## Data Logging & Analysis 101

Warning: motorsports, racing, HPDE, and other forms of highspeed driving events are extremely dangerous. The information, analysis and recommendations provided in this document are based on fictional data on a race track for illustration purposes only. Use this document at your own risk. Always consult a professional for driving instructions.



## Chapter 0: Downloading Data from your AiM Device



### **Downloading Data**

• Connect your AiM device to your computer via USB

(second button from top)

- Turn on your AiM device
- Open Race Studio 2
- Click Download Data
- Pick data to download
- Click 🛚 🖳
- Download selected
- You can erase data on your device by clicking





is <u>not</u> recommended.



## Chapter 1: Getting Familiar with RS2Analysis



### What Kind of Data is Available?





	Solo	Solo DL	Evo4
Lap timing w/ predictive lap timing	Yes	Yes	Yes
Basic data (speed, position, Gs)	Yes	Yes	Yes
Gear Position	No	Yes	Yes
Advanced data (RPM, pedal position, wheel speeds, etc.)	No	Yes	Yes
Analog channels	No	No	Yes
Video Integration	No	Yes (SmartyCam HD)	Yes (SmartyCam HD)



### **Opening RS2Analysis**





### RS2Analysis Opening Screen/Test Database

#### What's Here?

- All available data files are listed, most likely each track session has its own data file
- You can set *car, driver, track, and comments* for future references
- Modify by right click, then *Test Properties*
- Open a data file by double clicking





### Main Analysis Window

After you double click on a data file, this will be the screen you see.
If not, make sure the button with purple arrow is selected.

Plot(s) of active channels.

• All available data channels.

- Display mode controls.
- Plot type control.
- Blue arrow: choose which lap(s) to display.





### Data Channels

- This is a list of all available channels
- Left click to activate channel(s) for plotting
- Modify the scale of each channel's graph by right click
- The number on the left side of each channel indicates sub-plot position in multi-plot mode (more on next two slides).
- Left click on the red square to modify the color of the plot of each channel.

😽 RS2Analysis 2.44.04 - [Measures Graph]				
🖌 File	Data View Map Mo	dify Options		
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Measures	s and laps	×		
Measure	es Laps User Profiles			
V Per La	ap' Color Sort Ch	annels		
	Tests Loaded:			
X TR E92M3 05042011 002				
6 01.41.699				
Measures:				
1	Datalogger_Tem [°F]	90		
1	Battery [V]	13.9		
1	RPM [rpm]	7969		
2	PEDAL_POSITION [%]	99.2		
1	SPEED_BMW [mph]	119.3		
1	SPEED2_BMW [mph]	109.9		
1	WHEEL_SPD_FR_L [mph]	109.8		
1	WHEEL_SPD_FR_R [mph]	109.7		
2	WHEEL_SPD_RR_L [mph]	111.8		
2	WHEEL_SPD_RR_R [mph]	111.7		
4	STEER_ANGLE [deg]	0		
1	CLUTCH_SWITCH [#]	0		
1	BRAKE_SWITCH [#]	0		
3	BRAKE_PRESS [bar]	0.0		
1	BRAKE_PR_FR_LF [bar]	0.0		
1	BRAKE_PR_FR_RH [bar]	0.0		
1	BRAKE_PR_RR_LF [bar]	0.0		
1	BRAKE_PR_RR_RH [bar]	0.0		
1	WATER_TEMP [°F]	201		
2	OIL_TEMP [°F]	244		
3	TEMP_OUTSIDE [9F]	65		
1	MAP [mbar]	1012		
4	GEAR [#]	4		
4	ACC_LONG [m/s^2]	-2		
4	ACC_LAT [m/s^2]	-1		
5	GYRO [deg]	-1.2		
1	DISTANCE_KM [#]	0		
2	FUEL [%]	11		
1	BATTERY [V]	14.0		
	FUEL INJ [#]			
	GPS_Speed [mph]	110.3		
	GPS_Nsat [#]	11		
2	GPS_LatAcc [g]	0.09		
2	GPS_LongAcc [g]	0.21		
	GPS_Heading [deg]	-98.9		
	GPS_Gyro [deg/s]	1.0		
	GPS_PosAccuracy [m]	3.32		
5	Accel. Mag. [m/s^2]	2.31		
4	Lateral G [G]	0.13		
4	Longitudinal G [G]	-0.20		







### **Display Modes**



Single Plot Mode

Use this option to display one or more channels on **one single plot.** 



#### Multi Plot Mode with Overlap Option

Use this option to display multiple subplots but have the option to place **two or more channels in each subplot**. Use the number next to each channel to determine its subplot position.





