RP3 ROWING
DYNAMIC INDOOR ROWER

Instructions For RP3 Racing Software

The following document provides details on how to install, setup, and use the RP3 Racing software. For more information please contact James using the following link:
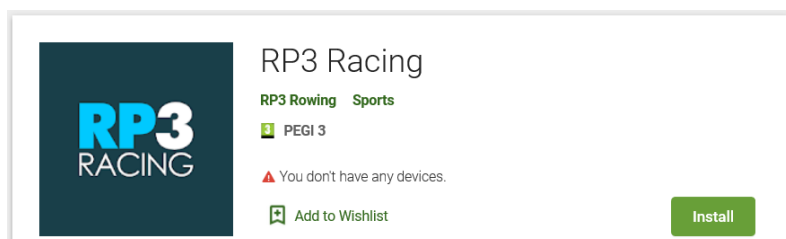
mailto:james@rp3rowing.co.uk?subject=RP3Racing

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RP3 ROWING
DYNAMIC INDOOR ROWER

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Step 1. Installing the software

Like the RP3 Rowing standard software, the RP3 racing software is available through an app on the google play store. To install it simply download "RP3 Racing" from the play store on the device you connect to your RP3. If you have an Amazon Fire Tablet, download the app from https://apkpure.com/rp3-racing/com.label305.rp3.racing
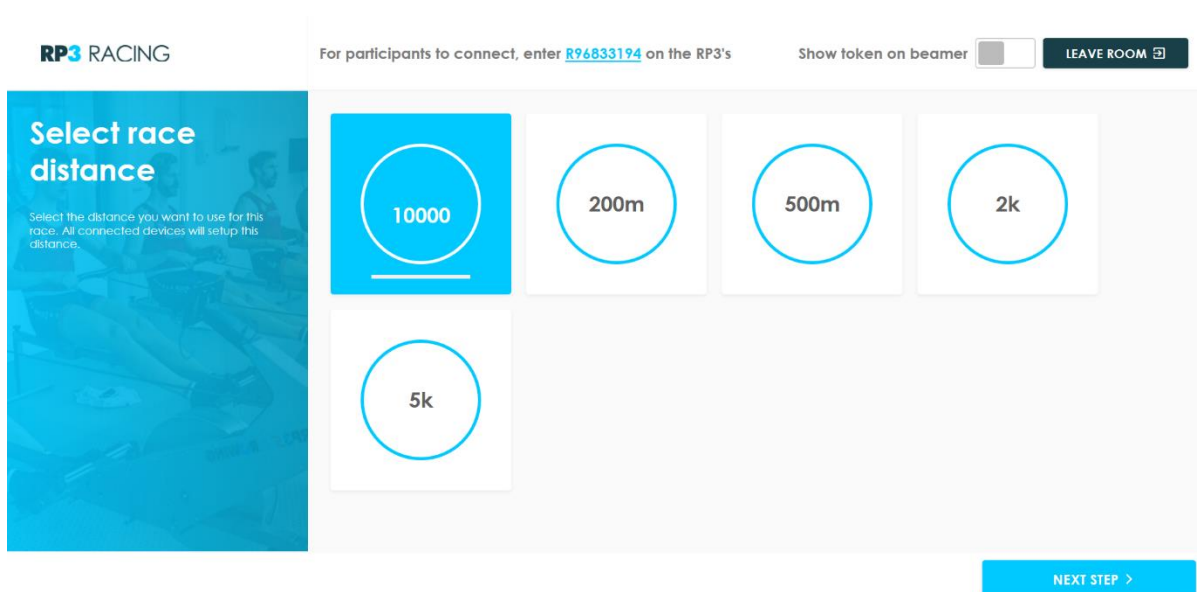

