RC Pit Clock

User guide

Android app, September 2026 release

RC Pit Clock helps a nitro RC driver, and whoever is on the fuel bottle, manage fuel during a race: how long a tank lasts, how many pit stops the heat needs, and on which lap to come in.

It also follows the race day. From the heat board posted at the club, it tells you when you run, when you marshal, and sounds an alarm before each of your runs.

WHO IT IS FOR

Nitro RC drivers and their pit crew, at club meetings and in competition.

PLATFORM

Android 8.0 or later.

LANGUAGES

English and French.

OFFLINE

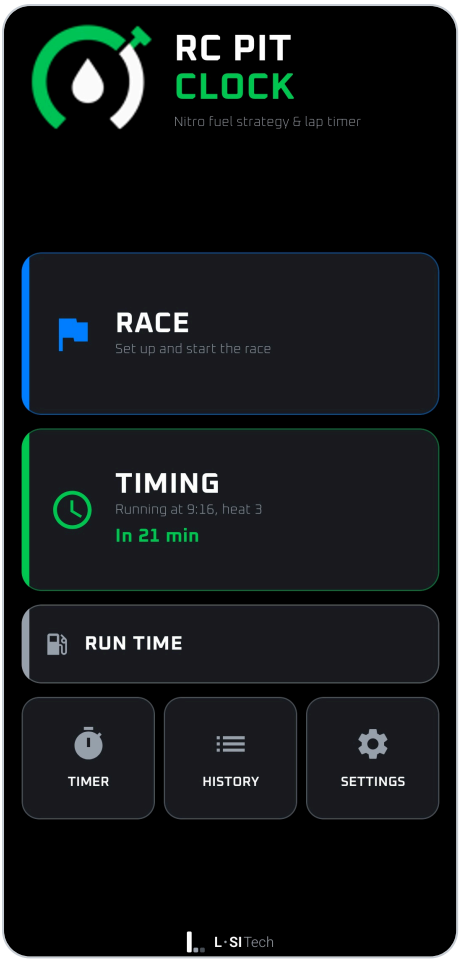
Races, the lap timer, calculations and alarms all work without a connection.

TRIAL

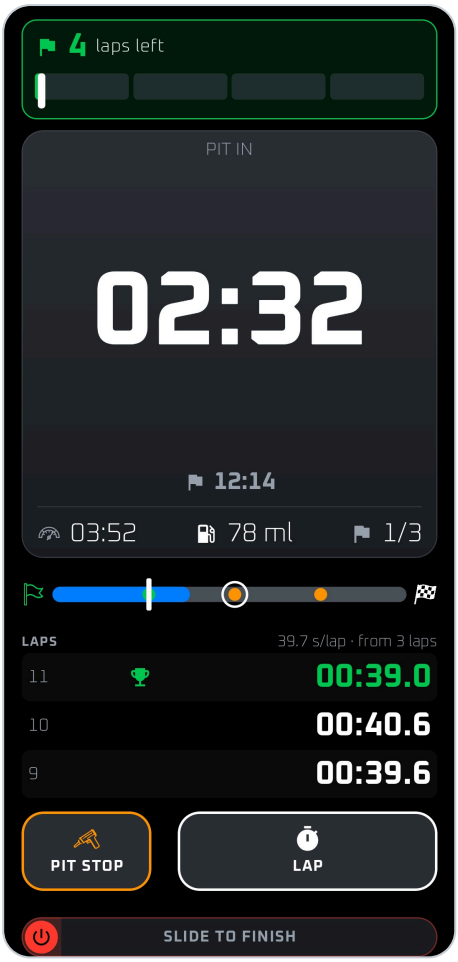
Five free races after install, then a yearly subscription through Google Play.

PUBLISHER

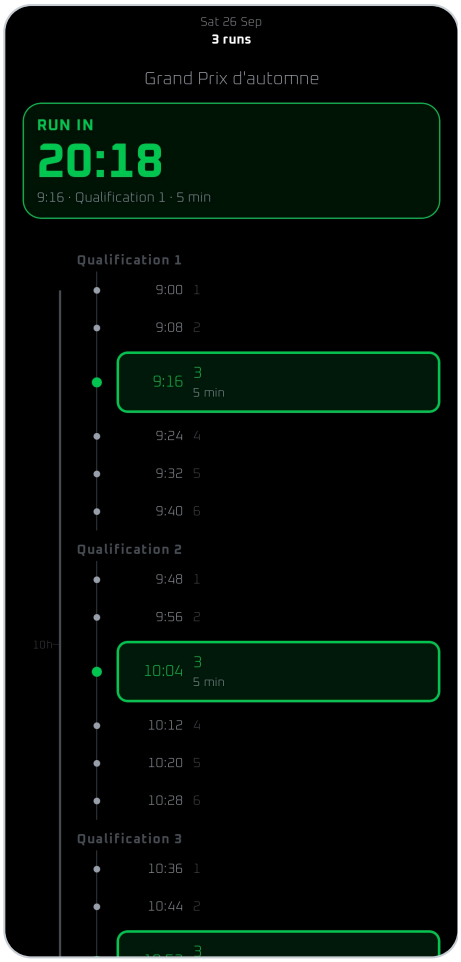
LSI Tech, France. lsitech.fr



Home screen and next run



The race screen



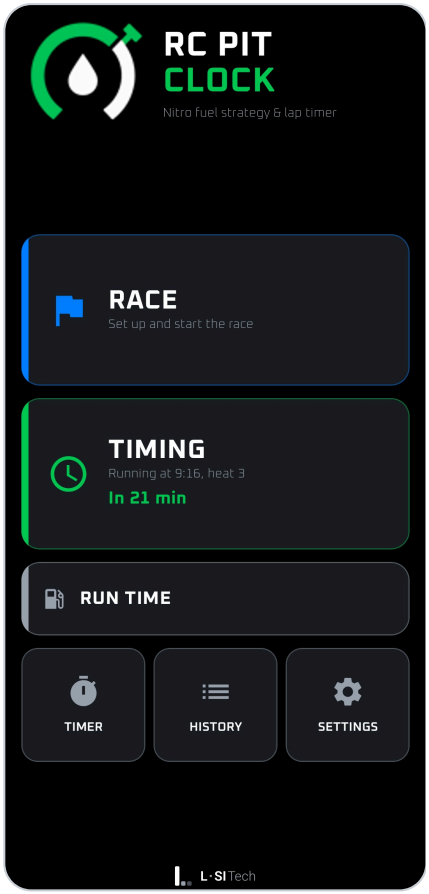
The race day

Contents

1 How it works
2 Measuring run time
3 The planner
4 The race screen
5 The pit call
6 The plan question
7 Race summary and history
8 The race day (TIMING)
9 Run alarm
10 Colour and symbols
11 Settings
12 Licence
Privacy

1 How it works

Readable at arm's length	During a race you look at the screen for a second, often in full sun. The figures that matter are large, and every label is a few words at most.
Colour and shape	No important information relies on colour alone. Every alert also has a shape: a frame, an underline or an icon. The screen stays readable for colour-blind drivers and in bright light.
A clock you can trust	Race time is worked out from the phone's clock, not counted second by second by the app, so it stays right when the screen goes to sleep. A race even survives a phone restart; the app then says that timing may have suffered.
Locked screen	While a race is on, the race screen shows over the lock screen. PIT STOP and LAP stay usable without unlocking the phone.
Home screen	RACE sets up and starts a race. TIMING follows the race day and shows your next run. RUN TIME opens the calculator. TIMER is for practice: lap times, but no fuel calculation. HISTORY keeps the summary of past races. SETTINGS holds everything else.
Resume	An interrupted race comes back through RESUME, at the top of the home screen, for six hours.



