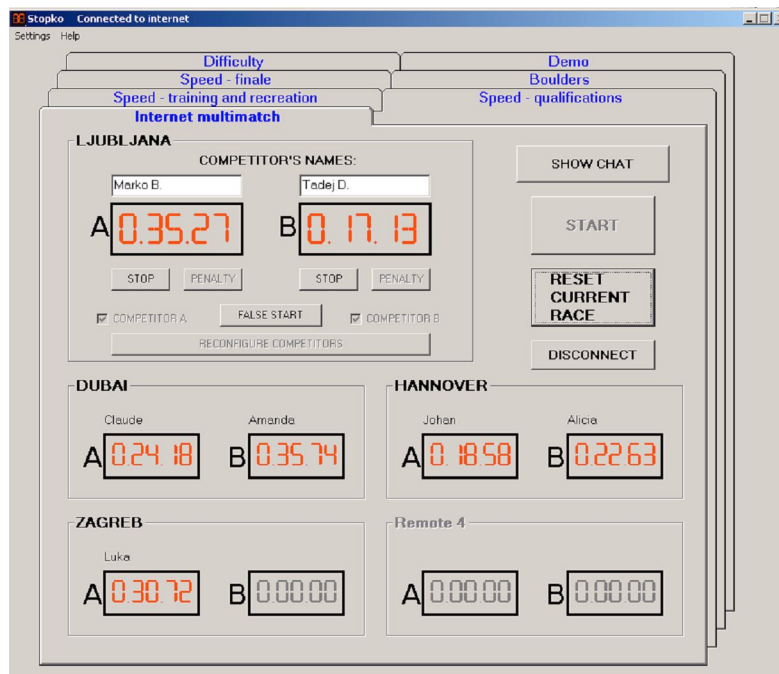
1. One location must be chosen as a *Master* location.
2. All other locations connect on *Master* based on Master's IP address, which must be known.



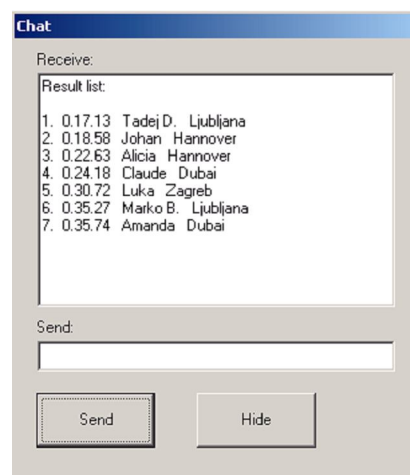
3. Each location configures its starting positions (track enable/disable, competitors names).



- Master location holds control over the *Start* event and starting sound is generated on all locations at the same moment.
- When top of any route is reached, the result is transferred to all locations immediately.



- When all competitors are finished, a result list is generated and is to be sent on all locations by the Chat utility.



- All the time the *Chat* utility allows communication between all locations in the realtime.

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