OS2010

Handbook

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1   Welcome to OS2010!

OS2010 is your comfortable and reliable tool to organise relay O events. Besides OE2010 for individual competitions, it is the main one of the famous SportSoftware event applications for orienteering written by *Stephan Krämer*, which are the universal and world wide leading O event software.

OS2010 comes in several editions.

This help is designed both as a course in using OS2010 and as an ongoing reference while you are working with the program. It may even teach you a bit in organising O events...

Getting started – new users and users upgrading from SportSoftware V.9.x

- Please study the Introduction and Quick Start Tutorial sections to familiarize yourself with the basics of the program.
- Don't forget to read the context help of every window which you are working in.

Getting started – users upgrading from SportSoftware V.10.x

- See the Upgrade FAQ for a quick summary of the major changes and where to find the functions you are looking for.
- Even if you are an experienced SportSoftware user, please run through the Introduction and Quick Start Tutorial sections quickly to get up to speed with what has changed in this new version of the program.
- For reference purposes, you can use the table of contents as an index. Look into the contents table of the Quick start tutorial and the Advanced tasks and pick out the task you need more information. Look there and follow the links given to the reference section. The latter is the normal application help. You can access those chapters also by clicking on the help button within each form.

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2   Introduction

The topics in this section provide some basic information about OS2010, what it is for and what you can do with it.

How to get started

- ➢ See Getting help for details on using this help and getting more information about OS2010.
- ➢ Study this Introduction chapter and The user interface sections to familiarize yourself with the program.
- ➢ Then work through the Quick start tutorial to familiarize yourself with the most common tasks.
- ➢ If you are upgrading from a previous version see Migrating events from V.10.3 for information on how to convert your existing OS2003 events into the new OS2010 format.

Learning more

- ➢ Look into the contents table of the Quick start tutorial and the Advanced tasks and pick out the task you need more information. Look there and follow the links given to the reference section.
- ➢ You may also look into the contents table of the Reference section directly. You will get the same help topic displayed if you click on Context help in the corresponding window.
- ➢ You can also use the index table to search for the information you need.
- ➢ Check out the Demo events for more information.
- ➢ Have a look at the SportSoftware web site. You will find there current information, bug fixes, add ons and more for download.

2.1 About OS2010

Purpose and history

OS2010 is your comfortable and reliable tool to organise relay O events. Besides OE2010 for individual competitions, it is the main one of the famous SportSoftware event applications for orienteering written by myself, *Stephan Krämer* , which are the universal and world wide leading O event software.

OS2010 comes in several editions.

The software is based on my more than 30 years' experience in upper level orienteering, as well as in organising many high level orienteering events. As an informations engineer, I began writing suitable software for orienteering (and other sports) events in 1980. One of the first releases of my software had been awarded the 1st price at the IOF Software Contest in 1986. In 1996, I joined the SportIdent development. This valuable cooperation and the common marketing made both the SportIdent electronic punching system and the SportSoftware event applications to the worldwide leaders. Many well known and (much more than I) experienced organisers all over the world had contributed their ideas to improve the software.

I thank you all for your great work!

The support of the electronic punching system *SportIdent ®* which is implemented here, is based on my know how which I could contribute as the co-developer of this system. This helped me also very much in implementing the *Emit* support. Of course I needed a competent and reliable source to learn and understand everything about Emit. My warmest thanks go to *Jouni Laaksonen (FIN)*, who had provided me the most valuable help.

This current version 11.0 is a complete reengineering of the previous major version 10.x. Version 10 users may have a look at the FAQ for upgraders.

Preconditions for working with OS2010

OS2010 runs on any PC under Windows 2000/XP/Vista/7/8 and higher. There are no special hardware requirements. If the operating system runs smoothly, then also OS2010 should do so. F.ex. for Windows XP or Win7 this means 1-2GB main memory, a suitable graphic card and a monitor which should have 1024x768 resolution as a minimum. Working with less memory and smaller screens is possible but you may notice some performance and display restrictions.
All Windows installed printers will work. I recommend the use of a laser printer.

The disk space which is required by the OS2010 installation, its settings and the data does actually not matter today where we have hundreds of GBs free on our hard disks. An average user will stay well below 100-200MB at all.

As a user you should be familiar with Windows applications. Additionally, you should have some practice as an orienteer. Special orienteering terms will be used in this manual without any explanation.

Experience in O-organising will be helpful but is no precondition. Just learn organising O-events using OS2010!

Application limits

The maximum number of competitors, clubs, classes, etc. is limited only by available disk space, the edition and some output restrictions. For edition limits, see How to buy OS2010.

Some other limits are well defined but not actually a limitation for you...

max. running time	59999:59 min or 999:59:59 h
max. start fee amount	999999999.99
max. start number	99999
max. chip number	99999999
max. class number	99999999
max. club number	99999999
max. number of runners per team	10 legs plus max 10 Xtra runners
max. number of Xtra runners per leg	9
max. course number	9999
max. variants per course part	10
max. number of course parts	10

max. control code	999
max. controls per course	64

Notice: The SportIdent SICard5 supports only 36 controls (30 with times). The Emit ECard supports only 50 controls (incl. start, finish and read punch).

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2.2 FAQ for upgraders from V.10.x

The user interface of OS2010 is very different from that in version 10 and earlier. Also the structure and the visual appearance of this help file had been modernized thoroughly.

Although upgraders will find the working functions very quickly since the main menu is quite similar to the one of V10, the way of working within the functions is completely different, as this is always the case when modernizing an end-user application to a new Windows UI level.

There are also many functional improvements. But these are too much, so that you will not find a list of them here for the first V11.0 release like you were used to from previous versions. Of course, with later minor releases they are documented herein as usual.

Even if you are an experienced SportSoftware user I recommend that you work through the Introduction and Quick Start Tutorial chapters of the new help briefly before you start working with the new version. This will help you to familiarize yourself with the new features.

Where is Everything?!

▬ What about CheckPC?

The former *CheckPC* add on had been integrated into OS2010. This check is done every time when OS2010 starts up. On errors, you will have to repeat the setup in order to set the right values in the registry. However, for the V.10.x users, CheckPC is still available for download as a standalone application.

▬ Where is the Archive Manager for V11?

The functions of the *Archive Manager* (which is still a standalone application for V.10.3) had been integrated into OS2010.

See the Archive topics in the Advanced tasks and Reference sections.

▬ Where is the Layout Manager for V11?

The functions of the *Layout Manager* (which is still a standalone application for V.10.x and earlier) had been integrated into OS2010. You can define and edit the label layouts just like the report layouts. Unfortunately, this basic improvement made it impossible to upgrade your own layouts from V10 into V11. However, there is a simple procedure how you can do that yourself easily.
See the Label layout editor reference for more details.

▬ Where is the speaker and finish software?

The functions of the *Speaker* and *Finish* add ons had been integrated into OS2010. You will see the respective menu items in the main menu, if you have the Pro license. Have a look into How to buy to read more about the various editions available.

▬ Why is there no Edition Sverige anymore?

All special features of the former OS2003 Edition Sverige are now included in the standard version. This may all be helpful for users outside Sweden also, like the Xtra runnners (multiple runners on the same leg).

▬ Where is the network dialog?

The SportSoftware V11 has a more advanced method implemented where the event data are saved. You can select a local or a remote folder with a list of events in the event selection dialog.

▬ Where are all those entries functions like classes, clubs and start fees?

All entries functions except the import had been integrated into a single entries function. Just open the Entries window and play around a bit. Don't forget to read its context help! Also a good entry point would be reading the Managing entries topic first.

▬ Where can I define the controls?

The controls table had been integrated into *Courses-Courses*. Also the most summary reports had been concentrated in this form now. Just play around a bit with that. Don't forget to read its context help!

▬ I am missing some more functions in the main menu?

Some functions had been moved to the Extras or Settings main menu items. Look there or search in the index of this help file.

▬ Why can't I move the windows anywhere on the screen?

The new UI follows the *Microsoft MDI* (multi document interface) standard. All windows of the application must be placed within its main work space. I am sure, you will experience the avantage of this standard very quickly. One basic advantage is that this allows you to launch OS2010 several times, so that you can work on multiple events concurrently.

See User interface for more details.

▬ Where is the report selection dialog?

There is a new report selection panel which is integrated in the report window. See the Reports reference for more details.

▬ I can't see the whole working form within the main form?

Just enlarge the main form and resize the working form inside it.

▬ Where are the open windows?

With many open working forms and especially report forms, you will lose the overview since all those windows are overlapping each other. In the *Windows* main menu item you will find all open working forms and reports. Click on the one which you want to bring to the foreground. See also the Main window reference.

▬ Select language: where is the database sort order?

The database sort order defines the Windows setting about the alphabetical sort order in the database. In V10, this setting had been included in the language selection. However, this was not the right place for it since this is event/archive specific. Also, in V10 you had to repair the event/archive afterwards to get it into effect. With V11, this setting can be changed directly when repairing the event or archive. See the Repair event reference or Repair archive reference for more information.

▬ Where is the Missing chips report?

The content of this report had been included in the Missing competitors report. See the Reports (Finish) reference for more details.

▬ Swedish users: Where are the various functions for handling Xtra runners?

The Xtra runners feature is now fully integrated into OS2010. You find the main functions to handle them in the Entries and Evaluate chips functions. Read the Handling Xtra legs - Task based help to get an overview about how easy this had become with OS2010.

New and Different – Major Changes

▬ Application folders

Until V10, all the application settings had been saved into the application install folder and the events had been saved into subfolders of the application folder. However, this is against the rules which Windows defined since Windows XP. Now you can define yourself where to save them. The SportSoftware offers some standard settings but you can completely customize this to your needs if you like. One of the main advantages is that you could manage different sets of events in different data folders. See the Application folders reference for more information.

▬ Working forms

Editing the data grids in the working forms had been revolutionized. Besides the speed and modern UI, the most important improvements are being able to sort by any columns and customizing the grid layout visually on screen.

▬ Reports in general

The report handling had been revolutionised. Now the report displays immediately using the last selections. Selection and setting sort order and options can be done directly in the report window. Report and label layouts can be edited there also. You can have multiple layouts for the same report. Graphics are supported both for report and label layouts. For more information see the Reports reference.

▬ One-click-reports

The most used reports, start lists and results, are now accessible directly from the main menu. With a single click, the desired report will be displayed. The most used of them, start lists and results by classes, are also accessible by the toolbar.

▬ Label layouts

Formerly, the label layouts had been kept outside the event applications and they had to be edited by the Layout Manager. Now the label layouts are directly assigned to each report (in the same way as the multiple report layouts) and they must be edited with the integrated label layout editor. There is one major advantage to the previous solution: now you can only place those fields on the label which are actually valid for the report. To enable using the same layout by multiple reports, there are layout pools used. See the Report reference for more information.

▬ Read chips

Now there is a new *Emergency mode* which helps you to overcome network breaks quite easily. Handling unknown chips had been improved so that the competitor's flow at the download device will not be interrupted.

Reading the log files and the device backup memory had been moved to the *Main menu-Competition day* since these functions have become much more comfortable now. This gives also the possibility to download chips and look into the log file simultaneously. See the Log files reference and the Device backup memory reference for more information.

▬ One-click Event backup

Formerly, the event backup had copied the event data files into a seperate folder. If you had to send this backup elsewhere by email (f.ex. to the SportSoftware support), then this required one more step to zip that folder. So many got used to just zip the event folder directly. Now the built-in event backup is the more straightforward and quicker method. The backup will be copied into a single file with extension *.skb*, which is actually a zip file. There are not only the event data files included but also log files and other settings.

▬ Supporting restricted user rights

Formerly, the SportSoftware could be driven with admin user accounts only. Now restricted user rights are also supported. Read more about this topic in Working with restricted user rights.

▬ SportIdent extended mode (protocol)

Previous SportSoftware versions could not deal with the SportIdent stations in extended mode. OS2010 now supports all features of the SportIdent hardware at the time of its initial release. For security and performance reasons, it is recommended to run the SportIdent hardware in extended mode.

Notice: In this document, I am using the term extended mode (which tells what it is) while SportIdent documents may use the term extended protocol.

▬ Xtra legs/runners

Xtra runners are a special relay feature in Sweden and Finland. Especially youngsters are allowed to run together (or at least start simultaneously) at a predefined leg. They change over together from the previous leg's runner. The best of them changes over to the next leg and he will count for the team.
This function had been implemented for a long time in the special Swedish version only. Now it is available for all OS2010 users in all countries and it is fully integrated in the software. For more details see Handling Xtra legs - Task based help.

▬ Courses: Simple mode

This is a new feature which allows to enter/import linear sub-courses (full course combinations) in opposite to the normal forking model. See the Courses reference for more details.

▬ Separate imports for courses and course distribution

So far, there had been a single import for courses only. That was because only the OCAD8 text format delivered the course distribution and with that format the courses have to be created at the same time. Now also the IOF XML delivers the course distribution and there is also a native CSV export/import for that. So there are two different imports now which have to be performed each after another. See the Import courses and Import course distribution references for more information.

▬ Multiple late starts and restarts

OS2010 now supports multiple late starts and multiple restarts. See the Late start and Restart references for more details.

▬ Graphic UI for all start list functions

All start list functions provide the graphical UI now which is characteristic for the SportSoftware V11. Look into the Start list reference and explore the respective functions from there.

2.3 Release Notes V.11.0

This topic gives you all information about what had been done in a specific release of V.11.0.

The information about the last release will always be expanded. Click on the ✚ button of a previous release to expand its paragraph.

▬ 12.3.2019

Bug fixes

▬ Help - Search for updates

With the new https:// URL and due to some new security mechanisms of the new SportSoftware online web site, this function did no longer work.

▬ 7.4.2017

Improvements

▬ Spanish translation

The Spanish translation has been reviewed and updated. The translation of the help file is already on the way.

▬ Competition day - Read Chips

Downloading of SICard10/11 and SIAC had been improved so that this is much quicker now.

OS2010 now supports the AIR+ punches from the SIAC in ms resolution. This depends on the selected time format. Milliseconds are only computed *if the time format includes tenths or hundreds*.

▬ Competition day - Reading device backup memory

The algorithm has been improved to support the improvements of the downloading of SICard10/11 and SIAC.

▬ Speaker - Online monitor Client Web

So far, the online punch transfer started automatically when the form was displayed. ***Now this has been changed.***
To launch the online punch download, you have to press the *Start* button manually. This allows to *verify the ROC settings* beforehand if necessary.

Bug fixes

▬ Startlist reports

Printing labels (start number bibs) using the option *Print these legs only* to PDF always printed all legs.

▬ Results - Split times

For SICard10/11/SIAC, the running time differed to the finish punch time by one second quite often, if the time format was in seconds.
This was caused by a not fully correct computation of the special start and finish punch format of those modern SICard types.

▬ Speaker - Online monitor Client Web

The starting time for the punch download did not work with Windows country settings where the time format is different to HH:MM:SS. (ROC always needs exactly that format.)

If PCs with different language settings worked on the same event in the network, there was a similar format problem both with date and time.
Now the date and time are saved and read in the native ROC format only.

SI device characteristics

In the backup memory dialogs, the BSM8 had been displayed as BS8-SRR.

29.2.2016

Improvements

Entries

Some organisers maintain a pool of rent chips in the archive, using the *Rented* flag there. If such a chip is used in the event, then in most cases (but not all...) it should be set to Rented in the event also. Now there is a confirmation prompt whether this should be checked if you forget it. For more details see the Entries reference.

Speaker - Intermediate results

The export of this result report delivers the XML V3 format now. As a special help to support *LiveResults*, the radio controls definition is included now. They will be created automatically if you check the right option in the EmmaClient software.

Windows magnification

Apparently there was a change with some Windows10 update, after that the Windows magnification of the SportSoftware did no longer work on certain installations. This has been solved now.

Bug fixes

Speaker - Intermediate results

In the speaker window you can define the order of the radio controls on the course. However, this order or any change of it was not displayed in the selection panel of the result report. To get this to work, you had to open the control selection panel for every class/leg and click *OK*.
Now it works as expected. After a modification of the order in the speaker window, you only have to *Refresh the selection panel* to see the new order there. Subsequent (automatic) updates of the report will use the new order then.

Speaker - Online punches update

If the field Chips from had a clock time before the zero time, then nothing was updated in most cases. *Now this is set to the zero time automatically*, but only if the *Event duration* is set to *less than 12 hours*.

15.9.2015

Improvements

Entries - Import - Pirilä format

The default file extension was changed from *.txt* to *.csv*.

Competition day - Evaluate chips

Insert missing control for all competitors
If the course contains the control to be inserted multiple times, then the missing punch is inserted for all these occurrences now.

Competition day - Evaluate SI stations

Now this function also allows the new Beacon modes: Beacon Start, Beacon Control and Beacon Finish.
Notice: Touch free Air+ punches done by the SIAC chips will not be saved into the backup memory of such a station!

Results

Automatic scrolling of Automatic results
if the automatic Refresh interval was too short to allow the results to scroll down to the end, then the report was refreshed and began to scroll from the beginning, so that the rest of the report could never be seen at all. Of course in this case one should enlarge the Refresh interval to allow to scroll to the end. But this would require to adjust this value during the race from time to time because the result report will get longer and longer.
Now the automatic scrolling has priority over the refresh interval. That means, the report will always scroll down to the end before the next automatic refresh will be executed. Also, the report will always be refreshed when the automatic scrolling restarts from the beginning.

Actually this feature should have been implemented with the release of 18.6.2014. For some reason, this has been forgotten in OS2010.

Emit - EmiTag

According to an incomplete specification by Emit, control codes over 240 were treated as codes of a reading device and they had been changed to 250 automatically when downloading the chip. But if one uses the EmiTags as a full chip system, the contact-free time taking (ECB/ETR) writes a punch code of 248 into the chip. When downloading, this puzzled the 250 mechanism which is used for calculating the punch times based on the PC clock time.
Now the SportSoftware *accepts 248 as a normal punch code* (no conversion to 250). Also, additional codes which are defined as finish time codes, will not be changed. All others over 240 will still be changed to 250.
Note: This is only valid if the EmiTag is used as the chip for code checking, replacing the ECard.

Those additional finish codes had been displayed in the split time reports as additional punches. Now they are not displayed anymore there.

Entering numbers by Copy&Paste

Sometimes entries will be entered by Copy&Paste from a text document or an email message. To select a single word or number, one can doubleclick it. Usually this selects the desired text plus all the subsequent blanks until the next word or sign. When pasting such a text into a number column like the chip number, there had been the unwanted blanks at the end and OS2010 issued an error message when the user tried to move to the next column.
Now the blanks will be removed automatically which supports this procedure better.

Bug fixes

Competition day - Evaluate chips (Emit only)

If one switched among 250 read punches, and there was no finish punch, then a punch with an invalid time was inserted and it could not be removed.

Insert missing control for all competitors
If the punch to be inserted was the last one, then this punch had been inserted after the 250 read punch.

25.3.2015

Improvements

Courses - Courses

Now code numbers up to 9999 are allowed. So far, they could be imported but not be edited.

Archive - Import competitors

XML V3
Classes: If *Clear and create again* is selected, the class will be created now like this is the case for the CSV import. So far the class was not created.

Filename input fields

The input fields for file names (f.ex. in import dialogs) accept leading and trailing quotation marks (") now.

CSV imports

So far, the CSV imports did always expect a text file with Ansi encoding. However, there are also some web sites which deliver the CSV file in UTF8-encoding. This is automatically detected now and computed correctly.

HTML exports

The HTML files had been made more robust for web servers with respect to charsets.

Bug fixes

Speaker - Speaker support

Clear invalid intermediate time did only work for the last leg of each class, not for the other ones.

Archive

Report about classes
The report and label layouts and the CSV export file did not include the newer fields *Age to* and *Classified*.
Report about competitors
If a competitor had a class assigned, then the export to XML V3 aborted with an error message.

Archive - Import competitors

XML V3
The IOF Id was not imported.
The competitor's address got somewhat puzzled, the address fields were assigned wrongly.
The Ranking position was not imported.

Data display

In many cases, special characters of Eastern languages had been displayed wrongly in the working form tables, although they were displayed correctly in reports. Now I found a way how to work around that.

18.9.2014

Improvements

Competition day - Read chips

The dialog which asks for the start number of an unknown chip issues a beep now to attract the operator's attention.

Results - Preliminary results by classes

Automatic results using option *Changed classes only*
So far, the changed classes status had been saved into the event data on the server. This lead to problems if there were multiple automatic reports working, and sometimes always all classes were printed.
Now the classes status is held locally to the report window. This should work more likely in the way one expects it.

Speaker - Speaker support

The handling of the finish punch had been improved. Now the finish punch is always checked as a radio control in the settings panel at the left, and this checkmark can't be removed. This means that finish punches will be always computed for inofficial finish times now, if they are available from the finish stations. The maximum of 5 radio controls allows 5 real controls without the finish punch now.

Speaker - Intermediate results

So far, there was some not always understandable automatic adjustment of a class radio controls layout when invoking the result report. Roughly said, the finish punch had been always deselected and all "normal" radio controls had been preselected if there was none of them selected.
Now this had become more understandable. Now the finish punch is computed in the same way like all "normal" radio controls. All settings will keep always unchanged except when there was no radio punch selected for the class. In this case, all radio punches will be preselected, and you can customize this.
As a consequence of this new behaviour, always all classes will be provided in the selection table at the bottom. This allows for ex. to upload also those classes without radio controls to a live web service, just to show the finish times there.

Extras - Report layouts

New function Repair missing headers
There was a bug with new report layouts, see under **Bug fixes** below. This function repairs all those faulty layouts and displays a report about this action.
Please run this function once to repair all those report layouts!

Sorting clubs by city

If you sort a club table by city, it will be *automatically sorted by city **and** club name* now.
This applies to all forms where there are these columns, f.ex. Entries, Archive, etc. The reports by clubs can be sorted in that way as well.

Split time and chips reports

So far, the columns for Clear/Check/Start/Finish had a single character as the header in most languages. This was misunderstood sometimes.
Now there is a more descriptive text or abbreviation there.

Bug fixes

Entries - Edit

Report Start fees by clubs
When printing with option *Seperate pages* checked, then there was an additional empty page printed before the last page which shows the overall sums.

Speaker - Speaker support/Prewarning

Zooming the table did not work anymore. *This bug had been caught by the last release because of the Windows magnification fix.*

Report layouts

If new layouts had been added/updated (*New*), then the header line of the old Standard layout got lost.

There is also a Repair function available for those layouts which had been damaged by this bug. See under **Improvements** above.

18.6.2014

Improvements

Windows Magnification

With the Windows magnification of WinVista/7/8 you can scale your screen output so that it will become better readable. Nowadays this feature is often used at new notebooks with 15" monitors and high resolutions which formerly had been available for 24" monitors only. But then some windows of the SportSoftware got puzzled. Some examples are the main window of OEHeats and the functions for manual input of finish or radio times.
So I did the huge work and examined every single window in every application for that. Also, for the better readability, Windows had introduced a new default font with Windows 8.
Now the SportSoftware scales everything in the right way and it will use the customized default font if there is a magnification higher than 100%.

Open SSL Heartbleed vulnerability

OpenSSL had committed and fixed a vulnerability bug named Heartbleed in their lib. See f. ex. at www. heartbleed.com. The SportSoftware uses this library for the SSL email and FTP functions. The updated DLLs had already been included in a new setup dated of 14.4.14 and they will keep unchanged in coming releases until there will be a new vulnerability issue... ;-)

IOF ranking Id

New feature

The IOF ranking Id is available in an extra column in the archive now. Among others, this allows exports and imports in the IOF XML V3 format which include both the national database Id and the IOF Id. The IOF Id has no meaning for relay entries, so it is not supported there.

SportIdent support

The SI tCard is supported now. **Notice:** To read them correctly, the master station must be driven in Extended mode.

Emit support

The MTR5 device is supported now for both EmiTag and ECard.

Reports

The output to HTML had been improved. Now the link list for classes, clubs, etc. at the right edge is hidden by default. It becomes visible when you move the mouse over the button *Select class* and so on at the top right.

Event - Backup

So far the button Create file name automatically created a time stamped file in the subfolder *Backup* of the application's *settings root folder*. Now the time stamped file will be created in the folder which is shown in the input field, which should give more flexibility, f.ex. to save those files directly to an external drive.

Results

Automatic scrolling of Automatic results
if the automatic Refresh interval was too short to allow the results to scroll down to the end, then the report

was refreshed and began to scroll from the beginning, so that the rest of the report could never be seen at all. Of course in this case one should enlarge the Refresh interval to allow to scroll to the end. But this would require to adjust this value during the race from time to time because the result report will get longer and longer.

Now the automatic scrolling has priority over the refresh interval. That means, the report will always scroll down to the end before the next automatic refresh will be executed. Also, the report will always be refreshed when the automatic scrolling restarts from the beginning.

Preliminary results by classes, extended format: Now the header line for each leg shows the number of teams which had finished this leg.

Bug fixes

▬ Editing in tables

If the cursor was focused on a column with a lookup list, f.ex. class or club, then the class or club had been modified unwantedly when scrolling with the mousewheel.
Now the mousewheel does always scroll the table. It scrolls a lookup list only if this list is pulled down.

▬ Report layout graphics editor

When opening, the graphics editor did not display the page sometimes, due to an internal exception.

▬ Result reports

HTML exports: The new link list for classes, clubs, etc. was not available.

The column Sex is provided by the report layouts, but was not filled with any values.

Preliminary results by classes, extended format: The results did not show the not classified in all cases. They were listed together at the end of each class after the lowest leg finished, which was not a good solution.
Now the not classified are displayed under that leg to which they belong.

▬ 14.2.2014

Improvements

▬ SportIdent: Improvements

Now the newest status of the SportIdent API is implemented. This means the internal handling of the newer SICards 8,9,10,11 and SIAC. *So far they had been handled as SICard6, using SportIdent's backward compatibility mode.*

SportIdent pCard is fully supported now.

SIAC together with SI Air+ deliver the start and finish punches with a resolution of 4ms. OS2010 truncates them in the correct way according to the time format settings, in the same way as the time taking functions.

Downloading the backup memory of master stations had been streamlined to be able to cover all those special cases which have to do with different firmware versions and different station settings like 192 punch mode and Extended protocol.

▬ Emit: EmiTag supported

New feature
Now the SportSoftware supports the touch-free EmiTag system from Emit. EmiTags can be used for timing and radio punches only in addition to the normal ECard for punching. EmiTags can also be used as a fully touch-free punching system, which is allowed for Ski O and MTBO. All relevant devices are supported (ECU reader, MTR5, ETS, ECB).

▬ Publishing reports to html files

The *layout* of the output had been *improved*. With option *Seperate pages* unchecked, you get the complete report in a single file. Now there is a jump list at the right edge of the browser window where you can click on the class or club which you want to view.
With option *Seperate pages* checked, all page files will have this jump list and there is no link start page anymore.
This feature applies to all entries, start list and result reports by classes, courses, and clubs.

Sorting competitors by names

If you sort a competitor table by names, it will be *automatically sorted by last name and first name* now.
This applies to all forms where there are these columns, f.ex. Entries, Archive, but also Evaluate chips, etc.
The reports by competitors can be sorted in that way as well.

Courses - Courses

Report Competitors per control This report includes an additional column for the number of competitors who have the control as the first control now.

Start list - Draw/Late start

Teams who are starting out of the competition will be marked by nc in the beginning of the name, like this is the case in the start list reports.

Start list - Late start

Now any late start time can be equal to the regular start time. This allows "relays" where all competitors of all legs start together in a single mass start. *So far, the late start times had to be later than the regular start.*

Competition day - Evaluate chips

New feature
If you have the same control multiple times in the course, and (only) the first of them is missing, then the numbering of the correct punches gets somewhat puzzled since OS2010 takes the next (existing) punch of this control as the correct one. There are also other situations where the wrong and correct punches can't be displayed in the right way.
Now there is an additional function available called *Hide codechecking*. This removes the numberings, so that you have all punches just in order and you can compare more easily to the correct course displayed at the right. You find this function in the context menu (right-click) of the punches list, together with the functions to add/insert/delete/edit punches.

Speaker - Intermediate results

The CSV export file includes an additonal column for the Overall classifier now. The 3rd parties who compute this file should notice that for this new format there is a new file identifier now. The previous format was *OS0016*, while the new one can be determined by *OS0016a*.

Bug fixes

Entries

If there were no clubs entered yet or only additional clubs with club numbers higher than 90000, then the validation of the option *Use archive club numbers* went wrong.

Courses - Courses

If one changed the course number of a course, then it lost all its course parts.

Results - Split times by teams individually

The CSV export file did not contain meaningful data.

DBIsam lock files

In the dialogs to select or delete events, you can select a new event data root folder in the folder listbox. This created a (hidden) DBIsam lock file in every subfolder, no matter if there were really event data saved. *Now lock files will be created in real event data folders only. If an old unnecessary lock file is found in a folder, then this file will be removed.*

9.10.2013

Improvements

Speaker - Online monitor client Web

Made it a bit more stable, based on the first experiences with this function and *ROC olresultat*. Fixed a minor mismatch with the ROC specification.

Added the missing Swedish translations which have to do with this function.

Bug fixes

Speaker - Online monitor - Server

With heavy workload at high frequencies, the server was not stable enough. *Now there is one more check implemented to achieve this goal.*

Entries imports

The import with option *Update* and the runners' names import did not copy the course information for new Xtra runners. Thus those runners did not have any course assigned for the code checking.

30.9.2013

Improvements

Entries

The option Use archive club numbers belongs to the application (means the local PC) and not to the event data. On the competition day, there will be additional PCs for editing (direct) entries, which had not been used before with the event data. It may happen that this option is set wrongly on those PCs which may lead to mistakes if new clubs will be inserted. *Now there is a check whether the setting matches the actual data situation. If the setting seems to be wrong, then you will get a prompt to change this.*

Competition day - Evaluate SI stations

Set not started competitors: Now competitors without any chip assigned (who can't be in the check stations at all) will also be set to not started.

Speaker - Speaker support/Prewarning

Zooming the table now zooms the top panel with the selection listbox for classes or controls also.

Speaker - Online monitor client Web

New function
This is a function which collects the radio punches from a web server. Some radio punch systems collect the radio punches from the control stations and then send them to a web server. From there they can be downloaded using this function. Currently the Swedish system *ROC olresultat* is supported.

CSV exports of punch times

In CSV exports of punch times, the initial header line had been terminated at the end by *(maybe more...)* to avoid unnecessary long header lines. *Now all columns get the right (numbered) header to make the life of Excel workers easier.*

Time taking - Microgate

There is a new additional protocol for the MicroGate RaceTimer2, which is supported now.

XML exports

The XML exports to UTF-8 format which had been introduced with the last release did not work correctly with all international character settings. Now I implemented a solution which computes the actual Windows language setting.

Bug fixes

Result reports

The column Sex is provided by the report layouts, but was not filled with any values.

Preliminary results by classes, extended format: The results did not show the not classified in all cases. They were listed together at the end of each class after the lowest leg finished, which appeared to be not a good solution.
Now the not classified are displayed under that leg to which they belong.

Help - Check for updates

The destination path for the downloaded files was not saved and restored in all cases.

If the destination path for the downloaded files included extra characters or blanks, then the files were downloaded but not installed, and the function terminated with an error prompt.

Incremental search

The incremental search function in the working forms did not work if the cursor was in a checkbox column. *I have implemented a workaround to fix that: the cursor will jump into the previous (left) non-checkbox column.*

Printing reports to PDF

If the destination file was in use, f.ex. opened by a PDF reader, then the report could not be saved to this file but there was no error message. *Now there is an error message in this case.*

Lines had been drawn at the wrong position, f.ex. the lines of a start list report by start times.

21.6.2013

Improvements

Emit backup labels

New feature The Emit backup label of a competitor can now be printed on the split time sheets. With an event running with Emit, you see an additional button in the label layout editor to insert this label. This works in the same way like a picture. There is also a new sample label layout which has the Emit backup label included.

Courses - Course distribution

New feature For legs with courses in simple mode, now the Imported value is displayed together with the number of the simple course, like this is the case in the reports. This gives a better hint which course this is.

This additional information is hidden automatically when editing the number.

▬ Competition day - Reading device backup (SI)

With firmware 5.80, SportIdent modified the backup memory structure used for saving SICard10/11/SIAC in a way which is not backward compatible as usual.

Now both possibilities are supported. However, everyone is asked to update the master station firmware to 5.80, as this will save memory space for those newer SICards.

The Download SI station backup dialog now indicates whether the station is working in 192 punches mode or not. *However, the SportSoftware still supports 64 punches per chip only.*

▬ Checking the license limits

If you come close to the limits of your license, then you will get warnings if only a few free places are left, until finally OS2010 refuses access to the event data after you had exceeded the limit.

If this happens during a competition with many entries on the day, then this means that you can't do any further work with your event until you get a higher license from somewhere. (But via the online shop you would receive the license only the next working day…)

Now the processing had been improved so that you will be able to continue in this case. You will be asked whether the latest entries should be removed so that you get back to below the limit and you can continue working with the existing entries **(only)**.

▬ Printing reports and labels to PDF

The 3rd party library which I am using for PDF printing does not support clipping (cutting the output if it is too large for the space available). So a long text was mixed with the next column or the neighboured label field. Now I have implemented a workaround which is not 100% perfect but it helps much.

▬ Upload files to web servers

New option The file upload function now supports secure connections using TLS/SSL encryption.

▬ Send Emails

New option The send emails function now supports secure connections using TLS/SSL encryption.

▬ XML exports

All XML exports are now saved in UTF-8 format which is independent of any Windows language setting.

BTW: UTF-8 is also the preferred format for imports.

Bug fixes

▬ Report layout editor - Graphics editor

When inserting a new picture and then selecting a graphics file from the file list, the application hung.

When trying to reset a picture to the original size, the application hung.

Both bugs had been introduced with the previous version from 25.3.2013.

▬ Label layout editor

When trying to reset a picture to the original size, the picture was sized wrongly.

This bug had been introduced with the previous version from 25.3.2013.

▬ Result reports - CSV export

With some result reports the CSV export aborted and the file was empty.

▬ Competition day - Read chips (Emit)

If the option *Emit time taking - Use finish punch...* was selected and a finish time had been inserted due to this option, then this was not saved as the next runner's start time.

▬ Competition day - Evaluate chips

When trying to set a competitor of leg 2 or higher to dns, this had been reset automatically to OK in some cases.
Now no automatics will change the user's input anymore.

When inserting a chip manually (adding the punches manually into a non-existent chip) *for a competitor without a chip no. assigned*, there was an endless loop asking to confirm saving the record.

▬ Competition day - Missing competitors report

The numbers of competitors in the class table was counted wrongly. The overall number per class included the vacant places (wrong), while the number of missing competitors did not include them (correct).

▬ 25.3.2013

Improvements

▬ Digital code signing certificate

The SportSoftware is now protected by a digital code signing certificate. This means that you can be sure that this is my original program and that no 3rd party application (f.ex. aggressive virus scanners) had changed the program files. You may also notice that there are no warnings issued by Windows when installing the SportSoftware.
Only Win XP will not issue warnings in case of a damage. To verify that you still have the original program file, you have to view the file's properties and check the digital signature.

▬ Design

As you see, I had changed the design of the main form, since I have a logo now... :-))

▬ Club name field

The club name field had been enlarged from 10 to 16 characters. This will solve some naming issues especially in German speaking countries.

▬ Automatic reports

Now there is an interval of less than 10 secs allowed. In this case, you have to confirm this.

▬ Printing labels to PDF files

New feature In addition to printing the reports to PDF files, now you can print the labels directly into PDF files also.

▬ Printing reports to PDF files

Improved the output quality by solving some scaling issues.

▬ Send emails function

New feature Now you can also send PDF printouts or PDF labels. F.ex. the latter option will allow you to send the split time sheets or certificates to every club after the race. (Which would save you much paper...)

▬ Entries reports

Added a new label layout called Team Nomination, whose usage should be self-explaining.

▬ Courses - Simple mode

The field Imported shows how an imported course in simple mode had been called in the delivering course setting software. This is available for editing in the courses form, and it is displayed in all reports where the course combination of the competitor is displayed.

Now it is also printed in the same way on all labels where this is useful, especially on split time sheets.

Courses - Import courses

Added support for the new IOF XML V3 format. This will import also replacement codes now.

Courses - Import course distribution

Added support for the new IOF XML V3 format.

Compressed CSV format: **New option** Simple mode: Use field Imported
When assigning simple mode courses, you can now choose between using the simple course number or the content of the Imported field. The latter may be more descriptive for the course setter when creating the import file.

Competition day - Read chips

New support of the Emit code 99.
Emit controls add a 99 punch on the chip if the control's battery is running down. *There is now a message in this case.*

New option Unknown chips: ask for start number
This reintroduces the direct input of the start number/leg for unknown chips, which is known from V10, for those who find this method easier.

Competition day - Evaluate chips

New feature Automatic refresh
By option, you can have the table updated automatically now. This will especially help at large events, where you have operators at the crying wall working with this function continuously. This works in the same way like automatic results.

New support of the Emit code 99.
If a code 99 occurred, then there is a message in the status field left of the punch list. Also, there is a new report which gives a list of all code 99 punches.

New feature Emit backup label
For Emit, there is an additional panel which displays how the backup label of the competitor should look like.

Split time results

New support of the Emit code 99.
This code is not displayed anymore in split time results and split time sheets.

Speaker - Radio controls

In OS2010, so far the radio controls had been assigned to all classes/legs, no matter if the control was actually on the course. In the speaker window and the intermediate result reports, you had to deselect all unnecessary controls manually.
Now the radio controls will be assigned to those classes/legs only where there is at least a single course including that code number. This allows an easier and more efficient operating of the speaker window and the intermediate results.

Speaker - Speaker support

For a better overview, the sorting columns are highlighted in green colour.

The leading time in every column is highlighted now.

Intermediate times of already mped teams will be displayed now to help the speaker to sort this out.

New option Clear highlighting after
Automatic highlightings of new punches/times will be cleared automatically after the period entered into this field.

New function Clear invalid intermediate time
Due to mispunch, sometimes an invalid intermediate time can appear in the table which puzzles the speaker. So far, you had to remove this with the manual input function. Now you can clear such times directly in the speaker window by clicking on that time.

In OS2010, so far the radio controls had been ordered by their code numbers, since different courses within the class/leg may have them at different positions. This is not fully sufficient since there may be cases where a higher code number comes first in the course. Moving the columns in the speaker table is not reasonable since this may be wrong for other classes.
Now you can change the order of the radio controls in the radio controls selection list. This order will then be used for the intermediate results as well.

Speaker - Prewarning

Added two *new display options*: Scroll automatically and Quick result for last punch automatically.
The names of these options are self-explaining and they will be a great help for the speaker.
New option Clear highlighting after
Automatic highlightings of new punches/times will be cleared automatically after the period entered into this field.

The times are now displayed by the difference to the leader, like in the speaker window. For a better overview, the times of the leaders are highlighted.

Speaker - Intermediate results

The radio controls are displayed in the right order now as defined in the speaker window.

There are only those classes/legs available for selection where a radio control is actually in the course.

So far, the settings which radio controls should be displayed per class, had been saved into a single section of the report window settings. This meant that if you displayed a result of another event, then the settings had been reset for the new event. So you could not switch between several events and display their speaker results with the right customized time column layout.
Now the settings are saved on a per-event basis, so that they won't get lost.

Speaker - Online monitor client SportIdent

The processing of punches being sent multiple times from the SRR dongle/stations had been improved and made more robust.

Time taking functions

New functions
Now all the time taking functions had been implemented. When working on them, I found some improvements which are also implemented into OE2010.

Bug fixes

Automatic reports

An automatic report window had been moved to the top of all open windows when updating its contents. This had been annoying if you had multiple overlapping automatic reports open simultaneously.
This had been implemented due to a bug fix in the beginning of V11. Now I found a better solution which behaves more smoothly and keeps the windows' order on the screen. This means that you are able to work in a working form like Evaluate chips while the reports are updated in the background.

Printing reports to PDF files

If Seperate files had been selected, then the function did not create a new file for the second paragraph (i.e. new class or club), if the first paragraph filled the whole page.

If Seperate files had been selected, then old files from previous exports with the same file names but higher file numbers were not removed.

Setup: Registry values

Sometimes certain Windows setups complained about registry values being not of the right type.
These are settings which are required for network operation. The SportSoftware works both with the new modified values and their previous alternatives.

Exports of reports

If the export file pre-existed, the export wrote the temporary file but did not copy it to the destination file.

Report graphics designer

The context help of the designer did not work.

Import courses

With the XML format, course lengths lower than 1000m had been imported wrongly.

Competition day - Evaluate chips

The cursor movement was too slow in the input fields for times and comments.

20.12.2012

Improvements

Printing reports into PDF files directly

All reports have a *new feature* now: print to PDF. Now you can print the report directly into PDF files. So far, this is possible only for reports. Printing labels into PDF is still on the list.

Check for updates

New function Now you can check for updates and download them directly from the application. Normally the setup and the translated help files and PDF handbooks will be offered. There is also some automatic check from time to time.
When selecting the language, the help file will be checked whether there is one available in the language selected and whether it looks outdated. If reasonable, you will be offered to download and install the updated files.

Exports of reports

Exports will first write into a temporary file now. At the end, the file will be renamed to the original name. This prevents 3rd party components, which are continuously polling for new versions of export files, from lock-outs caused by the Windows file system.

Bug fixes

Competition day - Read chips (Emit)

With the option Finish punch - Time taking Online punch, plus *Use finish punch if finish time is still missing*, the finish punch had not been inserted.

Competition day - Evaluate chips (Emit)

With the option Finish punch - *Time taking Online punch*, a finish time could not be removed. It had always been set to the time of the finish punch, if the input field for the finish time had been cleared.

Speaker - Online monitor Server (Emit)

The algorithm for the same chip multiple times in a team and automatic detection of missing online punches, did not work for the finish punch in conjunction with the Emit option for *Time taking online punch*.

Speaker - Intermediate results: CSV export

The overall time was missing in the output record.
Now the structure of this file had changed! The overall time column had been inserted before the (overall)

place column.
If a time column had been deselected for a class, then the intermediate times had been assigned to the wrong code numbers in the output record. *Now always only those codes and times are included in the record which are displayed in the report and they are assigned correctly.*

Common dialogs

Some common dialogs (f.ex. Select event) can be resized but the customized size was not saved. Instead, the dialog always displayed with the original size.
Now the customized size is restored.

SportIdent SIAC

Some online punches from SportIdent SIAC could not be computed because of an overflow of the code number.
There was a SI-internal change in the specification which had now been implemented.

27.9.2012

Improvements

Help file

The release notes had been moved from the Readme.txt to this topic of the help file, for a better overview. Introduced a *new topic* Optimizing network performance. You can find this as a subtopic of Working in a network.
I ask you urgently to read this carefully!

Club results

At large events with much load on the server (speaker), the club results and all results derived from that (f.ex. press) took very long over the network due to write access to the server database. This had now been optimized so that those reports take appr. half the time.

Speaker - Online Monitor Server

With OS2010, you can have the same chip multiple times in a team, f.ex. if there are two runners who run two laps each (which has to be defined as 4 legs). With a radio control, there could be the following situation. When runner A punched it on his first lap, then the unit did not work and the online punch was not recorded. When he punched it later again on his second lap, then consequently this punch had been assigned to his first lap, since this was the first radio punch at this control with his chip number.
This may cause confusion for the speaker. Normally this could be solved by inserting the missing punch manually but this is not a realistic demand. That this is the wrong leg, this can be recognized by its already existing finish time. *Now such a punch will be assigned to the first leg with the right chip number and which does not yet have a finish time.*

Speaker intermediate results

In difference to the standard behaviour of the reports, the class selection is always restored into the last used state. With standard reports, a maximum of 10 selected records will be restored, otherwise all records will be selected.

Support of IOF XML V3

The exports of entries, start lists and result reports now support the new IOF XML V3 standard which had been released this year. You may investigate whether any 3rd party where you export one of these reports to, already supports the new standard. If yes, then the XML V3 export format should be preferred against the older XML V2 and the CSV format.

Issues in busy networks with Win7 and WinServer 2008

There had been reported problems in networks with Win7 and WinServer 2008. Together with some experienced users, mainly the organisers of Fin5 and WMOC 2012, I digged deeper into the problem. The result is a small setting changed in OS2010, some new registry settings done by the setup, as well as a list of things to do (optionally), which is now included in the help file. You find this in the new topic Optimizing network performance. *I ask you urgently to read this carefully!*

DBIsam database lock files

The lock files had been renamed to SportSoftware specific terms. This makes it more likely that aggressive virus scanners won't touch them. However, this can't be guaranteed...

Bug fixes

Report selection

When clicking on the *Refresh table* button at the left bottom of the selection table, the previous selection had been kept or not, depending on whether the *Select/Deselect all* button had been used before. *Now the selection is kept in all cases. There may be special reports where there is a different behaviour.*

Reports by teams

In various reports by teams, f.ex. entries, start lists and results, the reserve places were available in the selection and therefore displayed if all teams were selected.

Entries - Edit

The start fee of a team could not be edited manually, it had been reset always to the class fee.

Speaker intermediate results

The selections and the settings for the controls were not always restored correctly.
Notice: *The selection and the controls settings are saved locally and only if the report had been updated using those settings. So clicking the Refresh button of the selection table will reset it to the settings which had been used for the last report update.*

If a class had more than 10 radio controls, then the report aborted.

Missing competitors

The report included the reserve places which are not interesting here.

Import courses

A startpoint code of 10 had been imported as blank. There were more potential issues with alphabetic characters in the startpoint codes like they are delivered by Condes and OCAD.

Prewarning

The default height of the window was too high for 1024x768.

3.7.2012

Improvements

Edit Entries - Reset to vacant place

This function now resets the start fee to no start fee to avoid confusion with subsequent actions. The same happens when modifying an entry to vacant manually.

Entries import - Finnish format

Added support for a format change of the IRMA entries service.

Courses import

As a new feature, which had been introduced with OS2010 V11, all course imports will import the courses in simple mode. To be able to recognize which combination a distinct linear course in OS2010 had been in the course setting software (OCAD, Condes), this will be saved into the field Imported of each simple linear course.

This field is shown in Courses-Courses and so far it had been read-only. Now it had been opened for editing to allow to enter something if you had added a linear course manually or just to allow any modification of the imported value here. (But be careful with that...) Also, the imported value will be displayed in all reports where the combination is shown, especially in split time results.

Competition day - Evaluate chips

When trying to exchange a chip, and the destination competitor does not have a chip, you get an error message and the focus remains on the (faulty) destination competitor. This appeared as being not much helpful. Instead, now the focus returns back to the source competitor which seems to be more useful in this situation.

Results - Split times

Added a *new label layout* which is suitable for receipt printers which cut the paper after the last line printed.

Speaker - Online monitor client - SportIdent

Added support for the new SRR dongle. It is now recognized correctly and the client window will switch to receive mode in this case.

Speaker - Prewarning

The Zoom setting now applies to the Quick result table also.

When launched, so far the window searched for the display driver DLL and issued some messages about that. This was annoying if you never used a display board. Now the DLL will only be searched if you click on the Activate display board button.

SportIdent

Updated the recognition of the station type and function to the newest specs from SI. This is f.ex. important for the new SRR stations and dongles. Also master stations will now be recognized correctly as BSM7/8 compared to formerly BSF. See the Download SI station backup dialog and the speaker client window.

Added support for SICard10/11. So far this had been accepted only if the master station was in non extended mode. Now this is also supported in extended mode.

General: automatic window position recovery

At large events, some users are using multiple monitors with the same PC. For this you can launch OS2010 multiple times and display the different instances on the different monitors for special tasks. Some people even moved the report layout editor to the secondary monitor. However, if you launched OS2010 the first time after having disconnected the additional monitor(s), it could happen that you did not see anything because OS2010 restored its main window at its last used position which had been on a former secondary monitor. So far, you could only fix this by either reconnecting this monitor and dragging OS2010 into the main monitor or by editing the Ini file. The same happened to such standalone modal windows like the report layout editor.

Now OS2010 detects such cases and it will shift and resize a "lost" window automatically so that it will be visible on the main screen.

A similar situation may happen to the working or report windows which may get moved out of the visible part of the main window for some reason. In this case, the top and left coordinates of the window will be adjusted automatically if less than 20% of the height or width of the working window are visible when reopening it.

Bug fixes

Entries - Edit

Having entered 0 as the chip no, OS2010 issued an internal error. *Now there is a more descriptive message.*

If there are no entries, then the bottom legs panel is hidden. If you switched to the class/club tables and then back to the entries table, then the legs panel had been displayed with message Internal error. *Now it will be kept hidden in this situation.*

➖ **Entries - Import special format (Finland)**

The dialog did not open the right context help topic in all languages except German.

➖ **Courses - Course distribution: Overview report**

If no controls were shown in the report layout, then OS2010 hung and had to be aborted by task manager.

➖ **Courses imports - XML format**

Extra controls like crossingpoints etc. were not imported correctly, they got a code number 0 in the course. *Now they are ignored as it is the case with OE2010 also.*

➖ **Speaker - Speaker support**

Switching between the legs in the window did not display the right radio controls.

➖ **Uploads to the web**

Sometimes the upload seemed to hang if the destination folder was not found.

➖ **XML V2 exports**

Some class oriented lists did not export the ClassId. *Now always the ClassId will be exported together with the ClassName.*

There was wrong spelling of competitor status OverTime in results.

➖ 3.4.2012

First official release

2.4 Getting help

There are a number of different sources of help for the SportSoftware. In addition to this help file, you can look at the SportSoftware web site or contact the free and quick SportSoftware email support.

To get started, your main source of information should be this help file. We have designed it to provide all the information you will need for using and learning OS2010.

Before contacting support, please make sure that you really can't find the information you need here. Thanks!

Displaying the help

- The quickest way to display the help is to press **F1**. If context-sensitive help is available it will be displayed automatically.

- Most dialogs have a **Help button** that displays the context help:

- All working forms and report forms have a **Help button** that displays the context help:

Getting a help file in your language

By default, OS2010 installs the English help file only. Translated help files are available from the SportSoftware V11 download page. Check out there if your language had already been translated. If yes, then download it and copy it into your Application installation folder. To get it working, just reselect your language.

Getting a printed user manual

There is a PDF version of the entire documentation available for download. Look at the SportSoftware V11 download page and download the PDF file in your language.

Looking in the web

- Visit the SportSoftware web site.
- Visit your national support page. Have a look at the SportSoftware support pages to find the right link.

Contacting SportSoftware support

- Free direct email support is available from SportSoftware at hotline@sportsoftware.de. You can send an email to this address by clicking on the link in the **Help-About dialog**. Please write in German or English. Don't hesitate, you will be amazed how unexpectedly quick this is!

- However, you may prefer to ask your national contact person in your own language. Have a look at the SportSoftware support pages to find the right address.

2.5 How to buy OS2010

SportSoftware editions

OS2010 comes in different editions.

Standard   Up to 300 competitors (not teams!)

Pro   Up to 1000 competitors (not teams), including speaker and finish functions

Pro Large   More than 1000 competitors, including speaker and finish functions

The **trial version** is limited in some ways:

- You cannot print, publish or export anything.
- You can work on the demo events and the demo archive only.
- Some functions are completely disabled.

Purchasing directly from SportSoftware

You have the possibility to buy your software in the SportSoftware online shop and to pay by credit card. This shop is powered by ShareIt! and you can buy all standard SportSoftware products there.

Ordering from your national distributor

There are also few national distributors who are authorized to sell the SportSoftware in their countries. If you are in doubt, contact the author or ask your national contact person.

3 Quick start tutorial

This section provides a quick start to into the most common tasks you will use when working with OS2010. The help topics are in the same order as you should work step by step when organising an orienteering competition. You may notice that this also matches the order of the menu items in the program. Just browse through this section using the browse buttons at the top and learn step by step how to organise an O competition using OS2010. Every topic contains comprehensive links to detailed information in the reference section.

For reference purposes, you can use the table of contents as an index. Just pick out the task you need more information, look there and follow the links given to the reference section.

More information

Once you have learned the common tasks in this section, see Advanced tasks to learn what else you can do with OS2010.

The OS2010 setup has installed the backups of several **demo events** which had actually taken place and a **sample archive**. Many thanks to the organisers who allowed me to include their events here. When you are working on your own event/archive, you may always check out how things had been done in the sample events or the sample archive.

With the very first launch, the samples will be restored into your self-defined event and archive root folders. If you lose them for some reasons, then use the function **Help - Restore demos**. If you want to restore a single demo event only, then use Restore event. You can find the backup files in the subfolder **Backup\Samples** of your Application settings root folder.

See also

Introduction

Advanced tasks

Reference

Restore event

Restore archive

3.1 User interface

The topics in this section provide some basic information about the user interface.

Since this had been changed thoroughly up to the current state of the art, this section should be read carefully also by experienced SportSoftware users.

Read a quick description of the main parts of the user interface:

- Main window
- Working form
- Reports
- Dialogs

See also

User interface reference

3.1.1 Main window

The main window consists of several sections.
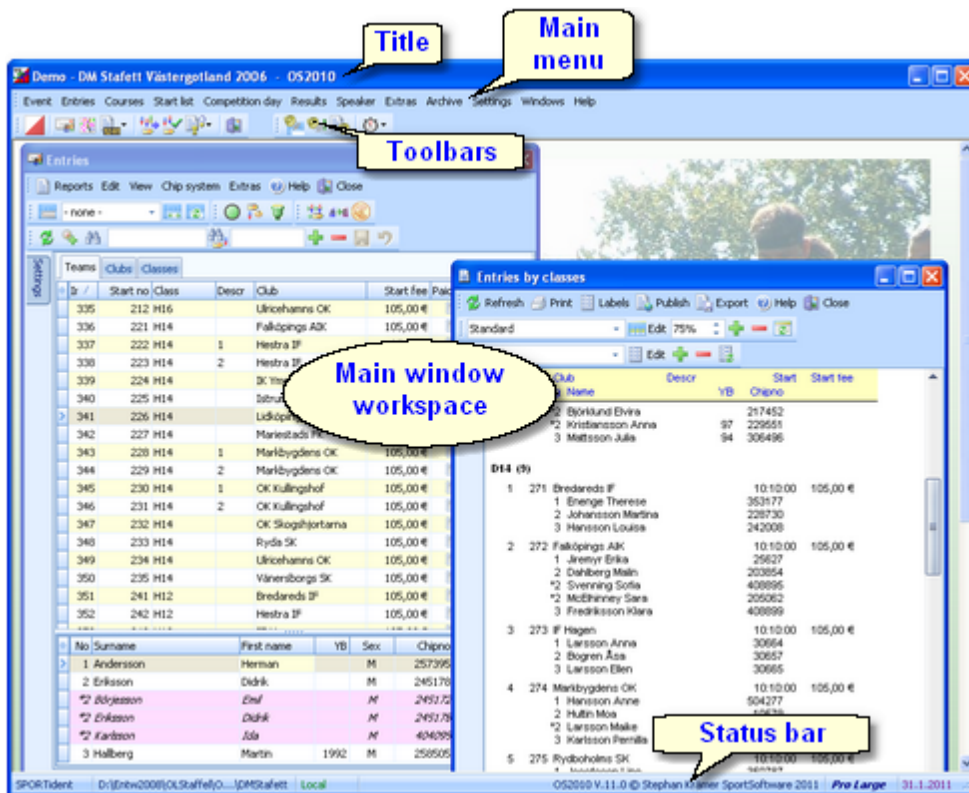
In the *main window workspace* the various working forms and reports can be arranged.

The *title* always shows the current event which you are working on.

In the *main menu* you find all the user functions. There are also some basic items like the Windows menu item. For more details, see the UI reference.

The **toolbars** provide you shortcuts for the most used functions. Move with the mouse over a button to get a hint about its purpose.
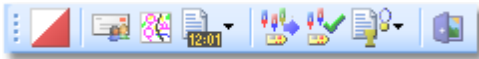
The **status bar** shows you various information about the current event and your version of OS2010.

When you launch OS2010, the main window will restore its last position. All working forms which had been left open the previous time will be restored automatically. Reports and other secondary windows will not be reopened automatically.

See also

[User interface reference](#)

3.1.2 Working form

A working form is a window where you can work on data, display reports on those data and perform other actions. As an example, have a look at the **entries** form.

The *title* shows the name of the form.

Entries

In the *menu* you find all the functions which are available in this form. Reports, Edit, View and Help are common functions for all working forms. Help invokes the *context help* for this form (you can also use the *F1* shortcut). For more details, see the UI reference.

Reports Edit View Chip system Extras Help Close

Chip system and Extras are special functions which are available in the entries form.

The *View* and the *Edit toolbar* are common to all working forms. Move with the mouse over a button to get a hint about its purpose. For more details, see the UI reference.

Group by   Reset

Clubs   Optimize

Refresh   Insert   Save

so

Search   Delete   Restore

Most forms do also offer *special toolbars*. In this example, you see the Chip system and the Special entries functions toolbars. For more information, see the entries reference.
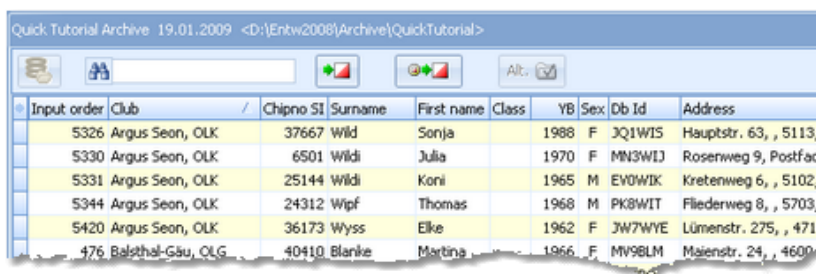
Activate   Serial port   Next competitor   Start fees

Settings   Reset to vacant place   Join classes

The *settings panel* mostly offers format settings, f.ex. the time format. Often there are also special settings like in this example for entries handling. You can fix the panel by the pin or let it slide to the left to get more space for the grid.

Time format

HH:MM:SS

relative to zero time

The main component of a working form is the *data grid*. Here you can browse and edit the data, in this example the entries. You can customize the layout of the grid in various ways: which columns should be displayed in which order and size and how the table should be sorted. For more details, see the data grid reference.

Teams	Clubs	Classes				
lr /	Start no	Class	Descr	Club	Start fee	Paid
331	208	H16		OK Skogshjortarna	105,00 €	
332	209	H16		OK Tranan	105,00 €	
333	210	H16		Ryda SK	105,00 €	
334	211	H16		Rydboholms SK	105,00 €	
335	212	H16		Ulricehamns OK	105,00 €	
336	221	H14		Falköpings AIK	105,00 €	
337	222	H14	1	Hestra IF	105,00 €	
338	223	H14	2	Hestra IF	105,00 €	
339	224	H14		IK Ymer	105,00 €	
340	225	H14		Istrums SK	105,00 €	
341	226	H14		Lidköpings Vinter-SK	105,00 €	
342	227	H14		Mariestads FK	105,00 €	
343	228	H14	1	Markbygdens OK	105,00 €	
344	229	H14	2	Markbygdens OK	105,00 €	
345	230	H14	1	OK Kullingshof	105,00 €	

In some forms there may be an additional panel with a *helper grid*. This is mostly read only but also a data grid. In this example this is the archive grid to speed up entries input. You can fix the panel by the pin 📌 or let it slide to the bottom edge to get more space for the main data grid.

The *status bar* shows you the edit status. Sometimes there is more information provided like the punching system device status led in this sample.

You can customize the appearance of a working form in the way you need and like it. You can hide/show the settings and helper panels, adjust the layouts of the grids, move the toolbars and customize the size and position of the form. OS2010 will save those settings and restore the form in the same way when you reopen it. Some forms may always show the settings panel in the beginning, so that you won't miss important options.

See also

User interface reference

3.1.3 Reports

The first menu item in a working form is always the *report button*.

Sometimes this launches the only report available, but mostly this pops up a submenu with several reports.
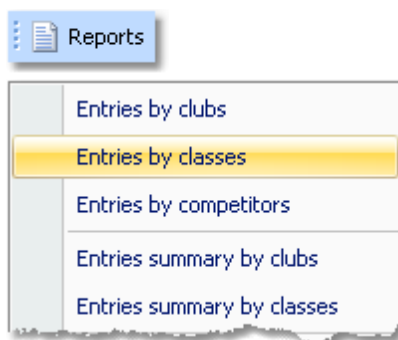
Some reports are accessible directly from the main menu, f.ex. the start list reports.
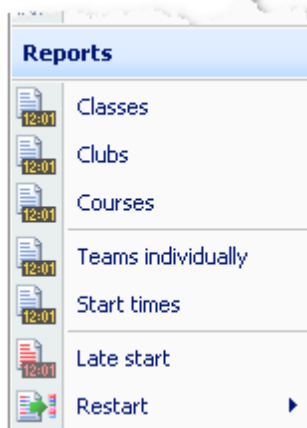
Clicking on a report item creates a report window using the selection from the last time. **Note:** only small selections below 10 records will be restored, otherwise always all records will be preselected.
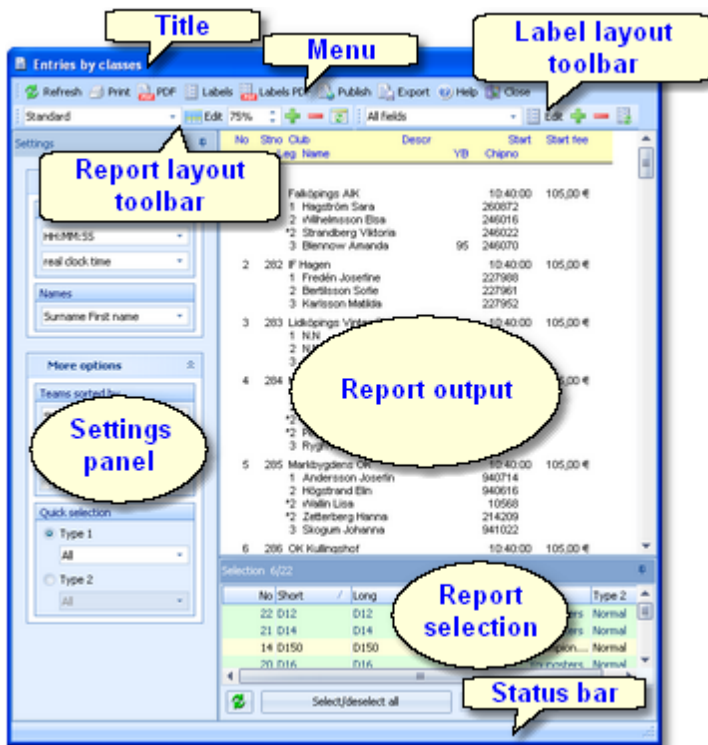
The report window will stay visible until you explicitly close it. Unlike previous versions of the SportSoftware, the working form is completely independent to all reports which you can display from there. You can even close the working form and keep the report(s) visible.

The *title* shows the name of the report.

In the *menu* you find the basic report functions. For more details, see the UI reference.

The *Report* and the *Label layout toolbar* provide the functions to manage and edit the layouts. Both work nearly identically. You can have multiple layouts both for the report itself and the labels. You can select the desired layout from the list box.

For more details, see the UI reference. For details on how to edit layouts, see the Report layout editor reference and the Label layout editor reference.

The *settings panel* mostly offers format settings, f.ex. the time format. Often there are also more options offered for the report, f.ex. quick selections. To modify the settings, you can fix the panel by the pin 📌. In the normal case you will have it slid to the left to get more space for the report.

The *report output* is the purpose of this window. ;-)

In the *selection panel* you can select the records which should be reported. To change the selection, you can fix the panel by the pin 📌. In the normal case you will have it slid to the bottom to get more space for the report. The sort order of the selection table will be used for the report. To change the report sort order, first change it in the selection panel and then refresh the report.

For more details, see the UI reference.

For the average report, the *status bar* does not have a specific purpose. However, there are "live" reports which display the progress here.

See also

User interface reference

3.1.4 Dialogs

Dialogs are windows which can't be arranged within the main window, because they are modal windows. This means, nothing else can be done except working in the dialog until it will be closed by *OK* ✔ OK or *Cancel* ✕ Cancel. Sometimes those buttons do have other captions but the actions behind them are quite the same.
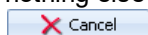
All dialogs are fairly self-descriptive and additionally you have a context help available in the most cases. Just one sample here:
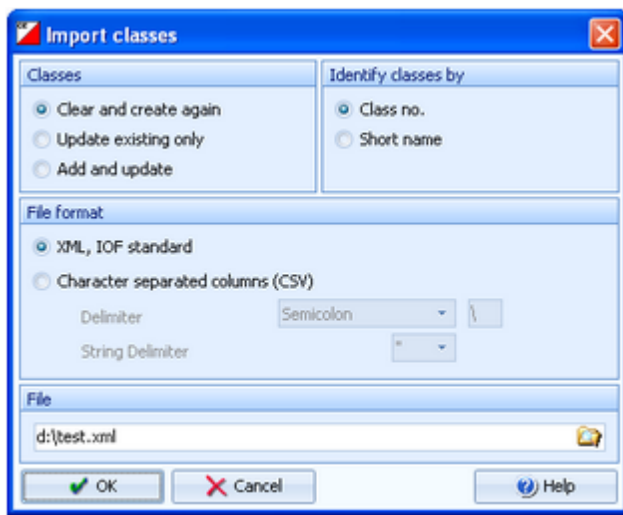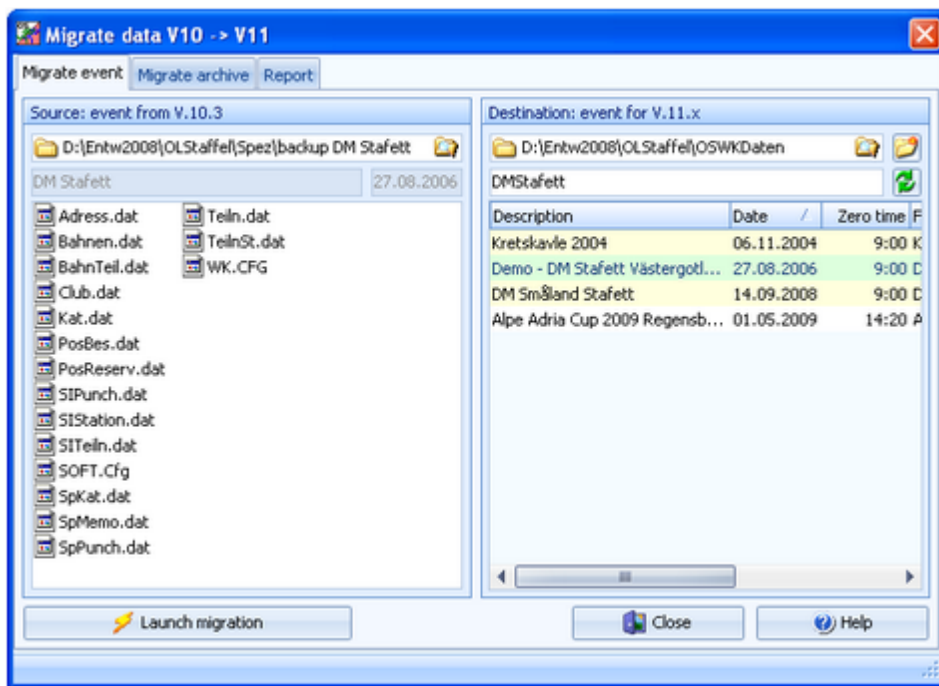
See also

[User interface reference](#)

3.2 Migrating events from V.10.3

Differently to previous SportSoftware versions, the SportSoftware V11 has a **new data organisation** which follows the standard which is defined by Windows XP, Vista, Win7 and newer Windows versions. Basically this means that the application settings like report layouts, the event data and also the archive data must not be saved in subfolders of the installation folder (like it had been the case with SportSoftware V10 and older). Instead, since Windows XP there are special user folders designed for that. With the SportSoftware V11, you can use predefined folder sets or define your own ones.

If you need more information about this subject, please read carefully the Application folders reference!

To be able to use your existing events from V.10.3, you must migrate the event data to the new data format of OS2010. This function can be found at *Extras - Migrate data V10 -> V11*.

In the left panel, select the source event from V.10.3. **Note:** the source event must be exactly in the data format of SportSoftware V.10.3, otherwise you will be asked to load it into OS2003 V.10.3 to update to this data format.

In the right destination panel, the OS2010 event root folder with its existing events of V11 will be displayed. It will be possible to select another event root folder here if you are using several different folders for some reason. Below that, you must enter a folder name for the new event. By default, this is predefined from the V10 event's name. You can modify this manually, especially if you want to create the same event several times for test purposes.

Click on [⚡ Launch migration] to start this action. You will get a detailed report about this in the report tab.

Switch to the Migrate archive tab to migrate archives from V.10.3 to V11. This works just in the same way as with events.

You can migrate as many events or archives as you like in one row.
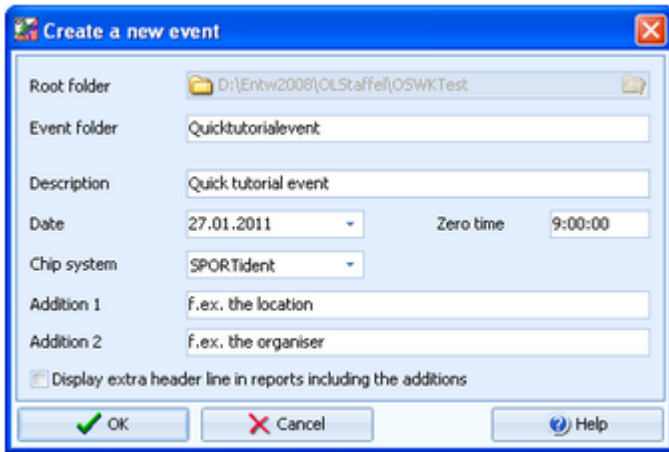
See also

Migrate data reference

3.3 Beginning with the event

The *Event* main menu topic offers you all functions which are necessary for managing multiple events. The most important of them are described in this topic. For the others, look into Managing events (Advanced tasks).
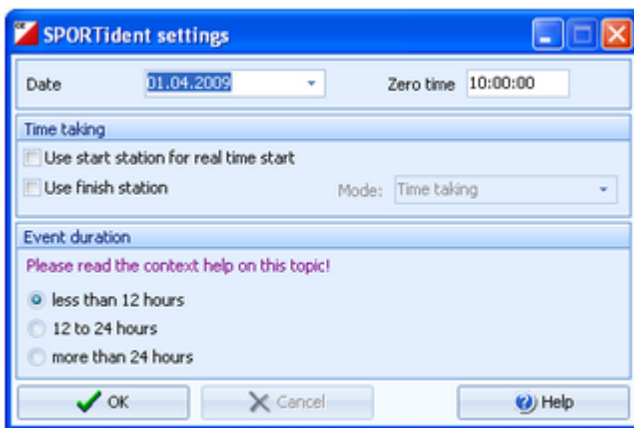
Creating a new event

To create a new event, click on *Event - New*.

Just fill in the required fields and click *OK* to create the new event. Note that the event folder name will be automatically adjusted when entering the event name. Of course, you can choose another folder name if you want.

When opening a user function for the first time, you will be prompted
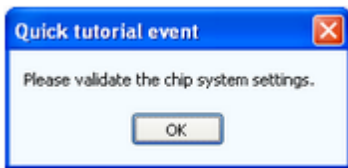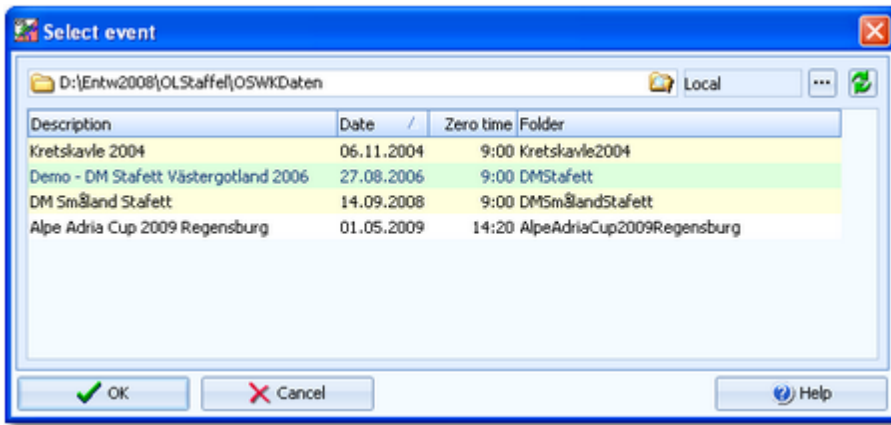

Just do so ...

.. and acknowledge with *OK*. Refer to SportIdent settings for more details.

Opening an existing event

By default, the last used event will be opened automatically when you launch OS2010. To select another event, click on *Event - Select* or the Select event toolbar button .
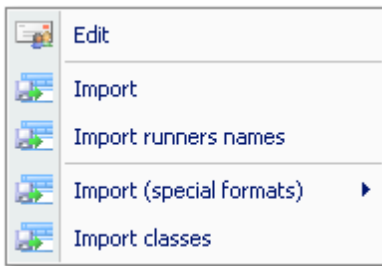
The obvious first task with a new event is defining the classes and entering the entries. However, sometimes you may want to begin with defining the courses.

See also
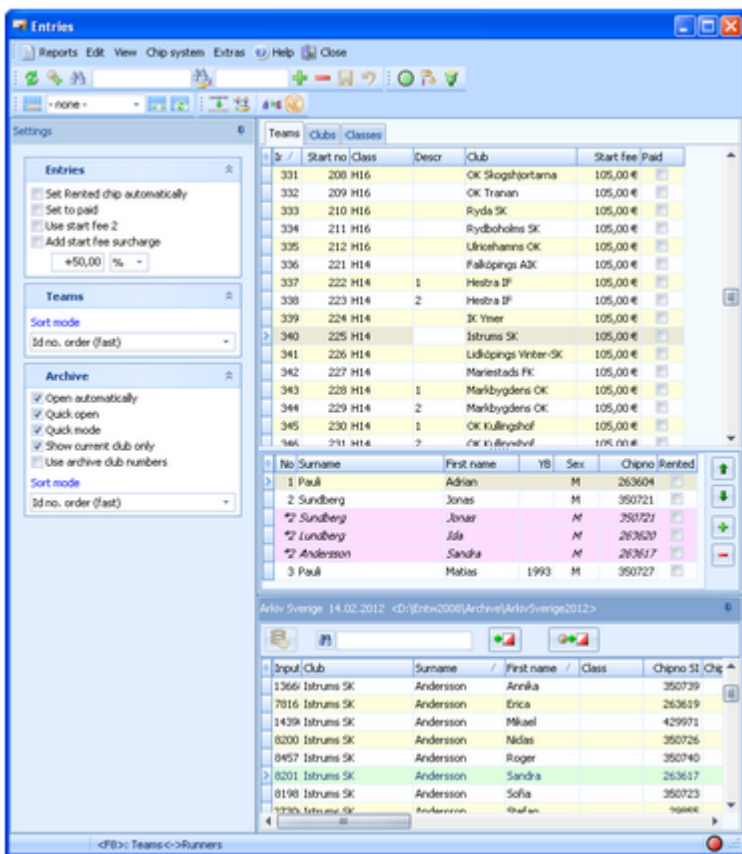
Managing events - Task based help

3.4 Managing entries

The *Entries* main menu topic offers you all functions which are necessary for working with the entries.

With *Entries - Edit*, you open the entries form. The entries form has three grids where you can edit competitors, clubs and classes. Look at the tabs at the top of the data grid.

If you need more details about editing in the data grid, have a look into the data grid reference.

How to enter classes

Normally the first task is to enter the classes. Click on the classes tab Classes to display the classes grid. Just enter them as given in your invitation. You need not to take care of the class numbers. They will be preset to the next available value. However, to have more flexibility for later additions, you may prefer to enter class numbers in steps of 10. Have a look into the demo events to get a feeling about suitable class short and long names as well as class numbers.

	No /	Short	Long	Legs	Start fee	Xtra start	Xtra2	Type 1	Type 2
	7	H35	H35	3	240,00 €	0,00 €	☐	Championship	Normal
	8	H21	H21	3	240,00 €	0,00 €	☐	Championship	Normal
	9	H20	H20	3	240,00 €	0,00 €	☐	Championship	Normal
	10	H16	H16	3	105,00 €	35,00 €	☑	Youngsters	Normal
	11	H14	H14	3	105,00 €	35,00 €	☑	Youngsters	Normal

For more details, look at the Classes reference.

Class table templates from the archive are usually designed for individual events, so you can't use classes from the archive here. However, if a federation likes to predefine a template, this can be provided as a CSV or XML file for the import. For more details see the Import classes into the event reference.

How to enter teams (entries)

Be sure that you are displaying the teams grid Teams. Select **View - Layout: Pre entries**. This will change the layout of the grid, so that you only see those columns which are important right now. Just begin to enter some teams. **Notice:** in insert mode the bottom panel for the legs' details is not visible.

To enter a class, click on the dropdown button in the class field and select one. You can also use the keyboard. Just begin with the first character of the class. Then the class list will popup. Play a bit around what happens if you type further to get a feeling for that. You can also move with the arrow keys in the list and finally enter the class by **Enter**.

Entering the club just works in the same way as with the class. However, there is one difference. To insert a new club, you can use the Insert club button in the menu. For more details, see the next paragraph.

	Ir /	Start no	Class	Descr	Club	Start fee	Paid
	334	211	H16		Rydboholms SK	105,00 €	☐
	335	212	H16		Ulricehamns OK	105,00 €	☐
	336	221	H14		Falköpings AIK	105,00 €	☐
>	337	222	H14	1	Hestra IF	105,00 €	☐
	338	223	H14	2	Hestra IF	105,00 €	☐

At the bottom you see the table with the leg details of the current team. You can switch between both grids using the hotkey **F8**.

	No	Surname	First name	YB	Sex	Chipno
>	1	Pauli	Adrian		M	263604
	2	Sundberg	Jonas		M	350721
	*2	Sundberg	Jonas		M	350721
	*2	Lundberg	Ida		M	263620
	*2	Andersson	Sandra		M	263617
	3	Pauli	Matias	1993	M	350727

Normally, you will receive those names and chip numbers only shortly before the event. You can enter them at any time, at latest during the race. Using the archive or importing the names from a web service will simplify this task.

For more details on editing entries, see the Entries and the Import runners names references.

How to enter clubs

The quickest method to enter a new club for a new entry is to use the Insert club button. This will display the club

dialog where you can enter the new club. You can also display the clubs grid Clubs and enter there.

For more details on editing clubs, see the Clubs reference.

How to use the archive

The archive is normally a national database which includes all runners of the country. This can be used to speed up the input of the runners' details. Think about such fields like Chip number and Database Id which are quite time consuming and error-prone to be entered manually. In many countries the O federation maintains such a database which is ready-to-use for the SportSoftware. You may ask your federation or other SportSoftware users in your country for that.

First have a look on how to select, create and edit archives with OS2010.

You can see the characteristics of the current archive in the Archive tab.

Quick Tutorial Archive 19.01.2009 <D:\Entw2008\Archive\QuickTutorial>

Move the mouse over the tab and fix the archive panel with the pin 📌.

First you will see an empty table. Just click on the Open archive 🗂 button to open it. You can check the option *Archive-Open automatically* to have it opened automatically the next time.

Now you can search for the desired competitor and then doubleclick on him to insert him into the preselected leg. You can also move using the arrow keys and press *Enter* to insert a competitor. The third choice is to click on the

Copy Competitor 🔲 button.

Do so with all competitors. Of course, there will be some competitors who are not in the archive. Simply enter them manually.

For more details on using the archive in the entries form, see the Using the archive reference.

For more information on how to set up and manage archives, see Managing archives - Task based help.

How to manage start fees

In the class table you can enter the start fees per class. When you enter a new team, its individual start fee field will be filled with this value from the class. If you for any reason decide that this is not suitable, just modify the individual start fee.

There are also some fees which must be entered for the club, like chip rent fee or accommodation, etc. You can

define those extra fees by clicking ⊜ which will show the start fee settings dialog. In the club grid, you can enter the numbers how much items of a specific extra fee a club has ordered.

For more details on start fees, see the Entries, Classes and Clubs references.

Importing entries from external sources

There are numerous web sites which offer an online entries service. In the leading orienteering countries, this is offered by the federation. OS2010 allows an easy, flexible and transparent mix of both imports and editing entries manually.

For more details on web services, see Interacting with web services - Task based help.

Reports

There are various reports available in the entries form. Just try and explore them!

For more details, see the reports reference.

Note
Don't forget regular backups!

See also
> Entries Overview
> Archive reference

3.5 Course setting

The course setting is obviously one of the core tasks when organising an O event.
It is also most important to get the courses and controls into the event data without any mistakes. Only then the competition and the automatic code checking will run smoothly.
You have two choices to get the courses and course distribution into OS2010: either you *enter them manually* or (more common) you *import* them from OCAD or Condes.

The *Courses* main menu topic offers you all course setting functions.

With *Courses - Courses*, you open the courses form. The Courses form has two grids where you can edit courses and controls. Look at the top of the data grid.
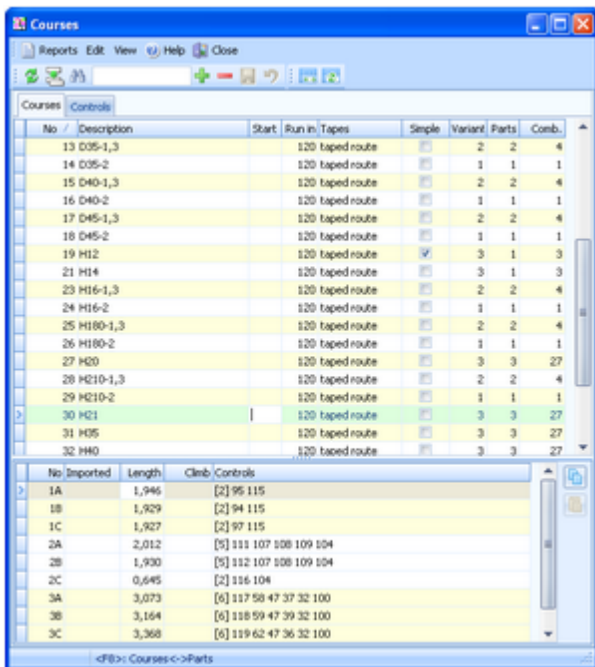
If you need more details about editing in the data grid, have a look into the data grid reference.

━ How to enter controls

Before you can enter any course, you must have defined the controls. Click on the controls tab Controls to display the controls grid. Just enter them and optionally add the control descriptions.

For more details, look at the Controls reference.

How to enter courses

Be sure that you are displaying the courses grid Courses.

Enter the courses each after another. You need not to take care of the course numbers. They will be preset to the next available value. However, to have more flexibility for later additions, you may prefer to enter course numbers in steps of 10.

At relays, the planning of the branching (variants and parts) is very important. OS2010 also offers a special feature called Simple mode which allows you to enter or import linear courses.

For more details on all that see the Courses reference.

Importing courses and the course distribution

Today most O organisers are using OCAD or Condes for the course setting. And mostly this part is done by somebody different to the edp responsible. Via **Courses - Import courses**, you can import the courses into OS2010. If defined in OCAD/Condes, the assignments to classes/legs will be imported, too. As the second step, you can import the course distribution via **Courses - Import course distribution**. Many organisers prefer to do the course distribution manually outside of any event or course setting software. OS2010 supports this also.

Notice: In difference to OS2003, with OS2010 the import had been split into these two steps. This allows a better control about what is happening. Only the older OCAD8 text format is still imported in a single step. Both courses and combinations are imported by the course import.

For more details see the Import courses and the Import course distribution references.

How to assign courses to classes

To enable the automatic code checking, the courses must be assigned to the classes and legs. This is the basic information required for the course distribution, see the next paragraph..

If you had imported the courses, then sometimes the assignments had already been imported also, depending on the import format or the delivering program you had used.

To *assign courses to classes/legs*, click on **Courses - Classes** which opens the respective form with its grid.

	No /	Short	Long	1	2	3	
	1	H210	H210	H210-1,3	H210-2	H210-1,3	
	2	H180	H180	H180-1,3	H180-2	H180-1,3	
	3	H55	H55	H55-1,3	H55-2	H55-1,3	
	4	H50	H50	H50-1,3	H50-2	H50-1,3	
>	5	H45	H45	H45 ▾	H45	H45	
	6	H40	H40	H40	H40	H40	
	7	H35	H35	H35	H35	H35	
	8	H21	H21	H21	H21	H21	

Select the correct course for each leg.

For more details see the Assign Classes - Courses reference.

How to assign the course combinations to teams and legs

Since relay courses are forked, you have to *assign the right combination to every team/leg*. To do this, click on **Courses - Course distribution** which opens the respective form with its grid.

*	Input	Start r /	Class /	Team	1	2	3	
	434	288	D12	OK Skogshjortarna	B	#1	A	
	435	289	D12	Vänersborgs SK	A	#1	B	
	488	290	D12	Trollhättans SOK	B	#1	A	
>	241	131	H55	Mariestads FK	AB	A	BA	
	242	132	H55	Markbygdens OK	BA	A	AB	
	243	133	H55	OK Skogshjortarna	AA	A	BB	
	245	135	H55	OK Tranan 2	AB	A	BA	
	246	136	H55	Ulricehamns OK	BA	A	AB	

The combinations have to be entered in different ways depending on whether the course is in Simple mode or not. OS2010 offers a comfortable semi-automatic function for distributing the courses to all teams of a class. Xtra legs/runners will be computed in the right way automatically.

For more details, have a look into the Course distribution reference.

The combinations can also be imported from Condes/OCAD if you did the course distribution within those programs.

How to print control descriptions

If you had entered the control descriptions into OS2010, you can print them. OS2010 offers more comfort for this functions than f.ex. OCAD, so give it a try. However, they can't be imported from OCAD.

Each of the courses functions includes its special control sheet printing function. F.ex. the Course distribution function will print the control descriptions by individual legs/runners and not by courses. You can print the IOF sheets as well as text-based descriptions.

➖ Reports

Besides the overviews (f.ex. all courses with their class assignments), you have some summary reports which show how many competitors run on a specific course or control. Just try and explore them!

For more details, see the reports reference.

See also

Course setting reference

➖ Reports

3.6 Creating start lists

For relays it is necessary to create a start list with well-defined mass start times. At least to be able to assign the right maps to the right teams/legs in advance, start numbers must be used.

The *Start list* main menu topic offers you all functions to create the start list and to display start list reports

Preparing the start list draw

With the Start list organisation, you define the basic structure for the start list draw.

A start list can only be drawn without errors if there is an error-free underlying organisation. For instance, you have to ensure distributing start numbers uniquely. You have to define the mass start time for every class. Building up the start organisation visually on screen gives you an overview about how many teams will start at a specific mass start.

Besides the normal overview report, OS2010 provides a comprehensive check report and a special Shift function if you have to shift a complete mass start to another time.

You can do the necessary definitions with *Start list - Organisation*. For more details, see the Start organisation reference.

Performing the start list draw

If you had defined the start organisation, then you can draw the start list using *Start list - Draw*.
If necessary, you can modify the result of this draw by simply dragging teams to the desired start numbers. There is a special function available to solve start number conflicts (f.ex. after you had added new entries). For more details see the Start list draw reference.

How to modify/enter start numbers manually

There are several ways how to modify or enter start numbers manually.

- Editing Entries
  You can sort the entries table by classes and start numbers and enter or modify the start numbers manually. Use this method if you want to assign extraordinary start numbers for some reason or if you defined start numbers without any draw at all. See also the Entries reference.
- Dragging/editing within the start list table
  If you want to change start numbers according the start organisation, then invoke the start list draw form and drag the respective teams into the right places. For more details see the Start list draw reference.

Publishing start lists

Before the event, you will have to publish the start lists in the web. Use the HTML upload function if you want to publish the HTML output of OS2010 directly or upload an export file if the web site renders its own format. If you are publishing HTML pages, check out if the fonts and columns are sized properly before you upload the files.

At the competition, you will need numerous printed start lists for different purposes. Don't forget the start lists for the start personnel. With OS2010 you can print customized start lists by start times down to the level of a single mass start time.

For more information, have a look into the Start list reports and Upload files references.

See also
Start list reference

3.7 Running the competition

This topic gives you a short overview about the main tasks during the competition. Have also a look into the Advanced tasks chapter for more specialized tasks during the competition day.

They are available in the *Competition day* main menu topic.
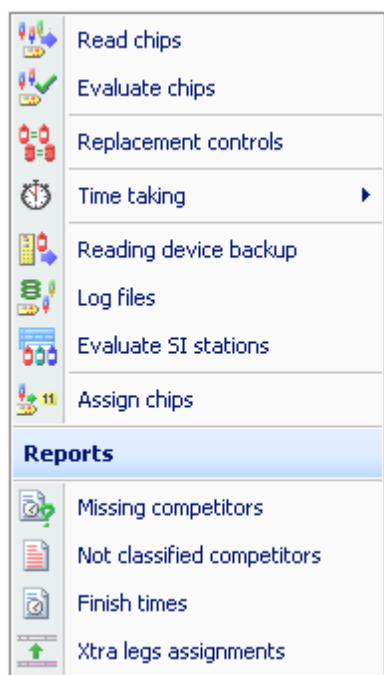
➖ Setting up the computer environment

It should be obvious that you must have all the PCs, printers and other components **tested and set up before** the competition day! Think about the network, the peripheral units incl. printers and chip system devices and testing OS2010 in that network.

This will allow you a quick and smooth assembling at the competition day.

See also the Working in a network - Task based help and the Working with restricted user rights - Task based help.

➖ Reading (downloading) chips

Reading the chips in the finish will deliver you uptodate results during the running competition. For this the *Competition day - Read chips* function is designed.

Depending on the load in the finish chute, you may need to provide several download PCs in the network running the Read chips form. However, with the modern USB read devices both from Emit and SportIdent it is also possible to run two ore more Read forms with one device connected to each on the same PC.

For more information, see the Read chips reference.

➖ Not started teams

An important task which protects you from waiting for missing teams at the changeover in vain, is registering the not started teams just after the mass start of the respective classes. There are two ways how to do.

If you are maintaining a start protocol, then use this to enter the not started teams. You may also just collect the maps which had been left at the mass start for this task. The best place for this is the *Competition day - Time taking - Manual input* function. See the context help of this function for more information.

However, in the time of electronic punching systems, this is no longer necessary, especially with the SportIdent punching system. You can use start, check or clear stations to record the competitors at the start. Then you can read the backup memories of those stations into OS2010 and find out who did not start. This is the *Competition day - Evaluate SI stations* function. See the context help of this function for more information.

➖ Handling all issues around the chips

The *Competition day - Evaluate chips* form is one of the most important working areas during the running competition. Here you can handle all issues with (wrong) chip assignments, check mispunches, modify chip contents, and more. See the context help of this function for more information.

➖ Retrieving useful information

Towards the end of the competition, several reports may become important, f.ex. the Missing competitors report. You find them under *Competition day - Reports*. See the Reports (Finish) reference.

➖ Publishing results

You find the result reports under the main menu topic *Results*.
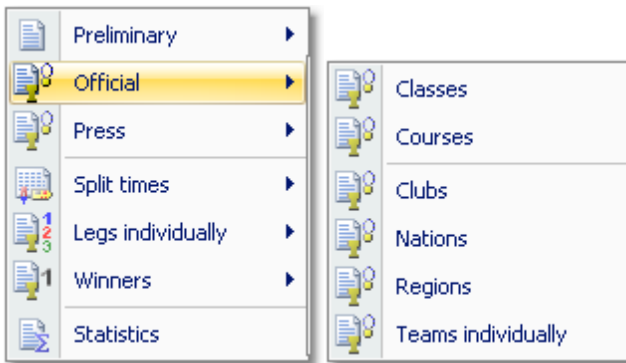
During the competition you can continuously publish results, either in printed form or uploading them to a web site using the HTML or another export. There are numerous different result formats for different purposes. The main types are the preliminary, split times and official reports. It is possible to have the results printed and/or uploaded to the web automatically. See the Result Reports reference.

Note
Don't forget regular backups during the event! Have a look into Data security - Task based help.

See also
> Competition day reference
>
> Results reference
>
> Data security - Task based help

4 Advanced tasks

The topics in this section describe all the tasks which are not described in the Quick start tutorial section. Some topics do just provide more details compared to the Quick start section, others do describe tasks which are not basically necessary to organise an O competition.

Nevertheless, it is good to know about them and this may help you to simplify you work as an O organiser. Many of those functions had been implemented based on user requests, so not only I myself but also every user should profit from how they are doing the things!

There are also those functions described which are only available if you own the Pro version.

For reference purposes, you can use the table of contents as an index. Just pick out the task you need more information, look there and follow the links given to the reference section.

More information

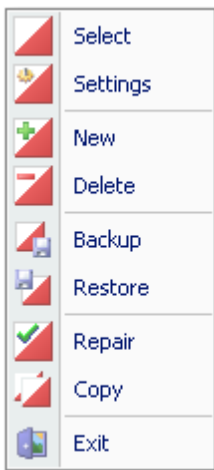In the Quick start tutorial you find all the tasks which are essential for organising an orienteering competition.

The OS2010 setup has installed several *demo events* which had actually taken place. Many thanks to the organisers who allowed me to include their events here. Besides working on your own event, you may always check out how things had been done in the sample events.

4.1 Managing events

Differently to previous SportSoftware versions, the SportSoftware V11 has a **new data organisation** which follows the standard which is defined by Windows XP, Vista, Win7 and newer Windows versions. Basically this means that the application settings like report layouts, the event data and also the archive data must not be saved in subfolders of the installation folder (like it had been the case with SportSoftware V10 and older). Instead, since Windows XP there are special user folders designed for that. With the SportSoftware V11, you can use predefined folder sets or define your own ones.

If you need more information about this subject, please read carefully the Application folders reference!

The *Event* main menu topic offers you all functions which are necessary for managing multiple events.

Select
Settings
New
Delete
Backup
Restore
Repair
Copy
Exit

On starting, OS2010 always selects the previously selected event. Via *Event - Select* or the Select event toolbar button , you can select another event. See the Select event reference for more details.

To create a new event use *Event - New*. This will display the event settings dialog, where you can enter the characteristics of the new event. Look at the Create a new event reference to learn more.

If you want to modify the event settings later, use *Event - Settings*. See the Event settings reference for more details.

In the course of time old events, saved event status, or even test data will enlarge the event selection list unnecessarily. To delete an event, use *Event - Delete*. See the Delete event reference for more details.

Do not forget backing up your current event after each working session with OS2010. It is also recommended to make regular backups during the competition. This is the function *Event - Backup*. See the Backup event reference for more details.

If you followed a well thought out backup strategy, you have the chance to restore your event data in error cases. Use *Event - Restore* which is described in detail in the Restore event reference.

Due to faulty network settings or other reasons (you can't imagine what can happen...) you may have got corrupted data. You can try to repair this yourself using *Event - Repair*. See the Repair event reference for more details.

You may wish to duplicate an event, for example as a simple backup. Or you might wish to keep intermediate status of an event for later reuse. Or you may wish to use parts of a previous event as a starting point for the new one. This all can be done with *Event - Copy*. See the Copy event reference for more details.

See also

Beginning with the event

4.2 Managing archives

Differently to previous SportSoftware versions, the SportSoftware V11 has a **new data organisation** which follows the standard which is defined by Windows XP, Vista, Win7 and newer Windows versions. Basically this means that the application settings like report layouts, the event data and also the archive data must not be saved in subfolders of the installation folder (like it had been the case with SportSoftware V10 and older). Instead, since Windows XP there are special user folders designed for that. With the SportSoftware V11, you can use predefined folder sets or define your own ones.

If you need more information about this subject, please read carefully the Application folders reference!

For using the archive, this means a special advantage. Since you can define the same archive root folder for all SportSoftware applications, this means *that you can use exactly the same archive* from all SportSoftware applications simultaneously!

The *Archive* main menu topic offers you all functions which are necessary for managing multiple archives.

On starting, OS2010 always selects the previously selected archive. Via *Archive - Select*, you can select another archive. See the Select archive reference for more details.

To create a new archive use *Archive - New*. This will display the archive settings dialog, where you can enter the characteristics of the new archive. Look at the Create a new archive reference to learn more.

To edit the archive, means the competitors, club, classes and the settings, use *Archive - Edit*. See the Edit archive reference for more details.

In the course of time old archives, saved archive status, or even test data will enlarge the archive selection list unnecessarily. To delete an archive, use *Archive - Delete*. See the Delete archive reference for more details.

Do not forget backing up your current archive after each session where you had edited it. This is the function *Archive - Backup*. See the Backup archive reference for more details.

If you followed a well thought out backup strategy, you have the chance to restore your archive data in error cases. Use *Archive - Restore* which is described in detail in the Restore archive reference.

Due to faulty network settings or other reasons (you can't imagine what can happen...) you may have got corrupted data. You can try to repair this yourself using *Archive - Repair*. See the Repair archive reference for more details.

Usually, you will create the competitors' archive by an import from an external database. This is done via *Archive - Import*. See the Import archive reference for more details.

 Sometimes it may be preferred to Copy the clubs from the archive into the event beforehand: *Archive - Copy clubs*.

See also

Managing entries - Task based help

4.3 Interacting with web services

OS2010 can interact in various ways with web services which offer different tasks. In the leading orienteering countries, the federation is responsible for a central web service which offers most tasks mentioned in this topic. There are also many web sites offering their services for online entries, online results, split times, etc.

Maintaining the archive

In most countries, the archive is offered ready-to-use for OS2010. You can just download the archive backup and restore it. See the Restore archive reference for more information.

In other countries, import files are published by a central place, mostly the federation. You can import them into OS2010. See the Imports into the archive reference for more details. However, with large archives like those in Sweden, Finland and Switzerland, the import will take some time. So providing a ready-to-use archive should be preferred in that case.

Entries and start lists

There are numerous web sites which offer an online entries service. Almost all of them do support the CSV interface to OS2010 or the IOF XML format. Use the export of the entries reports and the entries import to exchange data with those web services. See also the Reports, Import entries and Import runners names references.

Sometimes the class table of the event can also be provided by the entry service. Then you can import this file into OS2010. See the Import classes reference.

Mostly you will also publish the start lists at those sites.

Results

During the event, you can continuously upload automatic results or intermediate times to a web site for online reporting. See the Result Reports reference.

After the event, you can upload the official results and split times. There are numerous services for visualization of split times available, sometimes together with displaying the routes on the map. Nearly all of them support the OS2010 CSV format or at least the IOF XML format.

See also

Managing archives - Task based help

Import entries

Import runners names

Reports

4.4 Handling Xtra legs

Xtra legs/runners are a special relay feature in Sweden and Finland and maybe in the other Scandinavian countries also. Especially youngsters are allowed to run together at a predefined leg. They change over together from the previous leg's runner. All run the same course which had been assigned to the team/leg. The best of them changes over to the next leg and he will count for the team. It is allowed that some teams do have a normal single runner on this leg only while others have simultaneous runners.

In OS2010, a Xtra leg is the leg of a class where simultaneous runners are allowed. Xtra runners are those competitors who run on those legs.

━ Defining Xtra legs

With the class definition, you have to check the column Xtra for the respective class and leg. Also, you have to define the Xtra start fee, which is the *individual start fee for those additional runners*. See the Classes reference for more details.

━ Entries for Xtra runners

For a new team entry, one blank Xtra runner will be inserted for the respective legs. Xtra runners must be entered into those Xtra places only and the "normal" leg runner should be left empty.

In the entries form, there are special functions available to add additional Xtra runners or remove obsolete ones. You can enter *up to 9 Xtra runners for a leg* and a *maximum of 10 per team* (distributed over several legs). See the Entries reference for more details.

━ Computing Xtra legs

The Xtra runners change over together from the previous leg's runner. The best of them changes over to the next leg and he will count for the team. At the download in the finish, OS2010 calculates the best one and copies his details and the chip from the Xtra runner place into the "normal" leg place. This is necessary for a correct overall results calculation and in other contexts, f.ex. intermediate speaker results. For the code checking, OS2010 always takes the course of the respective "normal" leg.

If the counting Xtra runner has a mispunch or gave up, then the team will be disqualified as usual. However, for this case, you have the possibility to modify this assignment in the chip evaluation, to put the team back into the competition. Perhaps you will have to add some penalty time since the next leg's runner obviously had started too early.

See the Read chips and Evaluate chips references for more information.

━ Xtra legs in reports

Like in the entries form, Xtra runners are displayed with a preceding asterisk * in all reports. Only the non blank and relevant ones will be displayed. A leg is considered as blank, if the surname is the default *N.N.* and all other fields are empty. So with the entries, the normal leg will not be included if there are Xtra runners. With the results, the runner who counts for the team will be displayed only for the normal leg, although actually he is twice in the team to allow manual changes of the assignment if necessary.

See also

Entries reference

Classes reference

Read chips reference

Evaluate chips reference

Result Reports reference

4.5 Chip systems

The SportSoftware V11 for orienteering supports the two existing chip systems *SportIdent* and *Emit*. OS2010 had been specially designed to make using those electronical systems as easy as possible for you and to provide you the best benefit. Of course you can use OS2010 without any chip system also, but with pin-punching.

There are numerous functions which deal with the chip systems. Just click on the links to get more information on each topic.

General	Handling the chip system devices
	Serial port settings
	SportIdent settings
	Emit settings
Reading chips	Read chips
	Reading device backup
Evaluation and results	Evaluate chips
	Evaluate SI stations
	Result Reports
Speaker support	Speaker
Other functions	Replacement controls
	Log files

4.6 Advanced competition day tasks

There are several functions under the *Competition day* main menu item which will not be used at the average event but they may help you to solve special issues or provide you more comfort during the event.
Sometimes you may need to perform one or more *late starts* and/or *restarts* during the race. Those functions can be found under the *Start list* main menu item.

Replacement controls

It may happen that controls get lost or stop working during the event.

With SportIdent, you have the possibility to prepare some reserve stations in advance and use them to replace the faulty stations quickly. All you have to do is to enter the replacement. There is no extra preparation of a new station during the the competition necessary. These stations should carry code numbers which are not defined in the controls table.

With Emit, you may use this feature to put out controls with different code numbers for the same official code number.

You can also use this function to "correct" your own mistakes, f.ex. wrong code numbers at the wrong places. However, this is violating basic rules of the orienteering sport, so this may be used at low level events only.

See the Replacement controls reference for more details.

Reading device backup

You can download the backup memory of a SportIdent or Emit reading device and insert the chips into the event.

At relay competitions this function can be used to restore all or selected downloaded chips if they had been damaged or lost in the event data and if they can't be restored using the Log files function.

See the Reading device backup reference for more details.

Log files

For backup reasons, all downloaded chips will be saved in a local log file. This is useful for restoring after a crash or network problems. In the most cases, you may look for a single chip which may have become lost in Chip evaluation by removing it accidentally.

See the Log files function for more details.

Late starts

A late start is a mass start for those runners who are still waiting for their changeover near the end of the competition. This mass start is designed to shorten the total competition time. OS2010 provides the possibility to perform *multiple late starts* if necessary. You can assign a specific late start time to every class/leg individually. OS2010 will always calculate the overall times of late started teams correctly. All late starters can continue their race with normal changeovers, as long as those runners start before the late start of their own leg.
In many countries especially in Scandinavia it is common to place late starters behind the non-late starters even if their overall time is faster. You can define this option when displaying the results.
In special cases, you can also put individual runners into the late start manually.

See the Late start function for more details.

Restarts

With OS2010, you can have one or more breaks during the race, which can be defined for each class independently. Later you can continue the race. The nextcoming leg will be started using a *chase start* according to the current standings of the race.
This type of relays is very popular in Scandinavia. For example, you can perform the first two legs of a class in the evening as a night race. On the next day, the race will be continued with leg 3. There may be other classes which have a "normal" race only on the second day. This is the way how the famous Smålandskavlen in Sweden is

organised.

OS2010 allows a restart for every leg as a maximum. However, this extreme scenario is not following the idea of a relay… You can define a maximum time which is allowed to be behind the leader. All teams outside this time frame will be started with the late start for this leg and they can also continue their race with normal changeovers.

See the Restart function for more details.

See also

Replacement controls reference

Late start reference

Restart reference

Evaluate chips reference

Competition day reference

Results reference

4.7 Speaker support

The *Speaker* main menu topic offers you all functions which you need to operate for the speaker support and the handling of the online controls.
This main menu item is available only if your license allows that, f.ex. OS2010 *Pro* version.
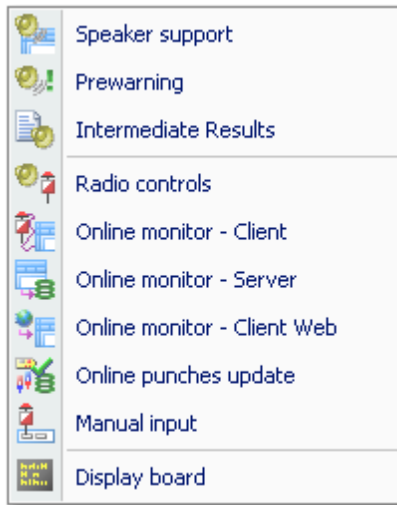
It should be mentioned here that the speaker functions are also valuable without any radio controls. A speaker can just watch what is happening in the finish based on the finish times which are delivered by the chip download.

Where are radio controls useful?

Normally the course setter defines from which controls intermediate times for the speaker should be reported. This can be out in the forest or a spectator control near or in the finish area. At relays, the latter one is necessary to be able to announce the nextcoming changeovers. More, at most relay competitions it is usually the responsibility of every team itself to watch the spectator control to be ready for the next changeover.

One application of radio controls which is very common also for smaller events, is the last control. The speaker can use the prewarning window which shows the teams/competitors who are currently in the run-in. However, this does not make sense if the run-in is shorter than 400m, because then the competitor will most likely have finished before the speaker can talk about him. In this case, the last but one control would be the better choice. Then you could use a control which is specific for the interesting classes which would also improve the network performance because of less data flow.

At relays, online finish controls are of minor importance, compared to individual competitions.

About the hardware required

Receiving online punches continuously and watching at multiple speaker windows implies a heavy continuous workload on both the PCs and the network. Since the slowest PC determines the overall network performance, you need uptodate network switches (100M would be best) and uptodate PCs with high CPU and network performance. All PC units should be at appr. the same preformance level, also those which are used for other tasks like downloading chips.

One word to WLAN: **never use WLAN!** Especially in a finish area where many people are using their mobile phones, there will be a very bad WLAN speed. And the rest of the (wired) network will have to stick to this speed also.

Of course everything works with slow PCs or a slow network also but a low performance (which could mean that online punches may take 15 seconds until they will be saved in the system) is not what the speaker needs to have.

Normally you would need multiple PCs which are destinated for the various speaker tasks. At smaller events, it would be possible to have the (only one) speaker online client and the server window running on the same PC. The speaker support windows where he is watching the competition must always run on extra PCs with no other task running there.

For more information about setting up the network see the Working in a network - Task based help and the Working with restricted user rights - Task based help.

➖ Setting up the radio controls

Of course, first you have to put out the controls and verify if all control stations and the radio components are working properly. To get the online punches into the event data, there are several functions of OS2010 involved.

Speaker - Radio controls
Before the event, define the radio controls. See the Radio controls reference for more details.

Speaker - Online monitor - Server
Launch the server monitor at the (network) server. For more details see the Online monitor for intermediate times (Server) reference.

Speaker - Online monitor - Client
Connect the radio units or the directly wired online controls to the PCs in the network. In the times of USB ports, it may be possible to have multiple units connected to the same PC. If necessary, you should have the appropriate USB drivers installed. (This is a task which has to be done **before** the race...)
Launch the client monitor on every PC and for each of the devices which are connected to that PC. Every device which is connected to a specific port requires its own client monitor window. Be sure to set the right Com port and speed. See the Serial port settings reference for more information.
Verify that the online punches are working. Just punch at every control. The punch must be seen first in the client window and then in the server window.
For more details about the client monitor see the Online monitor for intermediate times (Client) reference.

Speaker - Online monitor - Client - Web
This is a similar function which collects the punches, but from a web server. Some radio punch systems collect the radio punches from the control stations and then send them to a web server. From there they can be downloaded using this function.
For more details about this client monitor with web connection see the Online monitor for intermediate times (Client - Web) reference.

Speaker - Online punches update
Launch this window on the (network) server. For more details see the Online punches update reference.

➖ Setting up the speaker environment

OS2010 offers two windows for the speaker.

Speaker - Speaker support
This is the classic window for the speaker where he can watch what is going on with radio times and finish times for selected classes. You can also use it for simply watching results without using any radio control. See the Speaker support reference for more details.

Speaker - Prewarning
This window shows all punches at the selected control. So it is mainly designed for the last (or last but one) control or the changeover announcement control to allow the speaker to announce incoming competitors. A quick result panel helps him to see where a specific team is placed in its class. You can also use it for simply watching finish times and quick results without using any radio control. See the Prewarning reference for more information.
You can have multiple speaker and prewarning windows open so that the speaker has much information available without having to operate or to switch between the windows. Use large screens and distribute the windows to several PCs if necessary.

➖ Driving an external display device

With OS2010, you can drive an external display device so that it can display online information about intermediate times and finish times. Together with the prewarning window, such a device can be used for announcing the nextcoming changeovers at such a board. These can be display boards in the finish or virtual "display devices" which display the information online on TV or in the internet. See the Display board reference for more details.

OS2010 offers a well defined interface to external DLLs which can be implemented by any 3rd party. See the OSDisplay DLL description.

⊟ Other speaker features

There are some more functions which help to provide the necessary information for the speaker and the spectators.

Speaker - Intermediate results

During the competition, you can display and print the intermediate results from the radio controls. See the Intermediate results reference for more details.

Speaker - Manual input

In addition to online connected controls, you may have other radio controls, from where you receive intermediate times, f.ex. by phone. You can enter them here. They will appear automatically in a speaker window of the appropriate class. See the Enter intermediate times manually reference for more details.

See also

Speaker reference

4.8 Time taking

Besides the most common time taking method using the finish punch, you may have the need to enter finish times manually or use an external time taking system or the PC clock for time taking.

You find these functions under *Competition day - Time taking*. **It depends on your license whether you can use all functions here.**
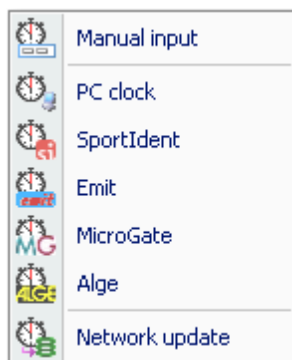
So far the SportSoftware supports the SportIdent, Emit, MicroGate and Alge time taking systems. All of them can be used together with any of the two chip systems for identification.

When is external time taking useful?

The electronic punching systems SportIdent and Emit provide their own natural method of time taking. This is punching the start time at the start (not at relays) and punching the finish time on the finish line. For relays, a special handling procedure had been established to allow fair decisions with finish sprints. See the description of the Relay mode in the SportIdent settings and Emit settings references.

So an external time taking will only be used where the rules demand it, f.ex. at high level championships with TV broadcasting like WOC.

About the hardware required

Like the radio controls and the speaker functions, also the time taking functions contribute to a heavy continuous workload on both the PCs and the network.

You need an extra PC which records the finish times with the time taking device connected to it. If you are recording the start times also, you could use the same PC and an additional time taking window but it is wise to have an extra PC for that task.

For more information about setting up the network see the Working in a network - Task based help and the Working with restricted user rights - Task based help. See also the instructions given in the Speaker support - Task based help.