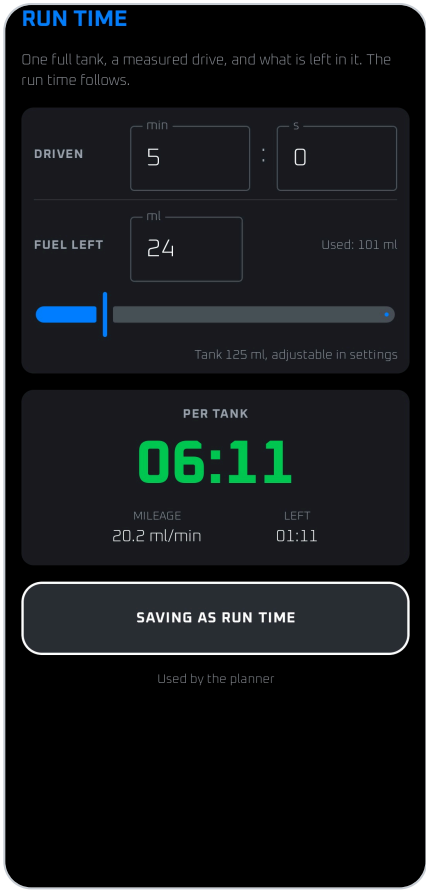
2 Measuring run time

The planner needs to know how long one tank lasts. Measure it once per car, and again whenever the engine setup changes.

1. Fill the tank.
2. Run for a timed period.

3. Measure what is left in the tank.
4. Enter the time run (DRIVEN, in minutes and seconds) and the fuel left (LEFT, in ml).
5. Tap SAVING AS RUN TIME.

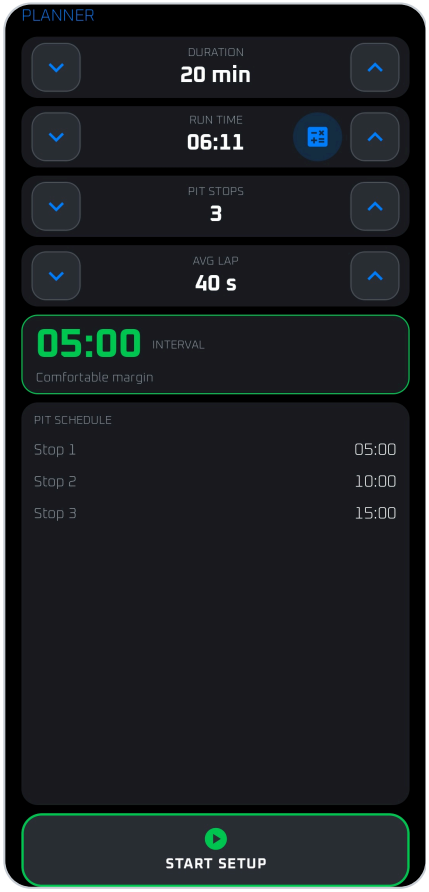
The result	PER TANK is how long a full tank lasts, MILEAGE the fuel used per minute. Tank capacity comes from the settings. Without a measurement, the planner starts from a six-minute run time.
Measuring after a race	At the flag, the app can measure the last tank. Let the engine run until it stalls, then tap ENGINE STOPPED: the time run since the last pit stop is frozen. RUN TIME CALCULATION opens the calculator with that time already filled in. With no tap within two minutes, the measurement is dropped, and the screen says so.



3 The planner

From the heat length and the run time, the planner suggests a number of pit stops and the interval between them, and tells you how much margin is left.

DURATION	Length of the heat.
RUN TIME	How long a tank lasts, taken from the measurement. The calculator button opens the calculator.
PIT STOPS	The number of stops. Suggested from the duration and the run time, and still adjustable.
AVG LAP	Average lap time. It turns a time into a number of laps.
INTERVAL	The planned time between two stops, with the margin it leaves.



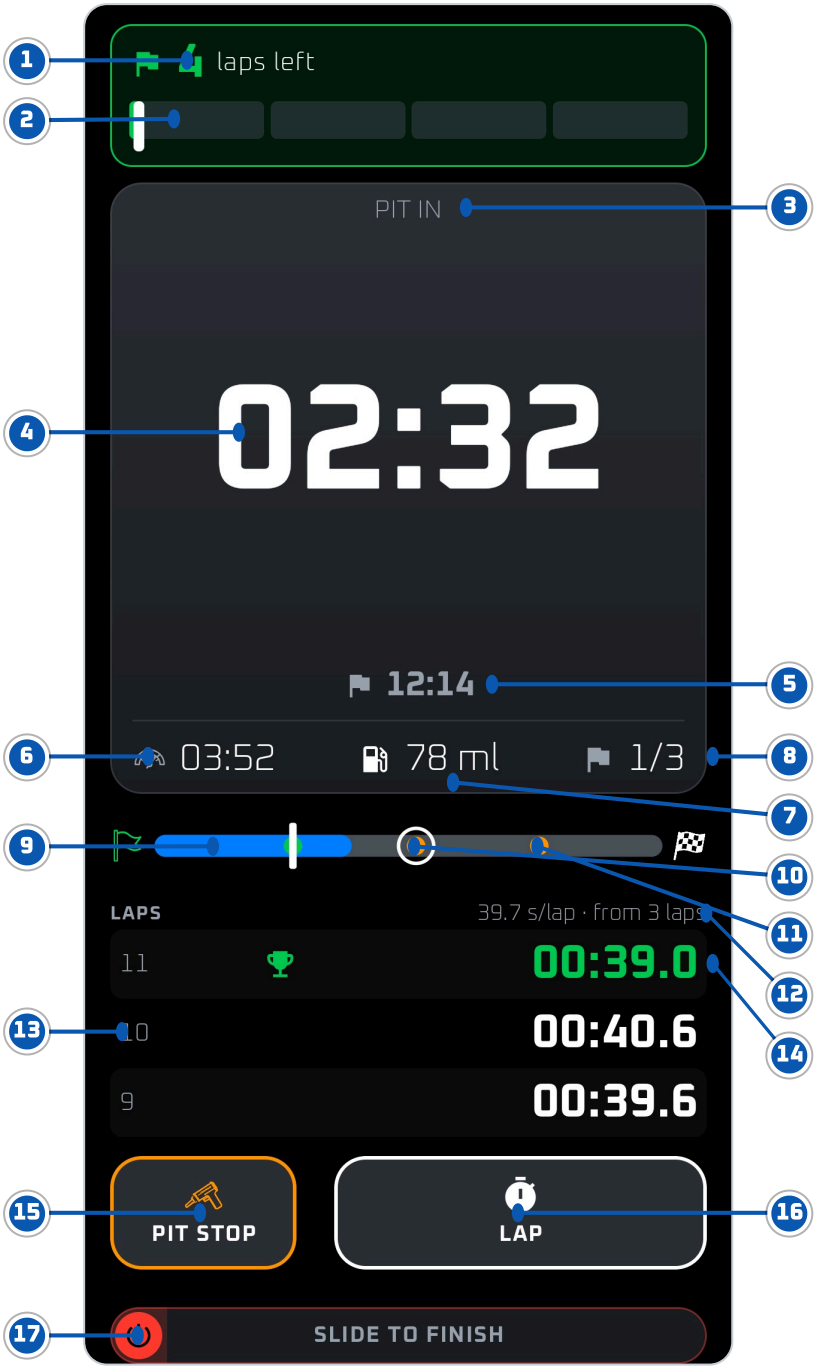
PIT SCHEDULE	When each stop is due, counted from the start. These are targets: in the race you come in on the nearest pass, a little before or after.

MARGIN

🟢 **Comfortable margin**	Every stint leaves fuel in reserve.
🟠 **Tight**	The plan works, with no room for anything unexpected.
🔴 **Over**	The car runs dry before the planned stop. It needs one more stop, or shorter stints.

> START SETUP opens the race screen, and START starts the clock. A plan marked OVER can still be started: the button simply takes its colour.

4 The race screen



1	**Laps left**	Laps before the NEXT PIT STOP, current lap included, not laps to the finish. It takes the tighter of two limits: what the tank still allows, and the time set by the plan. The border thickens as things get tight. A ~ in front of the number means it is based on the lap time from the settings, because no lap has been timed yet. 🟢 Several laps before the stop. 🟠 Last lap, or pit time passed. 🔴 Come in now. ⚪ The band disappears once every planned stop is done.
2	**Lap gauge**	One segment per lap left before the stop. The first fills up as the current lap goes on. The gauge loses a segment on each pass and takes the colour of the band.
3	**What is being counted**	PIT IN before the planned stop. After the last stop, FINISH IN. Once the pit time has passed, PIT OVERDUE BY. ⚪ The stop is still ahead. 🔴 The pit time has passed.
4	**Countdown**	Time left until the pit time SET BY THE PLAN. It is the largest figure on the screen. It does not say what is left in the tank: that is the tank run time below. The two do not change colour at the same moment, on purpose. A small red figure under a calm large one means the tank will not last until the planned stop. ▢ Normal. 🟠 Last lap. 🔴 Pit time passed: a + sign comes before the time.