Step 2. Setting up a race

A race must be hosted from a separate PC, Laptop or Tablet which is connected to the internet. No additional software is required on this device and you do not need to download the RP3 Racing App. To setup a race, firstly on the host device, go to the following web address:

https://screen.rp3rowing-app.com/

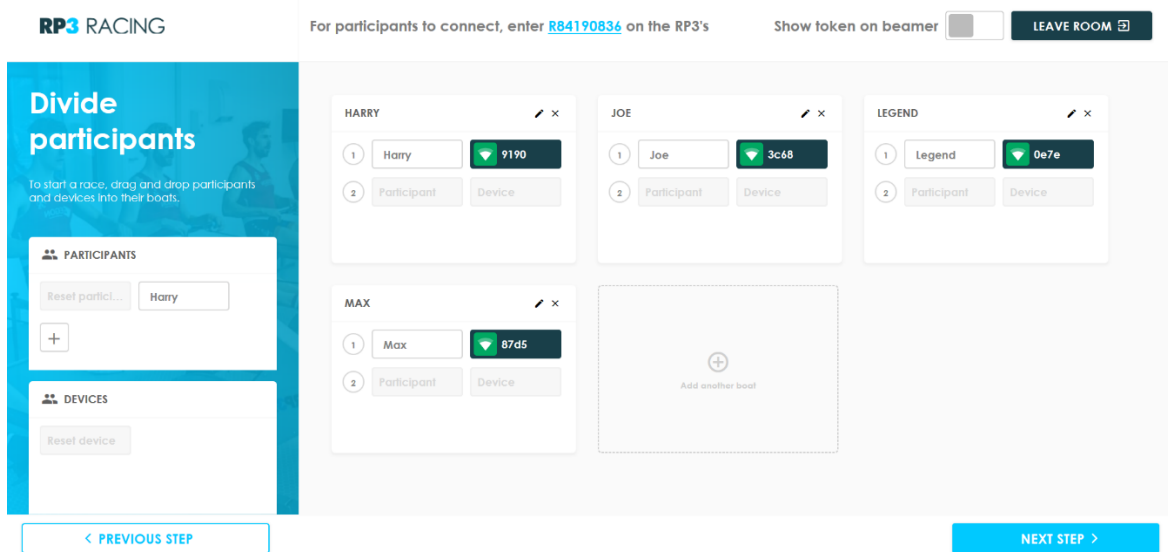After opening the page, click "create race" and the following screen will show:

Use this screen to find your race "R number" (the 8 digit number after the letter R at the top of the screen) and to select a race distance. Choose from the pre-set options of 200m,

500m, 2k and 5k, or using the top left box with the underline, type in your own distance in meters. Click the enter key after doing this to highlight the box in blue and then click "next step" in the bottom right corner.
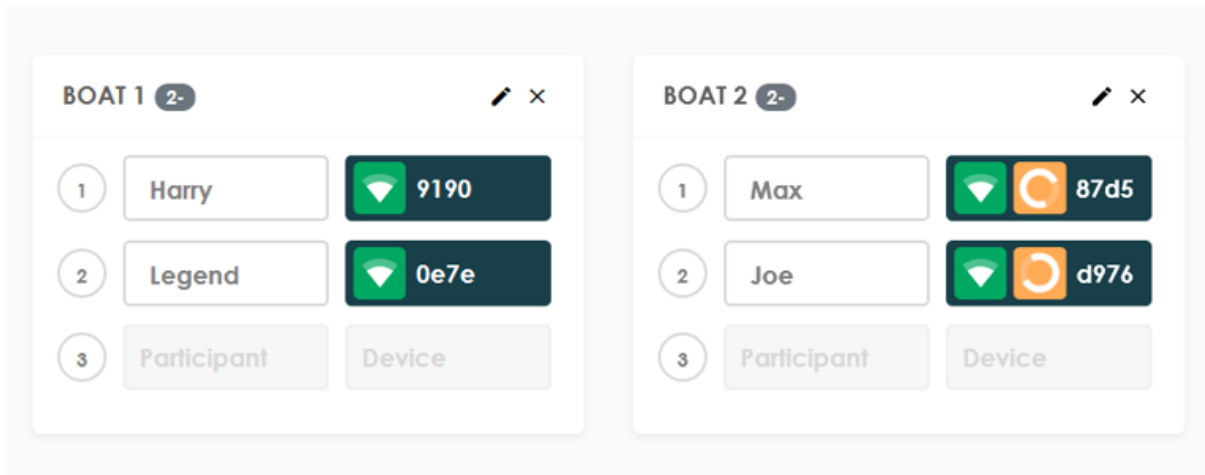
Step 3. Joining a race