Setting up the time taking device

Open the *right time taking window* which applies to your device.

Connect the time taking device and (if necessary) the control station for the identification punch to the PC. If necessary, you should have the appropriate USB drivers installed. (This is a task which has to be done **before** the race...)
Be sure to set the right Com ports and speeds for both devices. See the Serial port settings reference for more information.
Verify that the time taking and the identification punches are working. Just trigger a time and punch at the control. Both must be protocolled in the window.

Be sure to read the Time taking - Basic principles reference first and then the context help of the time taking window you are using.

⊟ Other time taking features

There are some more functions for the time taking available.

Time taking - Manual input

For some reasons, it may be necessary to enter finish times manually, f.ex. if you are using an external time taking system which had a failure for some time. However, the best known purpose of this form is that you can *enter not started competitors very quickly* here. See the Manual input reference for more details.

Time taking - Network update

During a network break the clients which collect the times and punches can switch to local mode (emergency mode) and just continue working locally. Later those times must be uploaded with this function from each client. See the Time taking - Network update reference for more information.

See also

Time taking reference

Results reference

4.9 Data security

Especially when nobody expects it, computer hardware, especially hard disks, or the network may fail or humans will make mistakes. [Murphy's law]

The SportSoftware event applications are nothing else than serious business data processing applications like those you may be working with in your company. In such companies, precise and well-defined data security and backup strategies are a matter of course. A data loss may cost much money or ruin the company at all.

With orienteering event data, this is a similar scenario. A failure before the event may cost you much time to rebuild the data, and you won't be sure if you then have everything like before. A failure during the competition may stop and break it and you may not be able to provide results. By a failure after the event, you may lose all results if you did not upload them into the web yet.

To minimize your risk, OS2010 provides various functions and features which should help you here. However, you as the user are the one who must **DO** it!

Regular backups

OS2010 provides easy-to-use *Backup* and *Restore* functions. Using other backup methods is not recommended since they may not save all necessary data. In our days, the USB stick is the best backup medium. See the Backup event and Restore event references.

It is recommended to make a backup

- after every session before the event (mainly entries)
- just before the start list draw
- after the start list draw, before publishing the start lists
- just before the event begins on the competition day
- on a regular basis (30-60 mins) during the event
- after the event has been finished

Most important is the backup with the data before the event starts. This may serve as a basis for rebuilding the data later, using log files etc.

Log files

All functions which collect data, are saving their data into *local log files* also. OS2010 provides easy functions which you can use to restore anything out of the log files back into the event. The backup memories of the SportIdent master stations and the Emit MTR units are another kind of sources which could be used to restore data.

For more details, refer to the following references:

Read chips

Log files

Reading device backup

Online monitor for intermediate times (Client)

Emergency mode

The *Emergency mode* helps you to overcome network breaks. The basic idea is that during a network break the data collecting clients can switch to local mode and just continue working locally. Later those chips or finish times can easily be read from the log file into the main event, after the network is up again.

For more details, refer to the following references:

Read chips

Log files

Time taking - Basic principles

Time taking - Network update

See also

[Working in a network - Task based help](#)

4.10 Working with restricted user rights

The SportSoftware supports working with restricted user rights. However, there are some preconditions to be observed.

When installing OS2010, the newer Windows versions (namely Vista and Win7) will raise the user rights where it is necessary. On WinXP and Win2000, be sure to install the software with admin rights.

Basically it is always recommended to run the SportSoftware with admin rights. This had been the standard up to Windows Vista, so nobody did take care of that and the previous SportSoftware version 10.x did not experience any discussions about user rights. Now with Windows7 we have the situation that Win7's standard is the restricted user. This is fully supported by the SportSoftware version 11 but you must ensure some preconditions.

OS2010 is working on three basic types of data files, which are the application settings, the event data and the archive data. See the Application folders reference for more details. The following instructions are valid both for local and network operation.

▬ Setting up Windows

Beginning with Win2000, all Windows versions allow to define precise access rights for all files and folders down to a single-user-basis. However, this feature is hidden by default. To make it visible for you, open the **_Windows Explorer_** .

Click on *Tools-Folder options*. Select the *View tab*.

Deselect the option *Use simple file sharing*. Click on **OK** to save this.

This will display an additional Security tab with the properties of every folder or file. See the next paragraph.

Notice: This Windows security feature does work on hard drives using the NTFS file system only. It does not work on the older FAT16 or FAT32 file systems which may still be installed on your WinXP or Win2000 system. If you have such a hard disk installed, then simply always work with admin rights and don't care about this chapter.
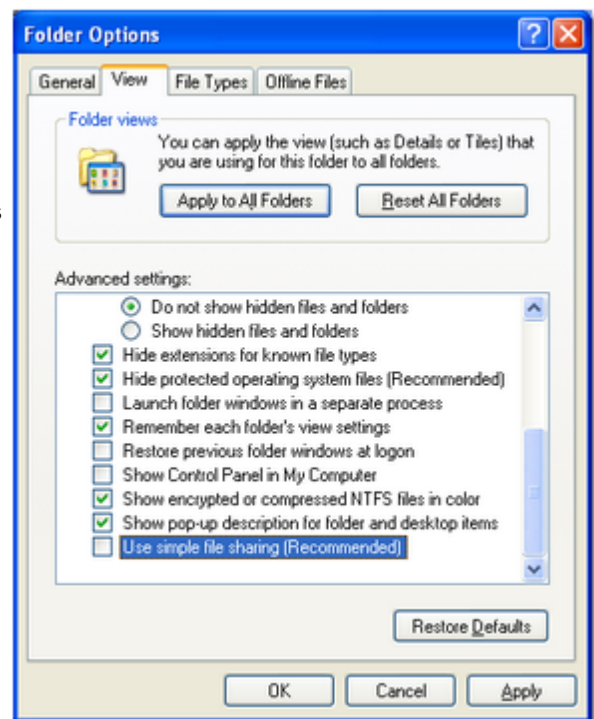
▬ Setting up the folder access rights

To be able to work on any data and settings files, OS2010 requires full read/write access to the required folders and files. By default, Windows (all versions) grants full access only to privileged users with admin rights and to the owner (creator) of the files.

This means f.ex.

- If an administrator had set up the application settings path or created an event or archive, they will not be accessible for any other user with restricted rights.

- If a restricted user had set up the application settings path or created an event or archive, they will be accessible for him and every user with admin rights but not for other restricted users.

To overcome this, you have to set full access rights manually for the required folders. If you are using a reasonable folder organisation, then it will be sufficient to set the rights for the common root folder only. Those rights will be inherited automatically by all folders and files below this folder.

For example, if you are using the recommended SportSoftware standard for application folders, you simply have to set the rights for the folder *C:\SportSoftware*.

Right-click on the folder name in the explorer and select Properties. In the properties dialog, select the Security tab. You may find the Administrators group selected which has full access rights by default. Select the group Users below that. Check the box for Full Control and save this setting by **OK**.
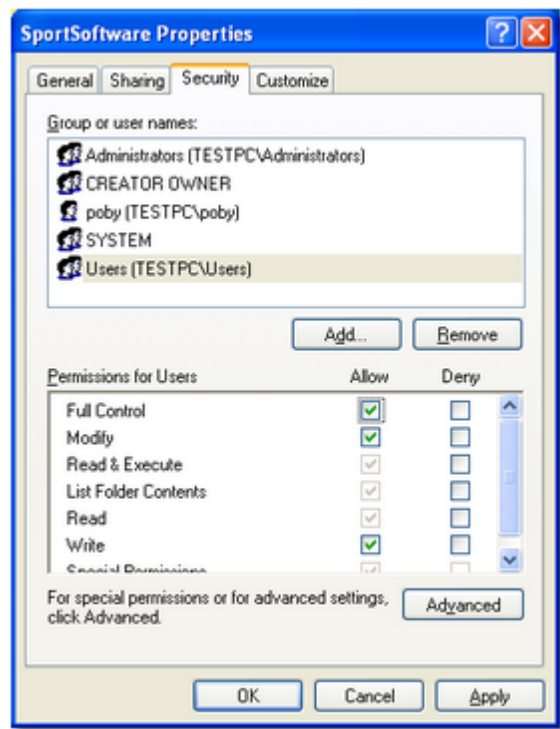
Troubleshooting

OS2010 will prompt you if it detects that you don't have the necessary access rights on any data.
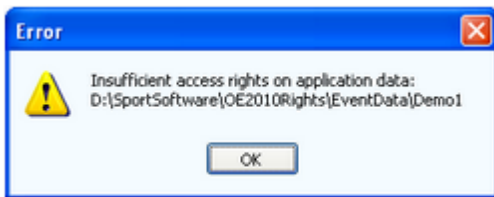
This check is done whereever it seems to be reasonable, f.ex. when selecting an event. To fix this, please check out the rights for all users on that folder and all parent folders. See the instructions given above.

Disclaimer

The author refers to his common license agreement. With the current state of PC technology, it is not possible to implement a software running under MS Windows, which behaves equal with all possible configurations. The author offers his assistance for troubleshooting.

See also

Application folders reference

Working in a network - Task based help

4.11 Working in a network

Please ensure that you had understood the principles which are explained in the Application folders reference!

The SportSoftware supports networking. From the users' view, this means that multiple PCs can access the same event or archive concurrently, which is saved on a central PC's hard disk. In the following, the central PC is called the *server* while the others are called the *clients*.

Each PC node must have the application installed locally. On a first glance, it looks like this would be not necessary for the server, but there are strong reasons to do so, see below.

OS2010 should always be installed locally and be launched from the local hard disk. Experienced network users could think about installing the application on the server only and run it from there on all clients. With the V11 Application folders concept, this would be possible but it is not according the idea of the SportSoftware. Think about what you will do at network breaks. No further processing possible...

Only the event data and the archive data on the server can be accessed concurrently! Application settings should always be saved locally.

⊖ Setting up the network

This guideline is valid for all Windows versions. It is also valid for both the events and the archive. You can have both locally or remote, independently of each other. However, this is not recommended... Either you should have both remote or you should have both locally. The following instructions for the events are also valid for the archive.

- First of all, you should have executed OS2010 at least once. When launched, OS2010 checks some settings which are necessary for a reliable and safe data processing. You will be prompted if OS2010 found some problems here and you will be asked to rerun the setup and reboot in order to fix this. This is especially important for the server, so you must have installed OS2010 on the server. There will be some more tasks which can be done best on the server directly, so there is no reason why not to install OS2010 there. *For upgraders from V10*: This is exactly the procedure which the CheckPC tool did formerly.
- Share the event and/or archive root folder on the server PC, including all subfolders. Allow full read/write access for all clients.
- Of course, you may have to check out how the firewall behaves on every PC. Normally it should be possible to allow full access for anybody in the local network. Or you may have to allow every client to access the server individually. If you don't have an internet connection (which is often the situation at O events...) then you may just shut up the firewalls. There are no studies available how much the performance improves without a firewall, but it is most likely that this will be the case.
- On every client PC, go into *Event - Select* and select the event root folder on the server there. For more details see the Select event reference
- Consequently, at the server you have to select the same folder which is local to this machine.

⊖ The networking limits of Windows

In all newer Windows versions, Microsoft has limited the maximum number of clients in peer to peer networks (which is being used here). This does not mean the overall number of PCs in a certain network, but the number of PCs which can access the same event (= the same data) concurrently. The limit is valid for the server PC. See here a summary:

Windows 2000 Prof.	10
Windows XP Home	5
Windows XP Prof.	10
Windows Vista	10
Windows 7	20

Note that the SportSoftware V11 **does not run on** Win95, Win98, WinMe and WinNT. It may be possible on Win98 or WinNT, but this is not supported.

If you need to connect more clients to your network, then you must use a Windows Server Edition at the server PC (most likely Win2008 server), and you have to purchase the appropriate license which covers the expected number of clients.

▬ Checking out the performance

The default settings of Windows are not perfect for a fast multi-user peer-to-peer database access in a network. This will not matter for small networks at small events, since the underlying DBIsam database system is so fast that you will be pleased with that. But it may become important at large events and especially if you are using a Windows server OS and/or mixed client PCs with Win7 or Vista and XP. I have collected some hints and you may have a look for that in Optimizing network performance - Task based help.

▬ More hints

Some functions require **exclusive access** to the event data (e.g. some imports). At this moment, there must not be any clients accessing the same event.

Before using a network configuration at an event, be sure to **test it thoroughly with the application**. Verify the settings given above. Test exactly those machines which will be used at the event! Mixed environments with different Windows versions should work without any problems. It is recommended to use a PC running on Windows XP Professional or Windows 7 as the server.

If you are working in the network, this will be indicated in the status bar. If a client loses the connection to the server, it will try some seconds to continue until you will be prompted by the Network lost dialog.
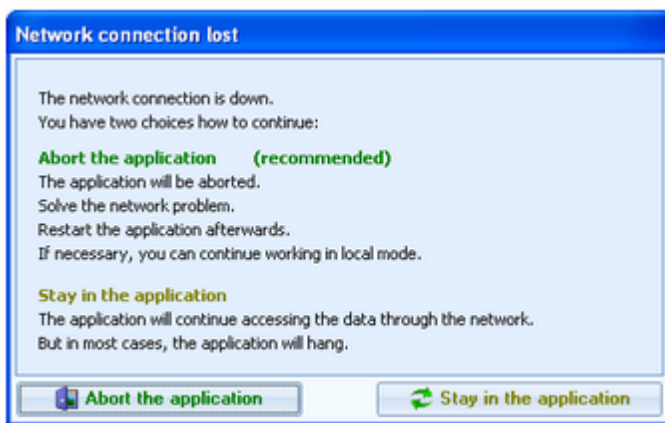
However, there are rare situations where staying in the application will help. In most cases it is recommended to abort the application and restart later after having solved the problem. Have in mind that OS2010 provides some methods to continue working during network breaks, f.ex. the Emergency mode of the Read chips form.

Disclaimer

The author refers to his common license agreement. With the current state of PC technology, it is not possible to implement a software running under MS Windows, which behaves equal with all possible configurations. Above all, this is true for network installations. The author offers his assistance for troubleshooting.

See also

Optimizing network performance - Task based help

Select event reference

Select archive reference

4.11.1 Optimizing network performance

The default settings of Windows are not perfect for a fast multi-user peer-to-peer database access in a network. This will not matter for small networks at small events, since the underlying DBIsam database system is so fast that you will be pleased with that. But it may become important at large events and especially if you are using a Windows server OS and/or mixed client PCs with Win7 or Vista and XP.
In former times of Windows XP together with Windows Server 2003 you never had to take care of this. Win7 and Windows Server 2008 introduced some new network settings which should boost the performance but they don't do so in most cases. More, they are contraproductive for peer-to-peer networks which use shared ISAM databases like

the SportSoftware. I have collected some hints and you may work through the steps given here.

There are tons of sites in the internet where you can get information about this topic. So, if you don't fully believe what I am writing here, just do a Google search for *Win Server 2008 network performance* or simply one of the *setting names* given below.

Some of the hints given in this topic are also helpful if you are working standalone and always locally. Just read everything...

Before you begin

All of the settings described below have to be done as **Administrator**!

Before you begin with changing the settings on your computers, *create a System Restore Point* and give it a descriptive name. If you are not familiar with this, then look into the Windows help or google it.

Write down the previously existing settings carefully. If a PC is one which you (or others) are using at work, then it will be necessary to reset it back to the original values after the event. You can do this by restoring from the System Restore Point, but it is always good to be able to verify that everything is again as it had been before.

If this is your private PC, then it would be worth thinking about keeping the changes. Most have clear advantages also outside the SportSoftware...

After every step, you will always have to reboot your computer to get the changes into effect.

Set up your network like it is given in the Working in a network - Task based help, paragraph *Setting up the network*.

You may not see the effects immediately, testing with a small network outside a running event. But you can be sure that you will profit from them during a running event.

Use fixed IP addresses

Relevance Should always be done when working with the SportSoftware.

By default, Windows computers are set to be as flexible as possible with respect to networking. One example is the default setting that a PC should *obtain its IP address automatically*. This may be right for WLANs, but for local networks (LAN) this is always slow and unreliable not only for multi-user database access. You will even see the difference when trying to access a file on the server PC via the Windows explorer.

Set a fixed IP address

Windows XP: Doubleclick the LAN connection symbol in the task bar.

Windows 7: Open the Network and Sharing center with the LAN symbol and click on Local Area Connection.

This will display the LAN connection status dialog. There, click on Properties. In the list of that dialog scroll down to Internet protocol (TCP/IP). Click on that (but do not uncheck the checkbox!) and then on the Properties button below. This will display the Internet protocol properties dialog.

If *Obtain an IP address automatically* is checked, then click on *Use the following IP address*. Enter an appropriate IP address. IP (V4) addresses usually have the form like 192.168.11.1, where the first two numbers are predefined by some standard. 192.168. is a well known default for private LANs. The 3rd number identifies the LAN and it must be the same for all PCs in your LAN. The last number identifies the singular PC or even another unit like a printer or Internet router. It must be unique within your LAN. Define a useful numbering scheme for your LAN and set all your PCs.

The subnet mask is always set to 255.255.255.0 automatically and it should not be changed. The default gateway is necessary
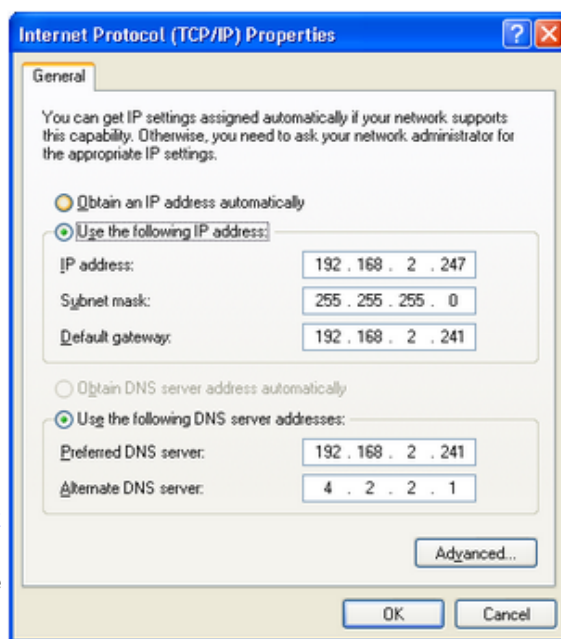
only for web access. In this case it must carry the IP address of
your Internet router, otherwise it can be left blank. The same goes
for the DNS server address.

At some XP versions and for sure from Windows Vista on, you
have an additional tab Alternate configuration available which
allows you to save this configuration there. So you can switch
between the special SportSoftware setting and your standard one
with a single mouseclick.

On newer PCs there may be two TCP/IP settings, one for V4 and
one for V6. The sample is the V4 which should be used in local
area networks.

Define the Workgroup

Rightclick on My computer and there on Properties. This will display the
System properties dialog. Click on the tab *Computer name* and there on
the button *Change*. This opens the Computer Name Changes dialog.
Define a descriptive workgroup name and use this for all PCs in the LAN.
The default setting is something like *Workgroup* and you may even leave it
as it is.

Finally close all dialogs by *OK*.
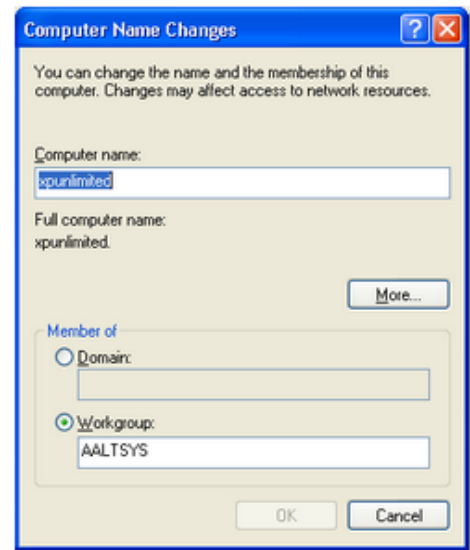
Having finished these settings, reboot all PCs. Experience how easy you can access remote files using the Windows
explorer. It is just like accessing files locally, and this is how networking should work.

Notice: Firewall

Of course, you may have to *check out how the firewall behaves*. Normally it should be possible to allow full
access for anybody in the local network. Enter your IP range as a trusted zone into the firewall settings. For more
details, look into the help of your firewall. Or you may have to allow every client to access the server individually.
If you don't have an internet connection, then you may just shut up the firewall. There are no studies available how
much the performance improves without a firewall, but it is most likely that this will be the case.

Set the virtual memory

Relevance Necessary for all PCs, independently of the SportSoftware.

The size of the virtual memory is a setting which is by default set to be *managed automatically by Windows*.
However, it is an old rule coming from the beginning of Windows that a fixed value for the virtual memory size
improves the overall performance of the PC. This rule is still valid for the newest hardware.

See below descriptions for Win XP and Win7. On the server OSes, this will be similar.

Windows XP

Rightclick on My computer and there on Properties. This will display the System properties dialog. Click on the tab *Advanced* and there on the *Properties* button of the Performance (mostly the topmost settings panel).

This will open the Performance options dialog. Click on the tab *Advanced*. There you see a panel called *Virtual memory*. Click on the button *Change*. This opens the Virtual memory dialog.

In the drive listbox keep the preselected drive. Select *User defined size*. There, enter the same value as initial and maximum values. Windows will propose a value here. Simply use that one (and insert the same value for the initial size) if this looks reasonable and if this is about 150% of your hardware memory.

Click on *Set*.
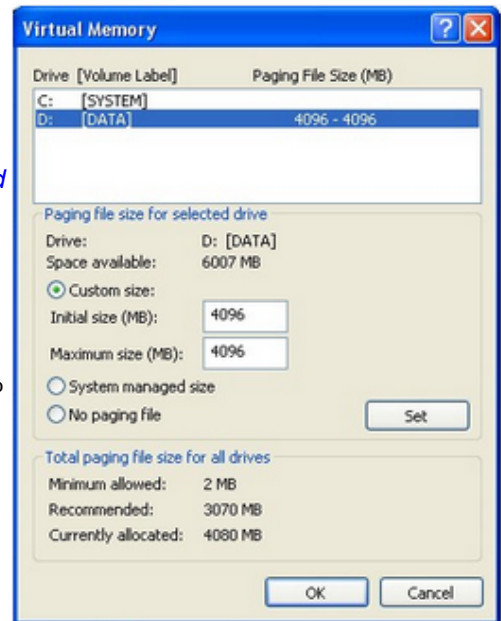
Windows 7

Rightclick on My computer and there on Properties. In the left pane, click Advanced system settings. This will display the System properties dialog. Click on the tab *Advanced* and there on the *Settings* button of the Performance (mostly the topmost settings panel).