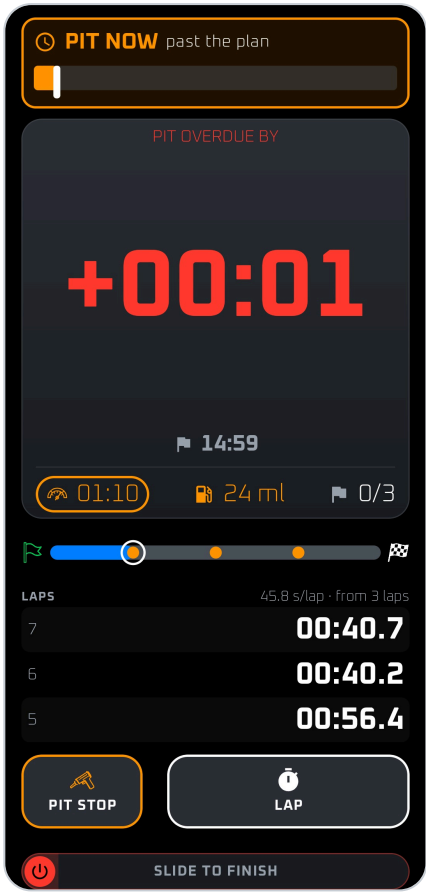
5 **Chequered flag**	Time left until the end of the race. It is there for reference and never triggers an alert. It disappears after the last stop, when the large figure itself becomes the time to the finish. ▸ Until the last planned stop.
6 **Tank run time**	How long the fuel left will keep the car running. This is what protects you from running dry, and it does not depend on the plan. A frame appears around it when the level gets low. ▸ Over 20 % of the tank. ▸ 20 % or less. ▸ 8 % or less. Also when no stop is left and the fuel will not reach the flag. ▸ Underlined: the current tank lasts to the flag.
7 **Fuel**	The same quantity as the tank run time, in millilitres, worked out from the tank capacity. Both change colour together. ▸ Over 20 %. ▸ 20 % or less. ▸ 8 % or less.
8 **Stops**	Stops made out of stops planned, such as 1/3. With the adaptive pit plan on, the planned number is recalculated from what actually happens in the race.
9 **Elapsed time**	The blue part of the timeline, between the start flag and the chequered flag.
10 **Target stop**	The ring marks the stop the countdown refers to.
11 **Planned and made stops**	One dot per planned stop. A vertical line marks each stop actually made. The gap between the two shows at a glance whether you are ahead of the plan or behind it. ▸ Stop to come. ▸ Stop made.

12	**Basis of the calculation**	The average lap time and how many laps it is based on. Until a lap is timed, calculations use the lap time from the settings.
13	**Timed laps**	Most recent lap at the top. A ~ marks a time worked out from a missed LAP tap; a dot, a lap with no measurable time. ▢ Measured time. ▢ Worked-out time.
14	**Best lap**	The best time of the race, marked with a trophy. 🟢 Best time.
15	**PIT STOP**	Tap it when the car is refuelled. The countdown for the next stint starts straight away. An UNDO band stays for three seconds in case of a mistaken tap. The button goes after the last planned stop, and LAP takes the full width. 🟠 Permanent border: this button changes how the race is tracked.
16	**LAP**	Tap it as the car passes the pits. There is no need to tap every lap: the calculation uses the average of the last three measured laps, so two or three taps before a stop are enough to match the real pace. With no tap at all, the app uses the lap time from the settings. An extra tap is diluted in the average; a missed tap is caught up, and the worked-out laps are marked. ▢ Permanent border: routine tap, no side effect.
17	**SLIDE TO FINISH**	To end the race, slide the button from one edge to the other. The gesture is different from the rest because this is the only action on the screen that cannot be undone. 🔴 The only irreversible action on this screen.

5 The pit call

As the stop gets close, the screen changes colour and the phone vibrates, harder at each step. You can follow the race without looking: a short pulse informs, a long pulse asks you to act.

