



Event: \_\_\_\_\_

Nation: \_\_\_\_\_ Date: \_\_\_\_\_

Vehicle: \_\_\_\_\_ Off Road

Tyres Used:  Rubber  Foam

Conditions:  Dry  Wet  Damp

Grip Level:  Low  Medium  High

FDR / Rollout: \_\_\_\_\_

Track Type:  Astro  Grass  Dirt  
 Multi Surface

ESC/Firmware Version: **100528Stock**

Motor Used: **4 T SP**

Motor Endbell Timing: **Standard**

Rotor Used: **Standard**

Battery Used: \_\_\_\_\_

**TRACK INFO**

Track Name/Location: Heemstede  Indoor  Outdoor

Track Temp.: \_\_\_\_\_ Weather Temp.: \_\_\_\_\_ Track Size: \_\_\_\_\_

Grip: LOW      HIGH

Asphalt  Concrete  Carpet  Technical  Mixed  Fast

Programmable Items	Programmable Value								
	1	2	3	4	5	6	7	8	9

Basic Items										
1. Running Mode	Forward Only With Brake <input checked="" type="radio"/>	Forward / Reverse With Brake <input type="radio"/>								
2. Drag Brake Force	0% <input type="radio"/>	5% <input checked="" type="radio"/>	10% <input type="radio"/>	20% <input type="radio"/>	25% <input type="radio"/>	30% <input type="radio"/>	40% <input type="radio"/>	50% <input type="radio"/>		<input type="radio"/>
3. Low Voltage Cut-Off Threshold	None <input type="radio"/>	2.6V/Cell <input type="radio"/>	2.8V/Cell <input type="radio"/>	3.0V/Cell <input type="radio"/>	3.2V/Cell <input checked="" type="radio"/>	3.4V/Cell <input type="radio"/>				
4. DRRS mode	Smooth Level 1 <input type="radio"/>	Smooth Level 2 <input type="radio"/>	Normal Level 3 <input type="radio"/>	Normal Level 4 <input type="radio"/>	Normal Level 5 <input type="radio"/>	Progressive Level 6 <input type="radio"/>	Progressive Level 7 <input checked="" type="radio"/>	Agressive Level 8 <input type="radio"/>	Agressive Level 9 <input type="radio"/>	

Advanced Items										
5. Maximum Brake Force	25% <input type="radio"/>	50% <input type="radio"/>	75% <input checked="" type="radio"/>	100% <input type="radio"/>						
6. Maximum Reverse Force	25% <input type="radio"/>	50% <input type="radio"/>	75% <input type="radio"/>	100% <input type="radio"/>						
7. Initial Brake Force	= Drag Brake Force <input checked="" type="radio"/>	0% <input type="radio"/>	20% <input type="radio"/>	40% <input type="radio"/>						
8. Neutral Range (Dead Band)	6%(Narrow) <input checked="" type="radio"/>	9%(Normal) <input type="radio"/>	12%(Wide) <input type="radio"/>							
9. AMTS - Timing For Both Sensored, Sensorless Motor	0.00° Max Runtime <input type="radio"/>	3.75° <input type="radio"/>	7.50° <input type="radio"/>	11.25° <input type="radio"/>	15.00° <input checked="" type="radio"/>	18.75° <input type="radio"/>	22.50° <input type="radio"/>	26.25° (Beware Of HighTemp) <input type="radio"/>		<input type="radio"/>
10. Over Heat Protection	95°C <input type="radio"/>	Non-Protection <input checked="" type="radio"/>								
11. Reserve	<input checked="" type="radio"/>									
12. Supercharger Boost Level	Off <input type="radio"/>	Stage 1 <input type="radio"/>	Stage 2 <input type="radio"/>	Stage 3 <input type="radio"/>	Stage 4 <input checked="" type="radio"/>	Stage 5 <input type="radio"/>	Stage 6 <input type="radio"/>	Stage 7 <input type="radio"/>	Max <input type="radio"/>	
13. Supercharger "RPM" Delay	4000 <input type="radio"/>	5000 <input type="radio"/>	6000 <input type="radio"/>	7000 <input type="radio"/>	8000 <input type="radio"/>	9000 <input type="radio"/>	10000 <input type="radio"/>	11000 <input type="radio"/>	12000 <input checked="" type="radio"/>	
14. Supercharger "Full Throttle" Delay	Off <input type="radio"/>	0.1 <input type="radio"/>	0.2 <input type="radio"/>	0.3 <input type="radio"/>	0.4 <input checked="" type="radio"/>	0.5 <input type="radio"/>	0.6 <input type="radio"/>	0.7 <input type="radio"/>	0.8 <input type="radio"/>	
15. Supercharger "Punch"	Motor Cooler-Max <input type="radio"/>	-1 <input type="radio"/>	-2 <input type="radio"/>	-3 <input type="radio"/>	-4 <input type="radio"/>	-5 <input type="radio"/>	-6 <input type="radio"/>	-7 <input type="radio"/>	Motor Cooler-Low <input type="radio"/>	

\* When using supercharger related software such as 100528STOCK and 100528MOD, DRRS profile lower then level 7 should NOT be use!

NOTE: