

Ghost Cars

Carrera already has the ability to run a car "Autonomously" down the track, even several. Each car is set to a fixed speed once with your controller. During this "setting" process, only one car may be on the track!

You set the maximum speed in such a way that the car stays in the lock even in the sharpest turn. If the car is equipped with stronger magnets than the standard version, this car can be quite combative against a car you drive yourself that has no magnets or only one, only in the middle.

The disadvantage of this Ghost car is that it occasionally changes lanes, so a possible crash exists, especially if there are several Ghost cars driving around.

You could avoid this by taping off the IR-Diode on the underside of the car.

The only disadvantage is that no laps are counted?

If in the long run the speed is set too high (tires have less grip) the car has to be reset.

Disadvantages of this type of Ghost cars:

- 1) during setting, all other cars off the track
- 2) Cars occasionally change lanes
- 3) Stop only when the track power is disconnected or stop mode

Then, if you still want to race without the help of others and/or always have more cars running on the track to make the race a little more challenging, there is now a simple solution.

Another application is to see at a fixed speed, how the tyres behave after many laps of driving, they will get less and less grip, making it easier to determine when they need to be cleaned/sharpened.

Also driving with different types of magnets/ weight is now easier to see how this affects the set speed.

With "Single, Dual or Six fold Speed Controller" you can easily set a fixed speed.

Advantages in combination with this controller:

- 1) Speed adjustable instantly (no taking cars off the track).
- 2) Cars do not change lanes (can be done manually /or via external contact)
- 3) Individual starting and stopping, without track power interruption
- 4) DRS function (manually/or via external contact)
- 5) Each controller has its own ID (1-6), laps are counted

For the operation/ connection of these controllers, see separate documentation.