



F1WIZARD LIVEFEED MODULE

Introduction

The F1Wizard game is capable of reading telemetry data from theMajorDomo website or, during an F1 event, directly from the Formula One™ live timing system.

Telemetry data for each F1™ event is recorded by theMajorDomo and made available shortly after each event completes. You are then able to view the information, performance analyses and plan your strategies.

If you would like real-time access to the telemetry 'as it happens', then you will need to download and run the LiveFeed module.

Installation

The LiveFeed module is available for Windows and Mac OS X systems. It can be downloaded by following these instructions.

1. Download and install the LiveFeed module from <http://theMajorDomo.com/downloads>. Look for the version corresponding to the computer operating system (Windows and Mac OS X are supported today).
2. During the Beta test period, you must start the LiveFeed module.
 - 2.1. On Windows it can be found in Start->All Programs.
 - 2.2. For Mac OS X, it can be found in your applications folder.

After the Beta test period, we will offer an option run the LiveFeed module silently in the background of your computer.

3. When the LiveFeed module is running, the F1Wizard game will show a green pulsing health indicator at the top right corner of your game window. A pulsing red indicator means the F1Wizard game is unable to communicate with the LiveFeed module.

IMPORTANT!

The data furnished by the Formula One live timing system is theirs. In order to access it, you must register with their live timing site. Go to http://www.formula1.com/live_timing/ and follow the instructions to sign up.

You MUST register using the same email address and password for the Formula1 site as you used to register for F1Wizard!

Privacy Notice:

We respect your privacy and do not tolerate spam and will never sell, rent, lease or give away your information (name, address, email, etc.) to any third party.