- One short vibration: lap recorded. Two short: best lap.
- One long vibration as you tap the lap: two laps left before the stop.
- Two long vibrations: the lap starting now is the last one, the car comes in at the end of it.
- Three long vibrations: bring it in on this pass.
- The countdown also vibrates on its own, without touching the screen: at 30 seconds, at 10 seconds, then at pit time, harder each time.



Pit time passed	The band switches to PIT NOW. If the tank still holds, it is orange, with a clock and the words past the plan. If the tank will not last the lap, it is red, with a warning triangle. The countdown turns red and counts the overrun, with a + sign in front.
Sound	Only the call to come in makes a sound: the three verdicts and pit time itself. The 30 and 10 second steps and the confirmations stay silent, so that the sound keeps its meaning. The app warns you when the volume or silent mode could stop an alert being heard.

6 The plan question

During a race the app asks only one question. It appears when the time left no longer fits the number of planned stops, and nothing else can be touched while it is on screen.

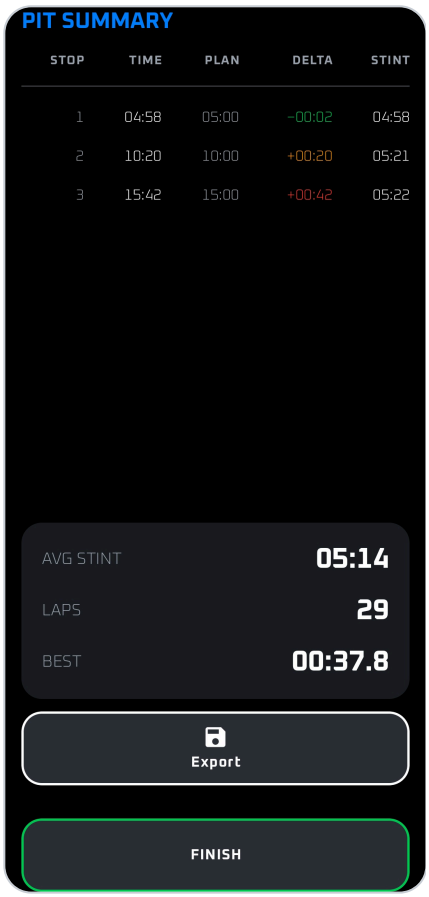
ADD A PIT STOP?	The two answers sit side by side, each with the number of STOPS LEFT it leads to and the length of each STINT.
ADD IT	One more stop goes into the plan, and the remaining stints get shorter.

KEEP MY PLAN	The plan keeps its number of stops, and the remaining stints get longer than the tank run time. This answer carries a red frame, a warning icon and the words Beyond run time.

> A countdown reminds you that no answer means NO. After thirty seconds, or with the phone's back button, the question closes on a no and the starting plan is kept. If the app is closed while the question is up, it comes back exactly as it was.

7 Race summary and history

At the flag, the app shows the pit summary and files the race in the history.

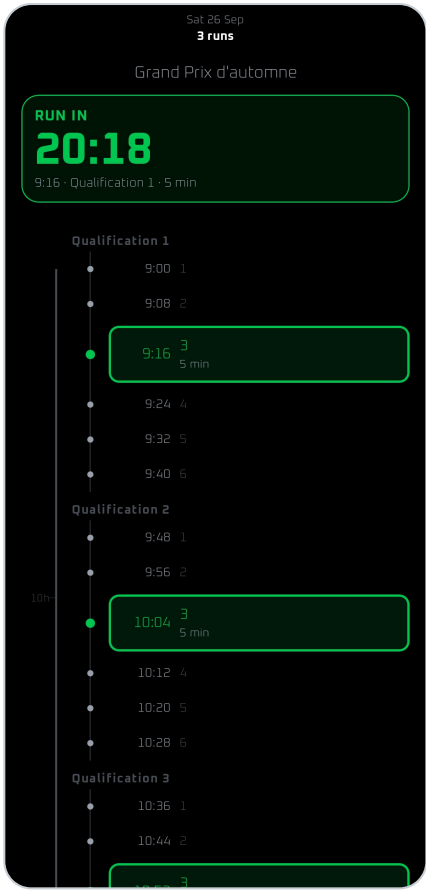


PIT SUMMARY	One row per stop: stint length, actual time, planned time, and the difference between the two, early or late. Below, the average stint, the number of laps and the best lap.
Saved from the start	The race is written to the history as soon as it starts. A phone pocketed at the flag, or an app that gets closed, does not lose it.
Export	The summary can be shared as an image, in a messaging app for example, or saved as a file (JSON) and as a spreadsheet table (CSV).
HISTORY	Past races, each with its summary. A race can be renamed or deleted. Load a file brings exported races back in, after changing phones for example.