#### Multi Plot Mode

Use this option to display **one channel in each subplot**.







Plot data channel vs. distance/time plot – most widely used type





**Display GPS** location



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Plot channel vs. channel – i.e. plotting a traction circle





Plot histogram – i.e. understand % of time at 100% throttle



### **Recommended Screen Layout**





## Chapter 2: What Happens in a Corner?

#### (adapted from "Data Logger Secrets Revealed")



### Visualizing a Corner

The first step towards understanding data is being able to visualize the inputs of the driver. The following are the basic steps of driving through a corner. But please note that every corner is different and not all the steps below apply.

#### A – Brake Point

This is where you start to brake before a corner.

#### B – Turn in Point

This is where you start to turn your steering wheel.

C – Brake-Gas Transition

This is where you transition from brake to throttle.

#### D – Apex

Point(s) in a corner that is part of the optimal line.





### Part A – Brake Point





#### **GPS** Speed

The GPS speed reaches a peak and starts to decrease. The steeper the slope the heavier the driver is braking.

#### **Brake Pressure**

Brake pressure spikes up as the driver depresses the pedal.

#### Longitudinal G

As the driver starts to brake, longitudinal acceleration changes sign (from negative to positive in this case). Your data could go from positive to negative depending on how it is set up.



### Part B – Turn in Point





#### **GPS Speed**

The driver continues to scrub speed as the car goes through point B.

#### **Brake Pressure**

Braking continues as indicated by the brake pressure.

#### Steering Angle

Steering angle increases in magnitude. Driver starts to turn in before he's completely off the brakes. AKA trail braking. <u>This is an advanced skill and should not be attempted</u> without a professional instructions.



### Part C – Brake-Gas Transition





Brake Pressure Driver is off the brake pedal.

#### **Gas Pedal Position**

Driver transitions to the gas pedal and gradually applies the throttle. Driver modulates the throttle to control the front-rear weight transfer to fine-tune the rotation of the car.

#### Longitudinal G

Due to the transient motion of the car, longitudinal G may lag slightly behind the gas pedal position.



### Part D – Apex





#### **GPS** Speed

Speed increases as driver powers out of the corner.

#### **Gas Pedal Position**

Driver is well into the throttle as he hits the apex. Apex of other corners could see completely different pedeal positions.

#### **Steering Angle**

Driver begins to unwind the steering wheel (less negative from peak as indicated by blue triangle).

#### Lateral G

Similar to the steering angle, lateral G magnitude decreases as driver unwinds the steering wheel.



### Summary

#### **GPS Speed**

- Indicates your speed and whether you are braking or accelerating.

#### Lateral Acceleration/G

- Indicates how many Gs you are pulling in a corner. Lateral acceleration is speed squared divided by the radius of the corner.

#### Longitudinal Acceleration/G

- Indicates how hard your car is braking or accelerating.

If you have Evo4 or Solo DL, you can also look at the following:

#### **Steering Angle**

- Accurately indicates your steering to show turn in, etc. Gas Pedal Position

- Are you really flat out through that corner? **Brake Pressure**
- Pretty self-explanatory



## Chapter 3: Comparing Two Laps





#### **GPS** Speed

Red carried more speed into the corner.

Blue carried less speed but accelerated out of the corner sooner. Having a throttle position channel would allow us to know precisely when each driver got back onto the throttle.

#### Lateral G

Red turned in earlier compared to blue. Steering angle sensor can give us a more accurate turn in point indication.

#### Time Delta

Blue lost time compared to red going into the corner. However, because red slowed down mid corner, the net time delta is zero.



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Red: Faster Lap Blue: Slower Lap

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#### **GPS** Speed

Red carried more speed through high-speed turn 3.

#### Lateral G

Red pulled a **consistent 1G** through corner 3. Blue pulled less than 1G.

#### Longitudinal G

While red braked in a deliberate manner, blue dragged on the brakes. The former is generally preferred as it reduces the total braking time.

#### Time Delta

Blue lost about 0.4 seconds in corner 3.





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Red: Faster Lap Blue: Slower Lap

# Corner 4 Straight 5

#### **GPS** Speed

Red carried slightly more speed through corner 4. Moreover, it got back on the throttle earlier, which allowed it to gain significantly more time over the long straight 5.

#### Lateral G

Red turned in earlier and reached peak G sooner, and it was able to unwind the steering wheel and get back on power quicker than blue.

#### Time Delta

Red gained over **0.7 seconds** at the corner plus the long straight afterwards. **This is why corners before long straights are very critical.** 





**Red**: Faster Lap

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### Summary