This will open the Performance options dialog. Click on the tab *Advanced*. There you see a panel called *Virtual memory*. Click on the button *Change*. this opens the Virtual memory dialog.

Uncheck the *Automatically manage paging file size for all drives* check box. In the drive listbox keep the preselected drive. Click on *Custom Size*. There, enter the same value as initial and maximum values. Windows will propose a value here. Simply use that one (and insert the same value for the initial size) if this looks reasonable and if this is about 150% of your hardware memory.

Click on *Set*.
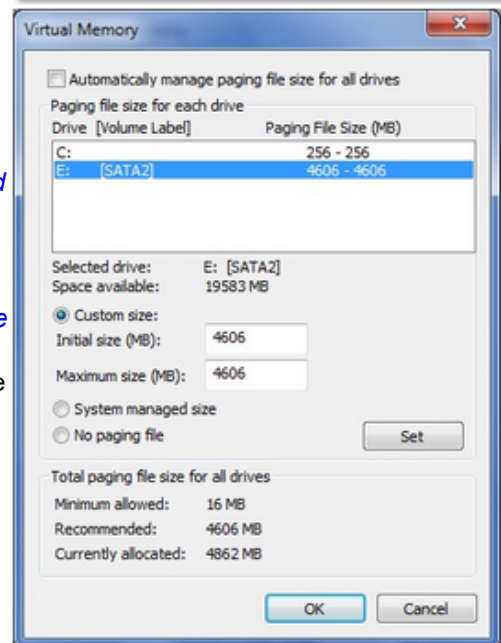
Finally close all dialogs by *OK*.

Reboot the computer as you are asked to do so.

Map a drive to the server folder

Relevance All client PCs.

It is wise to *assign a drive letter* to the server's event root folder. This will cause that Windows will try to search for this network drive automatically when starting up. So you will have it available automatically when you want to select the event.

Open Windows Explorer or My Computer. In the menu, click on Tools-Map Network drive. This will open the respective dialog.

Select a drive letter from the drive listbox. Use a letter by which you easily recognize that this should be a network drive, f.ex. something like K:, L: etc. Click on the *Browse* button and *select the network drive* or folder which you want to map. **Notice:** *you must map at least the event root folder on the server*, not only the folder where the event is saved. Of course, any folder above the event root folder or the whole drive could also be mapped.

Check Reconnect at login to enable the automatic detection when booting the computer.

Close the dialog by *Finish*. Reboot the computer.
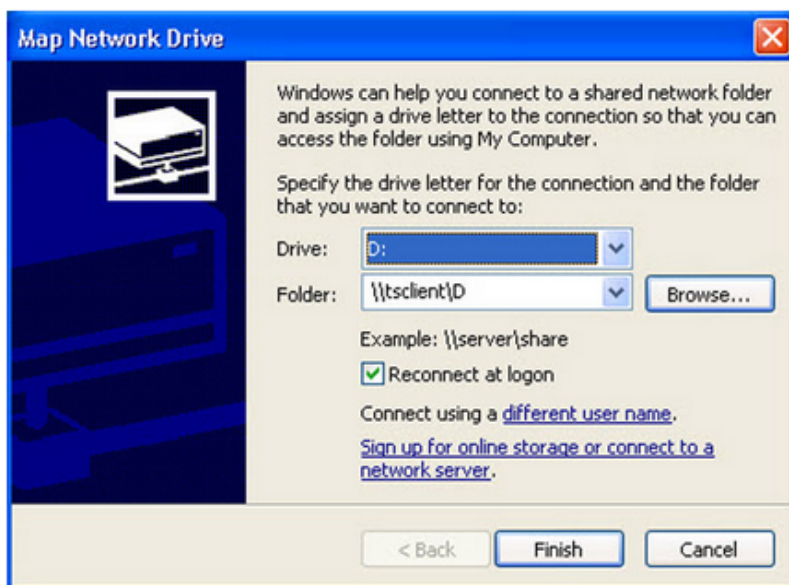
Check out the virus scanner

Relevance All PCs.

This hint is not really network-related, so everyone should take care of this.

I got sporadic feedback that some functions of OS2010 could not be invoked or the application hung unexpectedly. No bugs were the reason for that but an over zelous virus protection software installed on those computers. It may happen that such virus software modifies an application exe file erroneously. Especially the applications of Avira AntiVir and Avast, which are available for free, are well-known and have a bad reputation for that.
From 2013 on, OS2010 and its setup program are signed by a trusted certificate. This means, no virus checker should touch them anymore. Instead, you will get a prompt if Windows detects that the exe file had been manipulated.

The same thing can happen to data files and temporary data files which will be used by the database system.

Usually the virus checking software provides an exception list where you can enter those files/folders which should be considered as trusted and therefore should not be checked. Enter all folders there which are given in the Application folders dialog:

- Application installation folder
- Application settings folder
- Event data root folder
- Archive root folder
- the folder where you usually save your downloads (-> setup files)

For more information, read the Application folders reference.

If you had those problems described above with OS2010, then reinstall it after you had done the settings in the virus software. Re-download the setup (since this one may also be damaged) and reinstall the software. It is not necessary to deinstall it beforehand, a simple reinstall should be sufficient.

Of course, to just evaluate whether the virus checker was actually the problem, you may simply deactivate it for some time.

Disable all background applications

Relevance All PCs.
There may be numerous programs running in the background which had been launched when booting the PC, f.ex.

Facebook, ICQ and similar, Office task bar, etc. All of them eat up PC performance and mostly also network performance.

Check out everything, whether you need this during working with the SportSoftware in a network at an event. Stop or disable all unnecessary programs.

Registry settings

All necessary registry settings had been done with the OS2010 setup.

Disable Remote differential compression

Relevance This setting is only available on PCs with WinVista, Win7 and newer, as well as the server OSes 2003 and 2008. It is not available on Windows XP.

Remote Differential Compression (RDC) had been introduced in WinServer 2003 and it is available on all later versions of Windows. It is enabled by default.
RDC allows data to be synchronized with a remote source (server) using compression techniques to minimize the amount of data sent across the network. There seems to be a problem with this in Windows 7, leading to slow file access over the network. So it is recommended to disable RDC.

Open the Control Panel and click on Turn Windows features on or off there. This will open the Windows features dialog.

Uncheck the option Remote Differential Compression.

Close the dialog by *OK*. Reboot the computer.
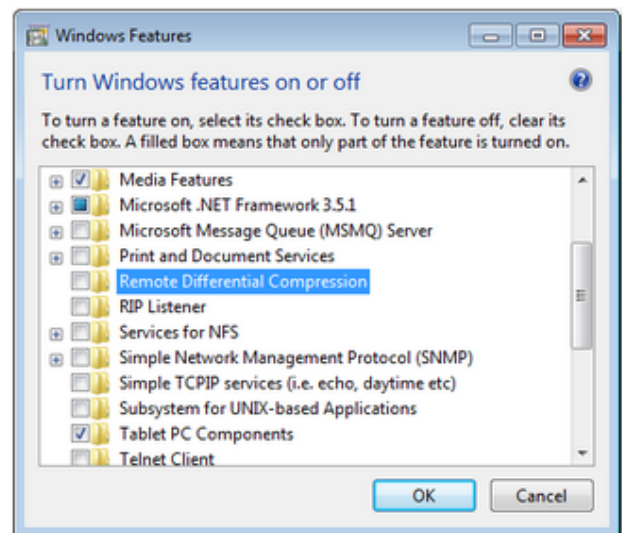
Turn off Windows Search Indexing

Relevance All PCs.

In order to speed up the file search process, the Windows search indexing service scans through the files and folders on the Windows system continuously and records information about them in an index file and the memory. This can take up a lot of memory and resources and will certainly affect your computers performance. It might even be indexing locations that you never intend to search for files on.
You may ask yourself: how often are you using the Windows search to look for a distinct file over the whole disk? If the answer is: not more than once a week (I believe it will be much less), then you can turn off this feature. A search without index does not take that long. So you don't need to suffer from low performance all the time only to shorten a file search once a week from 30 seconds to 5 seconds.

This is especially helpful for the server PC.

Go into the Windows explorer or into *My computer* and rightclick drive C:\ (the root folder). This will open the Local disk properties dialog.

Uncheck the option Index this drive for faster searching. Also look at the other option Compress this drive to save disk space. This one is unchecked by default. If this is not the case, then uncheck this also.

Click on *OK*.

You will be asked whether you want to disable indexing for drive C:\ only or C:\ including all subfolders. Select the latter option. Windows will take some time to change this attribute.

Repeat this procedure with all drives on this PC.

Finally reboot the PC (you only need to do so after the last hard disk).
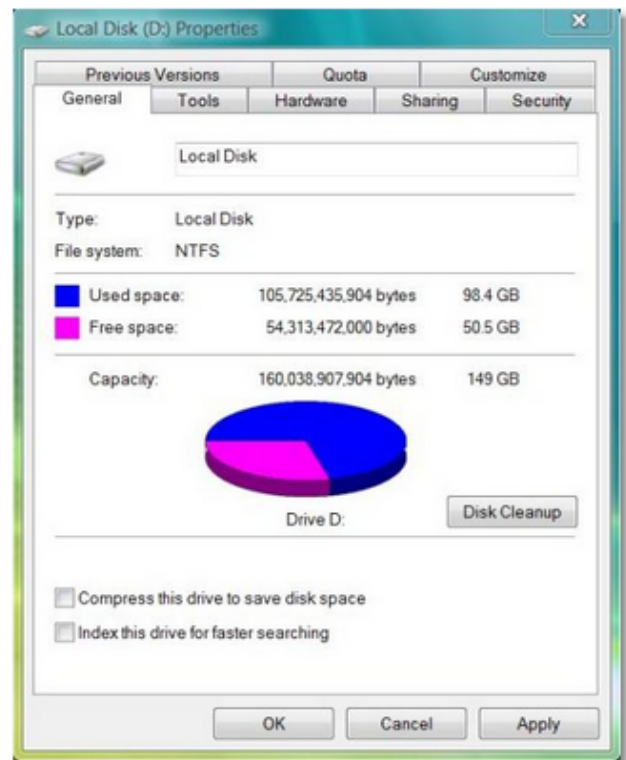
Turn off Power saving settings

Relevance All PCs.

Especially for notebooks, the energy or power options are set in a way *to save battery power*. But this is not advisable and not necessary when working with the SportSoftware at an event. So you should **set them to full power**, so that nothing except the monitor will be shut off automatically during the event.

Open the Control Panel and click on Power options. This will open the Power Options Properties dialog.

From the list Power schemes, select a scheme which looks like *Maximum power* or *Continuous operation*. This one should already have *all options* set to Never. If this is not the case for a singular option, then *change this one to Never* as well. The only option which does not require Never, is Turn off monitor. You may set this to maybe 30 mins.

Close the dialog by *OK*.
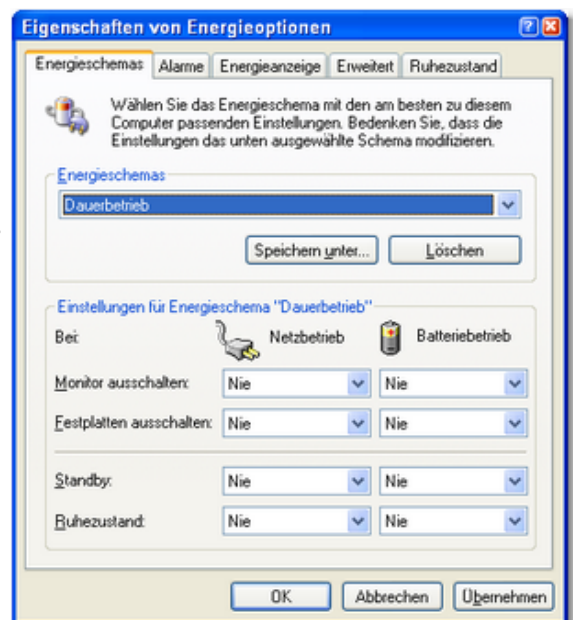
⚊ Set the network interface controller parameters

Relevance All PCs running with Win7 and newer and WinServer2008 and newer. You may check XP and WinServer2003, but most likely there are not those options, except the last one, Power management.
Only change this if you did all other changes given in this topic and if you are still not satisfied with your performance!

There are numerous settings which belong to your network adapter, whose default settings are responsible for a slow network performance.

Windows XP: Doubleclick the LAN connection symbol 🖥 in the task bar.

Windows 7: Open the Network and Sharing center with the LAN symbol 🖳 and click on Local Area Connection.

This will display the LAN connection status dialog. There, click on Properties. On top of this properties dialog you see your network interface controller (NIC). Click on the Configure button right of that. This will display the Properties dialog of your NIC. Click on the Advanced tab.

In this dialog, set the following values.

All options which have something like Offload in their name, f.ex. Large Send Offload (IPv4), Large Send Offload (IPv6), TCP Checksum Offload, etc.	Disabled
Flow Control	Enabled, sometimes also RX&TX Enabled
Optimize for	Throughput
Any options which have to do with possibly sending the NIC into sleep or standby mode	Off or Disabled

Some settings may not be available on a particular NIC, and some may have different names. Most important are the Offload and the Flow Control values.

Then switch to the tab Power Management and *uncheck* the option Allow the computer to turn off this device to save power.
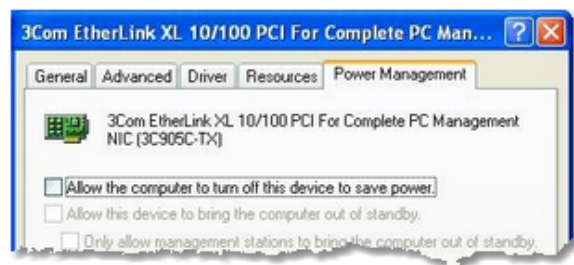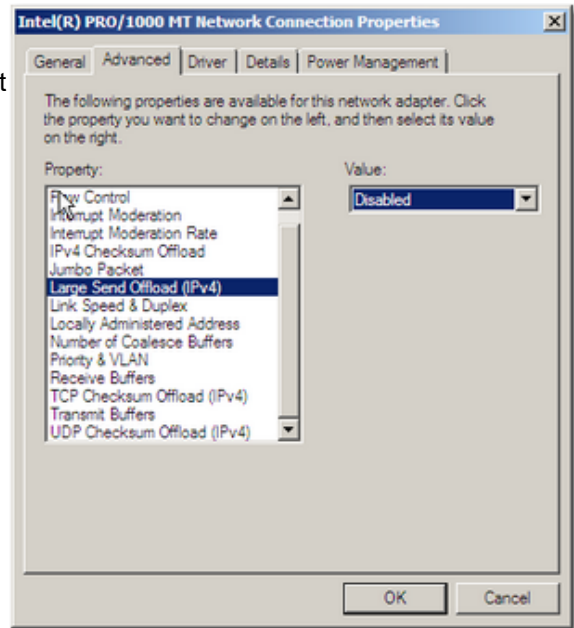
Finally close all dialogs by *OK*. Reboot the computer.

⚊ WLAN

After you had done all those tweaks to improve your network peformance, then you should not destroy all those efforts by using a WLAN for data processing. So a strict rule is:

Do not use a WLAN for the local data exchange!

With local data exchange I mean:

- no PC should access the SportSoftware event data via the WLAN
- no PC should access any printer or other device in your wired LAN via WLAN

The background is that WLAN communication is extremely slower and much more interference prone than the wired LAN. You may ask why, since this is not the case with internet access. The answer is that the peer to peer database access of the SportSoftware is completely different to what is performed with an internet access.

On the other hand, it is **no problem if the WLAN is used for Internet access only**. You can easily connect to a WLAN hotspot (which must not be a node in the LAN) and via that one to the internet. But have in mind what I wrote above about background applications. Only do what is necessary. F.ex. you may have a single PC in the network which has the internet connection for continuous result uploads to the web.

Disclaimer

The author refers to his common license agreement. With the current state of PC technology, it is not possible to implement a software running under MS Windows, which behaves equal with all possible configurations. Above all, this is true for network installations. The author offers his assistance for troubleshooting.
The author disclaims all responsibilities for damages arising out of performing or inability to perform the hints given in this topic.

See also

Working in a network - Task based help

5 Reference

This section contains reference documentation of all OS2010 working forms and the common dialogs which will be invoked from there. You will get the same help topic displayed if you click on Context help in the corresponding window.

For a better understanding, there are extensive cross-references and links to the Quick start tutorial and Advanced tasks sections.

5.1 FAQ for upgraders from V.10.x

The user interface of OS2010 is very different from that in version 10 and earlier. Also the structure and the visual appearance of this help file had been modernized thoroughly.

Although upgraders will find the working functions very quickly since the main menu is quite similar to the one of V10, the way of working within the functions is completely different, as this is always the case when modernizing an end-user application to a new Windows UI level.

There are also many functional improvements. But these are too much, so that you will not find a list of them here for the first V11.0 release like you were used to from previous versions. Of course, with later minor releases they are documented herein as usual.

Even if you are an experienced SportSoftware user I recommend that you work through the Introduction and Quick Start Tutorial chapters of the new help briefly before you start working with the new version. This will help you to familiarize yourself with the new features.

Where is Everything?!

▬ What about CheckPC?

The former *CheckPC* add on had been integrated into OS2010. This check is done every time when OS2010 starts up. On errors, you will have to repeat the setup in order to set the right values in the registry. However, for the V.10.x users, CheckPC is still available for download as a standalone application.

▬ Where is the Archive Manager for V11?

The functions of the *Archive Manager* (which is still a standalone application for V.10.3) had been integrated into OS2010.

See the Archive topics in the Advanced tasks and Reference sections.

▬ Where is the Layout Manager for V11?

The functions of the *Layout Manager* (which is still a standalone application for V.10.x and earlier) had been integrated into OS2010. You can define and edit the label layouts just like the report layouts. Unfortunately, this basic improvement made it impossible to upgrade your own layouts from V10 into V11. However, there is a simple procedure how you can do that yourself easily.
See the Label layout editor reference for more details.

▬ Where is the speaker and finish software?

The functions of the *Speaker* and *Finish* add ons had been integrated into OS2010. You will see the respective menu items in the main menu, if you have the Pro license. Have a look into How to buy to read more about the various editions available.

▬ Why is there no Edition Sverige anymore?

All special features of the former OS2003 Edition Sverige are now included in the standard version. This may all be helpful for users outside Sweden also, like the Xtra runnners (multiple runners on the same leg).

▬ Where is the network dialog?

The SportSoftware V11 has a more advanced method implemented where the event data are saved. You can select a local or a remote folder with a list of events in the event selection dialog.

▬ Where are all those entries functions like classes, clubs and start fees?

All entries functions except the import had been integrated into a single entries function. Just open the Entries window and play around a bit. Don't forget to read its context help! Also a good entry point would be reading the Managing entries topic first.

▬ Where can I define the controls?

The controls table had been integrated into *Courses-Courses*. Also the most summary reports had been concentrated in this form now. Just play around a bit with that. Don't forget to read its context help!

I am missing some more functions in the main menu?

Some functions had been moved to the Extras or Settings main menu items. Look there or search in the index of this help file.

Why can't I move the windows anywhere on the screen?

The new UI follows the *Microsoft MDI* (multi document interface) standard. All windows of the application must be placed within its main work space. I am sure, you will experience the avantage of this standard very quickly. One basic advantage is that this allows you to launch OS2010 several times, so that you can work on multiple events concurrently.

See User interface for more details.

Where is the report selection dialog?

There is a new report selection panel which is integrated in the report window. See the Reports reference for more details.

I can't see the whole working form within the main form?

Just enlarge the main form and resize the working form inside it.

Where are the open windows?

With many open working forms and especially report forms, you will lose the overview since all those windows are overlapping each other. In the *Windows* main menu item you will find all open working forms and reports. Click on the one which you want to bring to the foreground. See also the Main window reference.

Select language: where is the database sort order?

The database sort order defines the Windows setting about the alphabetical sort order in the database. In V10, this setting had been included in the language selection. However, this was not the right place for it since this is event/archive specific. Also, in V10 you had to repair the event/archive afterwards to get it into effect. With V11, this setting can be changed directly when repairing the event or archive. See the Repair event reference or Repair archive reference for more information.

Where is the Missing chips report?

The content of this report had been included in the Missing competitors report. See the Reports (Finish) reference for more details.

Swedish users: Where are the various functions for handling Xtra runners?

The Xtra runners feature is now fully integrated into OS2010. You find the main functions to handle them in the Entries and Evaluate chips functions. Read the Handling Xtra legs - Task based help to get an overview about how easy this had become with OS2010.

New and Different – Major Changes

Application folders

Until V10, all the application settings had been saved into the application install folder and the events had been saved into subfolders of the application folder. However, this is against the rules which Windows defined since Windows XP. Now you can define yourself where to save them. The SportSoftware offers some standard settings but you can completely customize this to your needs if you like. One of the main advantages is that you could manage different sets of events in different data folders. See the Application folders reference for more information.

Working forms

Editing the data grids in the working forms had been revolutionized. Besides the speed and modern UI, the most important improvements are being able to sort by any columns and customizing the grid layout visually on screen.

Reports in general

The report handling had been revolutionised. Now the report displays immediately using the last selections. Selection and setting sort order and options can be done directly in the report window. Report and label layouts can be edited there also. You can have multiple layouts for the same report. Graphics are supported both for report and label layouts. For more information see the Reports reference.

One-click-reports

The most used reports, start lists and results, are now accessible directly from the main menu. With a single click, the desired report will be displayed. The most used of them, start lists and results by classes, are also accessible by the toolbar.

Label layouts

Formerly, the label layouts had been kept outside the event applications and they had to be edited by the Layout Manager. Now the label layouts are directly assigned to each report (in the same way as the multiple report layouts) and they must be edited with the integrated label layout editor. There is one major advantage to the previous solution: now you can only place those fields on the label which are actually valid for the report. To enable using the same layout by multiple reports, there are layout pools used. See the Report reference for more information.

Read chips

Now there is a new *Emergency mode* which helps you to overcome network breaks quite easily. Handling unknown chips had been improved so that the competitor's flow at the download device will not be interrupted.

Reading the log files and the device backup memory had been moved to the *Main menu-Competition day* since these functions have become much more comfortable now. This gives also the possibility to download chips and look into the log file simultaneously. See the Log files reference and the Device backup memory reference for more information.