8 The race day (TIMING)

A club race day runs in heats, following a board posted by the track. Timing loads that board, remembers your heat, and tells you when to run and when to marshal.

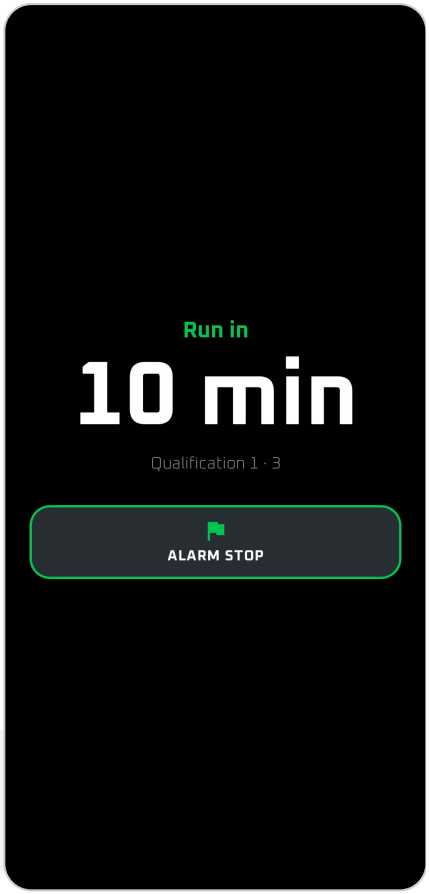
Loading the board	PHOTO OR FILE reads a photo of the board, or a PDF, on the phone and without a network. MYRCM imports the schedule of an event published on MyRCM, found by driver name, transponder, event, club or town. BOARD ENTRY lets you type it in, one block at a time.
Deep analysis	When the reading on the phone is incomplete, DEEP ANALYSIS sends the photo to the server for a second reading. Each analysis uses one scan; a number of scans are free. Lines that were worked out rather than read are flagged, and can be fixed in Editing the timing.
Your heat	Once the board is loaded, pick your heat. The app works out all your runs for the day from it, and your marshalling duties when the board lists them.
The countdown	At the top of the screen, RUN IN or MARSHALLING IN gives the time before your next turn. Below it, the whole day, with your heats in colour. The TIMING tile on the home screen shows the next run.
Double entry	A driver entered in two classes picks two heats. The app warns you if the board has you in two places at once.
Running late or early	Schedules often drift during the day. I AM GOING NOW, at the bottom of the list, sets the day to the moment your heat actually starts. - 1 min and + 1 min adjust it by hand.
LIVE SYNC	For an event imported from MyRCM, the app follows the live timing and shifts the schedule by the real delay. It starts on its own on the day of the event. MyRCM is queried between heats, not during them, and never before or after the day. SYNC STOP turns it off.



9 Run alarm

Before each of your runs, an alarm rings, even with the phone on silent, until you stop it. It shows over the lock screen.

Warning time	Set by Before a run, in the settings: ten minutes by default.
Ringtone	The phone's default ringtone, which can be changed in Alarm sound.
If it might stay silent	The app warns you when the alarm volume is at zero or the phone is in total silence, and shows where to change it. If Android refuses to show the alarm over the lock screen, it falls back to a plain notification, and Alerts & battery reports it.



> All run alarms are switched on or off with a single switch, Alarms, in the settings.

10 Colour and symbols

The same colours mean the same thing everywhere in the app.

White	Nothing to report.
Green	Several laps before the stop, best lap, or current tank enough to reach the flag.
Orange	Last lap, pit time passed while the tank still holds, or tank at 20 % or less.
Red	The tank will not last the lap, pass missed, or tank at 8 % or less.