Each participant of the race must connect their tablet monitor to wifi and open their "RP3 Racing" App. They must then enter the "R Number" provided by the race host. The particpants will then show on the hosts screen:

From here the host can see the connection status of each participant – green indicates that they are connected to wifi and to their RP3. After connecting each participant my continue to row and warm up until the host chooses to start the race.
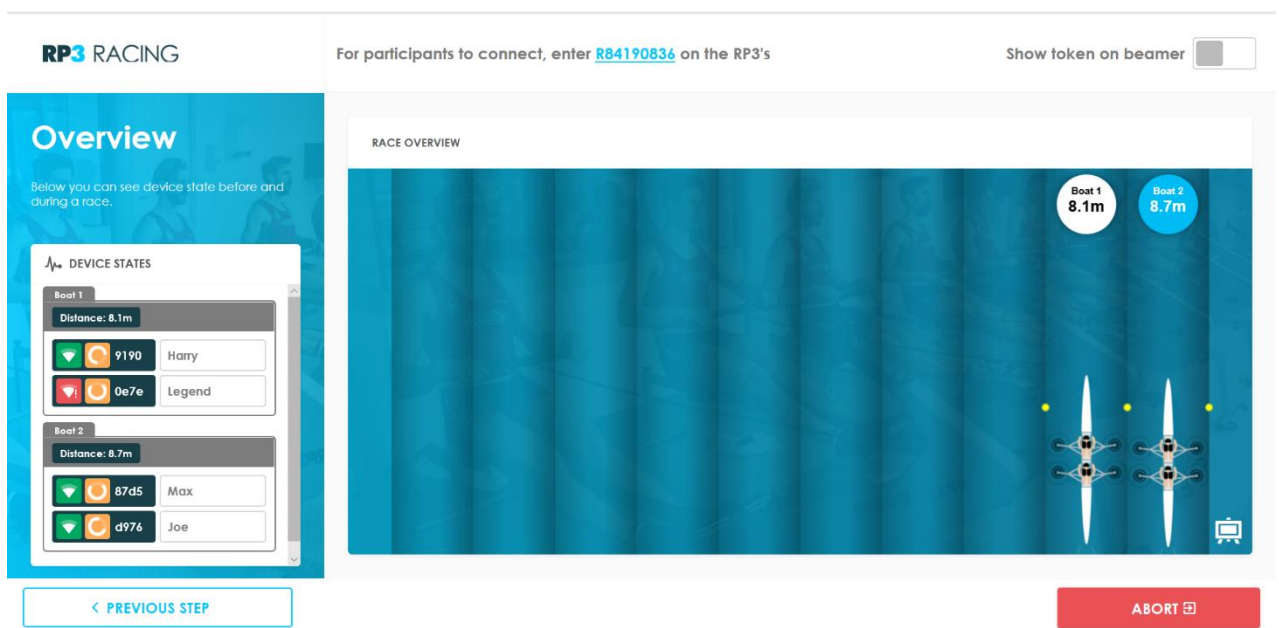
Step 4. Dividing Participants into Boats

The host can then divide the participants into boats, name the boats, add or remove boats and select the boat type (1x, 4-, 8+ etc). The example below is for two coxless pairs. Use the pen icon in the top corner of each boat for this. Click next step when done

Step 5. Starting the Race

After setting up the race the host can then start it. After clikcing the start the participants screens will display "Attention" during this time each participant must sit ready while software waits for each RP3's flywheel to slow down if they have been warming up. The screen will then display "Go!" and the race starts.

The host can see the progress of the race as it goes along and each participant can see the same for their and the other boats.

After the race is over, the host can view and analyse the results for each boat. The finish order and times are also displayed on the screen of each participant.