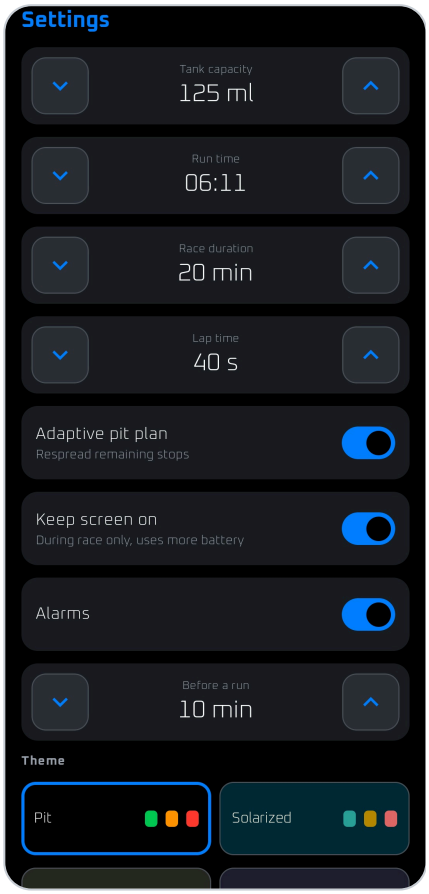
SYMBOLS

Frame around the fuel	Something needs your attention.
Underline under the fuel	The fuel left will reach the flag.

Trophy	Best lap.
Band icon	A flag while laps remain, a megaphone on the last lap, a clock when pit time has passed but the tank holds, a warning triangle when it no longer does.

11 Settings

Tank capacity	In millilitres. Used to turn run time into fuel left.
Run time	How long a tank lasts, entered here or measured with the calculator.
Race duration	The duration offered for a new plan.
Lap time	The reference lap until a lap is timed. Also used for the last-lap alert and the laps-left count.
Adaptive pit plan	When on, the remaining stops are recalculated after each stop from the race time left, so an early or late stop moves the ones after it. When off, the planner's times stay fixed. It is on by default.
Keep screen on	The screen stays on during a race, and only during a race. It uses more battery.
Alarms and Before a run	The Timing run alarms, and the warning time before each run.
Theme	Eight colour schemes, all dark, including Daylight for full sun.
Language	The phone's language by default. English or French on request.
Pit call sound	The tone for pit stop alerts. The built-in tone can be replaced with an audio file.
Alarm sound	The ringtone for run alarms.



Alerts & battery	Android can block an alert without saying so. This screen checks exact alarms, battery optimisation, notifications, vibration, alarm volume and display over the lock screen, and opens the right Android setting. An orange dot on SETTINGS, on the home screen, means something needs fixing.
Update check	Checks Google Play for a newer version, and installs it when the app restarts. A race in progress is kept.
Licence and About	Licence status, and the installed version with its build number. Quote it when reporting a problem.
Settings reset	Puts every setting back to its original value, after confirmation. No effect on a race in progress.

12 Licence

The first five races are free. After that, a yearly subscription is offered through Google Play. It renews every year, can be cancelled at any time from Google Play, and follows the Google account onto any phone. Payment is handled by Google Play: the app never sees the card.

Nothing is lost without a subscription. Race days and settings stay in place; only starting a new race is blocked.

A checked licence stays valid offline for a year. I have a code, on the Licence screen, is where you enter an access code supplied by LSI Tech.

Privacy

RC Pit Clock needs no account. It does not collect your location and contains no advertising and no third-party analytics library.

It talks to the LSI Tech server when you open it, when you come back to the home screen, when you leave it, when the Licence screen opens, at the end of a race and every five minutes while it is on screen, never during a race. It sends a device fingerprint, computed on the phone from an identifier that never leaves it; the number of races and boards loaded; usage counters (app

opens, days of use, timer sessions, calculations, MyRCM imports, alarms, alert and network failures); the technical characteristics of the device and the app version. For a subscriber, the subscription status, the Google Play order number and the subscription date are added. Since October 2026 the app also sends a timed log of actions: screens opened, the start and summary of each race, lap timer sessions, board readings, alarms, settings changed. It holds no typed text, no driver name and no race day title, and it is tied to the device fingerprint, never to a name. It is deleted after two years.

A photo sent for deep analysis is passed by our server to a text recognition service, then kept for thirty days and deleted. A reading done on the phone, photo or PDF, sends nothing.

The full policy is published at lsitech.fr/privacy-android.html.