One-click Event backup

Formerly, the event backup had copied the event data files into a seperate folder. If you had to send this backup elsewhere by email (f.ex. to the SportSoftware support), then this required one more step to zip that folder. So many got used to just zip the event folder directly. Now the built-in event backup is the more straightforward and quicker method. The backup will be copied into a single file with extension *.skb*, which is actually a zip file. There are not only the event data files included but also log files and other settings.

Supporting restricted user rights

Formerly, the SportSoftware could be driven with admin user accounts only. Now restricted user rights are also supported. Read more about this topic in Working with restricted user rights.

SportIdent extended mode (protocol)

Previous SportSoftware versions could not deal with the SportIdent stations in extended mode. OS2010 now supports all features of the SportIdent hardware at the time of its initial release. For security and performance reasons, it is recommended to run the SportIdent hardware in extended mode.

Notice: In this document, I am using the term extended mode (which tells what it is) while SportIdent documents may use the term extended protocol.

Xtra legs/runners

Xtra runners are a special relay feature in Sweden and Finland. Especially youngsters are allowed to run together (or at least start simultaneously) at a predefined leg. They change over together from the previous leg's runner. The best of them changes over to the next leg and he will count for the team.
This function had been implemented for a long time in the special Swedish version only. Now it is available for all OS2010 users in all countries and it is fully integrated in the software. For more details see Handling Xtra legs - Task based help.

Courses: Simple mode

This is a new feature which allows to enter/import linear sub-courses (full course combinations) in opposite to the normal forking model. See the Courses reference for more details.

Separate imports for courses and course distribution

So far, there had been a single import for courses only. That was because only the OCAD8 text format delivered the course distribution and with that format the courses have to be created at the same time. Now also the IOF XML delivers the course distribution and there is also a native CSV export/import for that. So there are two different imports now which have to be performed each after another. See the Import courses and Import course distribution references for more information.

Multiple late starts and restarts

OS2010 now supports multiple late starts and multiple restarts. See the Late start and Restart references for more details.

Graphic UI for all start list functions

All start list functions provide the graphical UI now which is characteristic for the SportSoftware V11. Look into the Start list reference and explore the respective functions from there.

5.2 User interface

The topics in this section provide full information about the user interface.

Since this had been changed thoroughly up to the current state of the art, this section should be read carefully also by experienced SportSoftware users.

Just browse through this section using the browse buttons at the top. For reference purposes, you can use the table of contents as an index. Just pick out the feature you need more information and look there.

See also
User interface - Quick start

5.2.1 Main window

The main window consists of several sections.
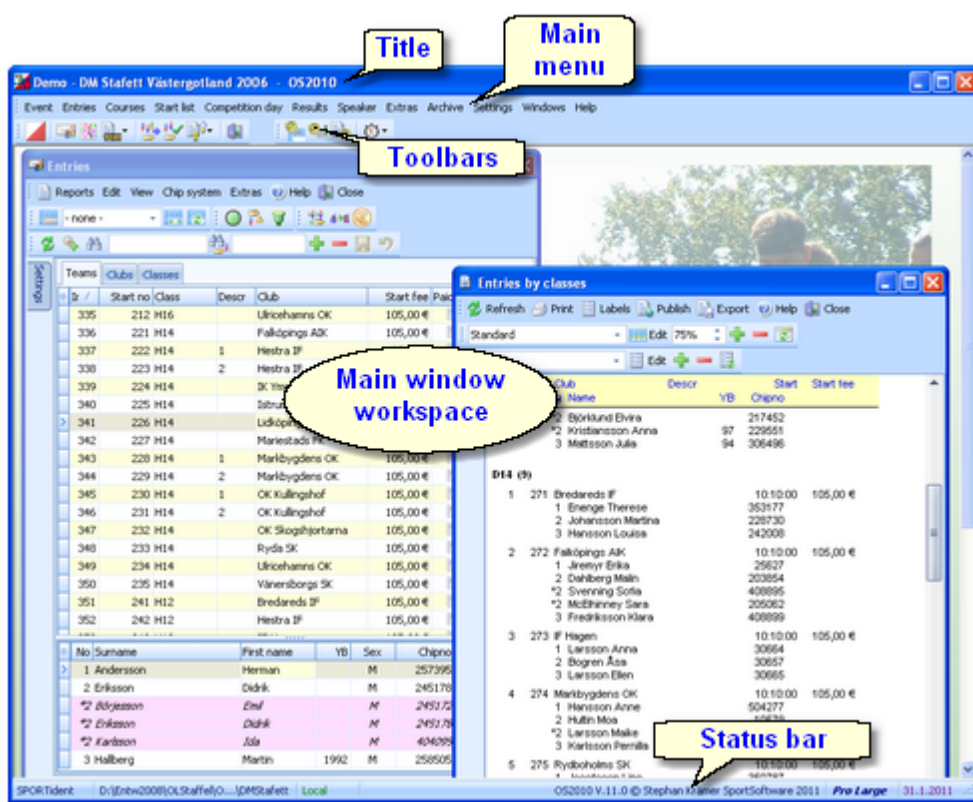
In the *main window workspace* the various working forms and reports can be arranged.

The *title* always shows the current event which you are working on.

In the *main menu* you find all the user functions.

There are also some basic items: *Settings*, *Windows* and *Help*. Use the Windows submenu to activate one of the open windows quickly. Use the help submenu to get help. For more information on the Settings submenu, see the Settings reference.
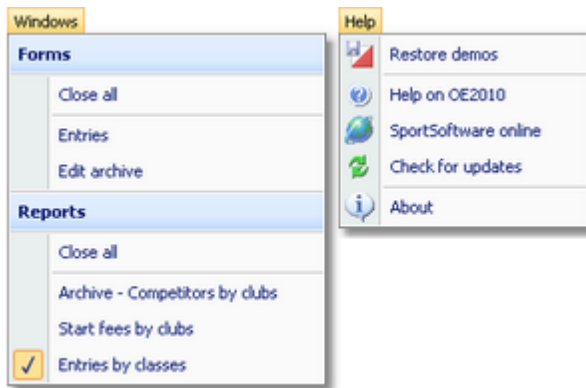
The **toolbars** provide you shortcuts for the most used functions. Move with the mouse over a button to get a hint about its purpose.

The **status bar** shows you various information about the current event and your version of OS2010.
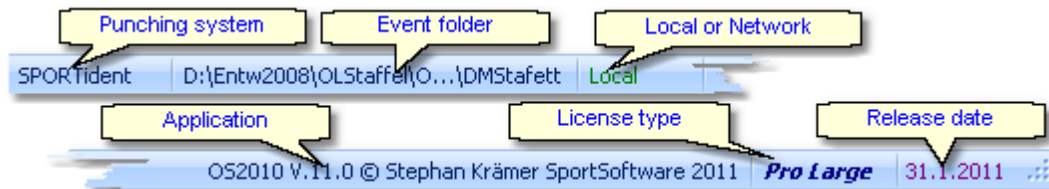
When you launch OS2010, the main window will restore its last position. All working forms which had been left open the previous time will be restored automatically. Reports and other secondary windows will not be reopened automatically.

5.2.2 Working form

A working form is a window where you can work on data, display reports on those data and perform other actions. As an example, have a look at the *entries* form.
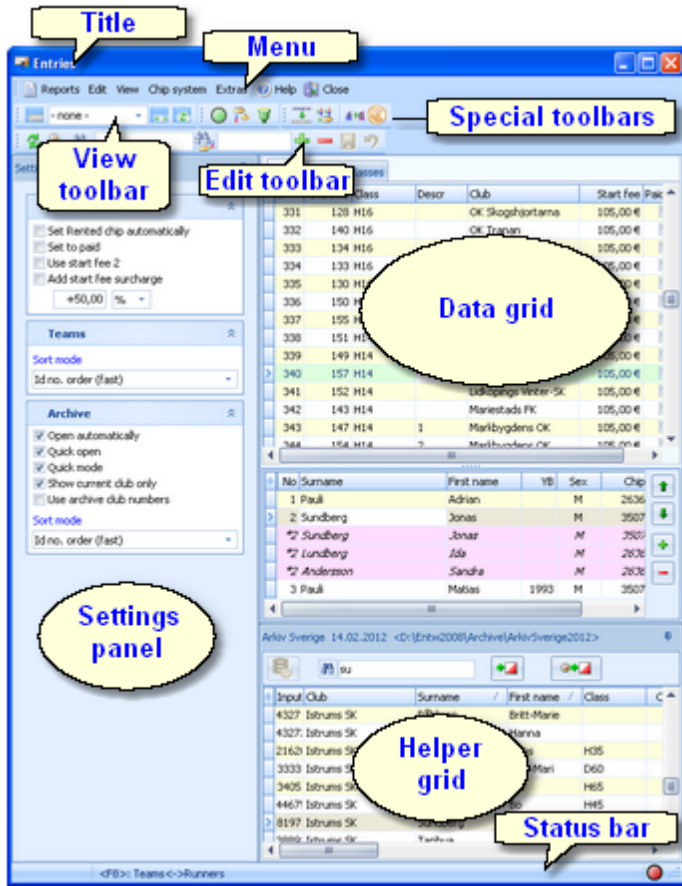
The *title* shows the name of the form.

In the *menu* you find all the functions which are available in this form. Reports, Edit, View and Help are common functions for all working forms. Help invokes the *context help* for this form (you can also use the *F1* shortcut).
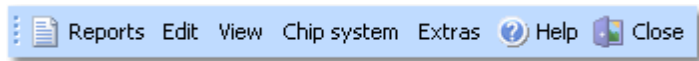
For more details on reports, see the reports reference. For more details on Edit and View, see the data grid reference.

Chip system and Extras are special functions which are available in the entries form.

The *View* and the *Edit toolbar* are common to all working forms. Move with the mouse over a button to get a hint about its purpose. For more details, see the data grid reference.
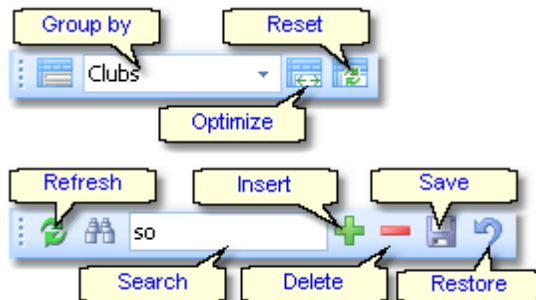
Most forms do also offer *special toolbars*. In this example, you see the Chip system and the Special entries functions toolbars.
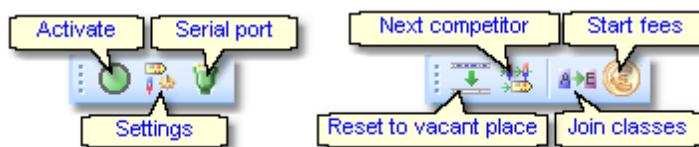
The *settings panel* mostly offers format settings, f.ex. the time format. Often there are also special settings like in this example for entries handling. You can fix the panel by the pin or let it slide to the left to get more space for the grid.

The main component of a working form is the *data grid*. Here you can browse and edit the data, in this example the entries. You can customize the layout of the grid in various ways: which columns should be displayed in which order and size and how the table should be sorted. For more details, see the data grid reference.

In some forms there may be an additional panel with a *helper grid*. This is mostly read only but also a data grid. In this example this is the archive grid to speed up entries input. You can fix the panel by the pin or let it slide to the bottom edge to get more space for the main data grid.

The *status bar* shows you the edit status. Sometimes there is more information provided like the punching system device status led in this sample.

You can customize the appearance of a working form in the way you need and like it. You can hide/show the settings and helper panels, adjust the layouts of the grids, move the toolbars and customize the size and position of the form. OS2010 will save those settings and restore the form in the same way when you reopen it. Some forms may always show the settings panel in the beginning, so that you won't miss important options.

5.2.2.1 Data grid

The main component of a working form is the *data grid*. Here you can browse and edit the data. You can customize the layout of the grid in various ways: which columns should be displayed in which order and size and how the table should be sorted.

Ir /	Start no	Class	Descr	Club	Start fee	Paid
331	208	H16		OK Skogshjortarna	105,00 €	
332	209	H16		OK Tranan	105,00 €	
333	210	H16		Ryda SK	105,00 €	
334	211	H16		Rydboholms SK	105,00 €	
335	212	H16		Ulricehamns OK	105,00 €	
336	221	H14		Falköpings AIK	105,00 €	
337	222	H14	1	Hestra IF	105,00 €	
338	223	H14	2	Hestra IF	105,00 €	
339	224	H14		IK Ymer	105,00 €	
340	225	H14		Istrums SK	105,00 €	
341	226	H14		Lidköpings Vinter-SK	105,00 €	
342	227	H14		Mariestads FK	105,00 €	
343	228	H14	1	Markbygdens OK	105,00 €	
344	229	H14	2	Markbygdens OK	105,00 €	
345	230	H14	1	OK Kullingshof	105,00 €	

Teams | Clubs | Classes

▬ Editing in the grid

Editing in the grid is just intuitive. Type and move around to get a feeling for it. However, you should be aware of the most important shortcuts. Those functions are also provided by the Edit menu item and the edit toolbar. Both offer the same buttons.
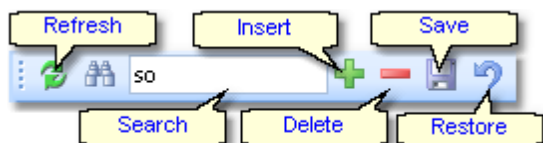
Refresh - *F5*	The table will be refreshed. This is useful especially if you are working with multiple windows simultaneously or in a network.
Search	The search function searches in the column(s) by which the grid is currently sorted. This is an incremental search. This means with every additional typed character you will get closer to the result.
Insert - *Ins*	Inserts a new record into the table. Some values may be preset, sometimes depending on the previous record. When saving, the grid will remain in insert mode. Finish the insert mode by the button *Restore* or by clicking on a previous record in the table.
Delete - *Ctrl+Del*	Deletes the current record.
Save - *Enter*	Saves modifications of the current record.
Restore - *Esc*	Restores the record to the previous values.

▬ Sorting the grid

To sort the grid by a column, just click on the column header. Then the arrow will indicate that the grid is sorted by this column Surname / . Any subsequent click on the same column header will sort the grid by this column in the reverse order.

You can also sort the grid by as many columns as you like. Click on the first column. Then hold the *Shift*-key down and click on all additional columns. Club / Surname / First name /

⊟ Customizing the layout of the grid

To **hide/display a column**, click on the Customize table layout button (the star) at the top left of the grid.
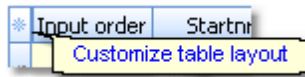
This will display the table layout menu. Just check/uncheck the columns like you want to have it. You can also move the columns in this menu by dragging them up or down.
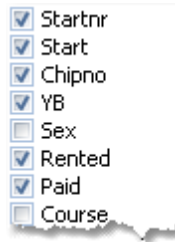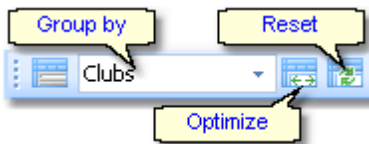
To **resize a column**, grab the right edge of the header and drag it to the right size.
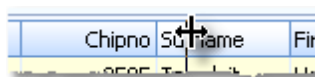
To **move a column**, just grab its header and drag it to the desired position.

There are also some functions provided by the View menu item and the view toolbar. Both offer the same buttons.

Group by	Groups the records in the table by the selected column. This is available in a few working forms only. See the <u>entries reference</u> for an example.
Optimize	This optimizes the column widths. However, some columns may become too wide due to a single long text in the column. Resize them manually.
Reset	Resets the grid to the default layout.

5.2.2.2 Selection grid

A selection grid is a special readonly data grid where you can select one or more records for further actions. The most used example is the report selection grid, see also the <u>report reference</u>.

No	Cl.name	City	Nat	Location
158		Turun NMKY	V-S	
5		Turun Suunnistajat	V-S	
115		Turun Visat	V-S	
48		Tuusulan Voima-Veikot	UUS	
29		Ulvilan Ura	SAT	
169		Urjalan Urheilijat	HÄM	
131		Vaajakosken Terä	K-S	
183		Vaasan Suunnistajat	E-P	

Left-click on a record to select or unselect it.

To select a range, click on the first record. Then scroll to the last record and Shift-Click it. Existing selections will persist.

There is also another method to select a range. Click on the first record. Then drag the mouse (still pressing the left mouse button) down to the last record. Release the mouse button. All those records will be selected. The difference to the first method is that this selection cancels any previous selection.

To sort the grid by a column, just click on the column header. Then the arrow will indicate that the grid is sorted by

this column Surname . Any subsequent click on the same column header will sort the grid by this column in the reverse order.

You can also sort the grid by as many columns as you like. Click on the first column. Then hold the *Shift*-key down and click on all additional columns. Club / Surname / First name / The sort order of the selection table will be used for the report.

There are also some selection grids where you can select a single record only, like in the Select event dialog.

5.2.2.3 List box selectors

When editing in a data grid, you can often select the value from a listbox. F.ex. in the entries form, you can select the class, the club, the course and some more values in that way. As an example, see here the description of how to use the class list box.

To enter a class, you can either begin typing the class description or click the dropdown button . Then the list will pop up:
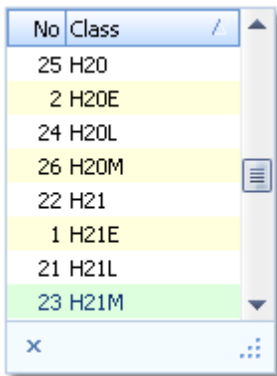
Now you have two choices. Either you scroll the list and select the desired class with a mouseclick. Or you narrow the search by typing additional letters of the class. In the sample the typing was H4:
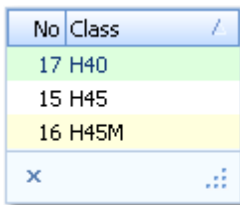
Now only those classes beginning with H4... are displayed. You can now select the right class easily. This can be done with a *mouseclick*, or moving up and down using the *arrow keys* and *Enter*. Of course you can also continue typing until the right class is left alone in the list, which will select this automatically then.

You can resize the list if it is too short or too narrow for your purpose. Just drag the resize button .

Since the list box selector is actually a small data grid, you have also all the same options for resizing its columns and sorting the list by clicking on the column headers.

5.2.2.4 Folder selector

In several forms, you can enter or select a folder from a combo box.
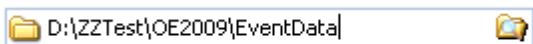
You can edit the field by typing or you can display the folders tree by clicking on the folder symbol at the right:
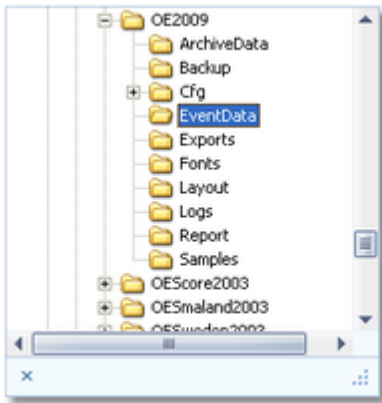
You can resize the list if it is too short or too narrow for your purpose. Just drag the resize button .

If you want to create a new folder, then in those forms you will have to click on the New folder button . This will invoke the New folder dialog.
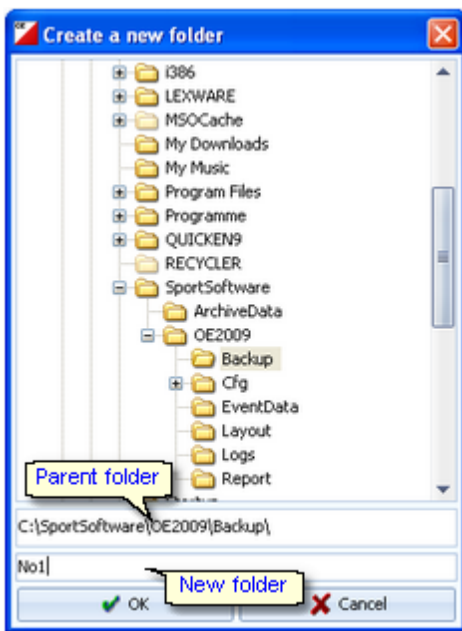
In the folder tree, select the parent folder where you want to create the new folder in. Enter the name of the new folder into the field. Click on **OK** to create this folder. The folder selector will show this new folder as its selection.

See also
File selector

5.2.2.5 File selector

In several forms, you can enter or select a file from a combo box.
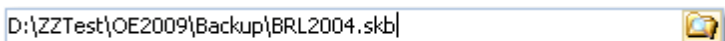
You can edit the field by typing or you can click on the folder symbol at the right. This will open the File selection dialog.
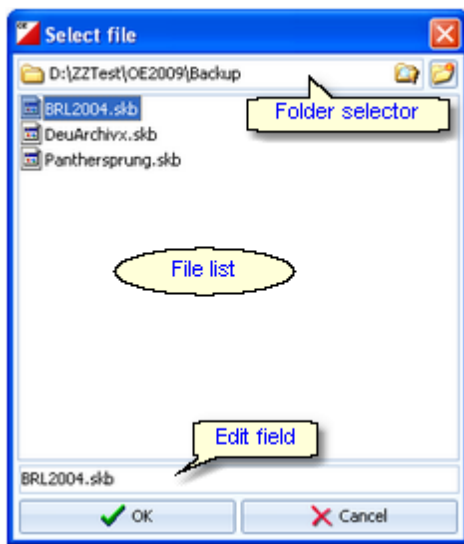
In the file list, you will see the context-relevant files only. In this sample, these are the backup files (.skb). You can resize the dialog if it is too short or too narrow for your purpose, by dragging the window edges.

If you want to create a new file, then just enter the new file name into the edit field. Select another folder or ceate a new one using the folder selector at the top.

See also

Folder selector

5.2.3 Reports

The first menu item in a working form is always the *report button*.

Sometimes this launches the only report available, but mostly this pops up a submenu with several reports.

There are also many reports available directly from the main menu, like start list and result reports.
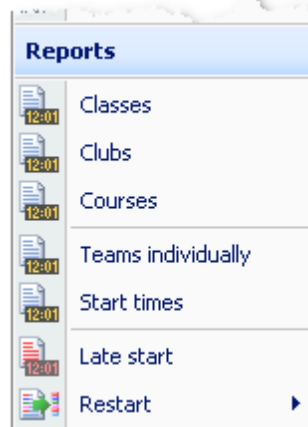
Clicking on a report item creates a report window using the selection from the last time. **Note:** only small selections

below 10 records will be restored, otherwise always all records will be preselected.
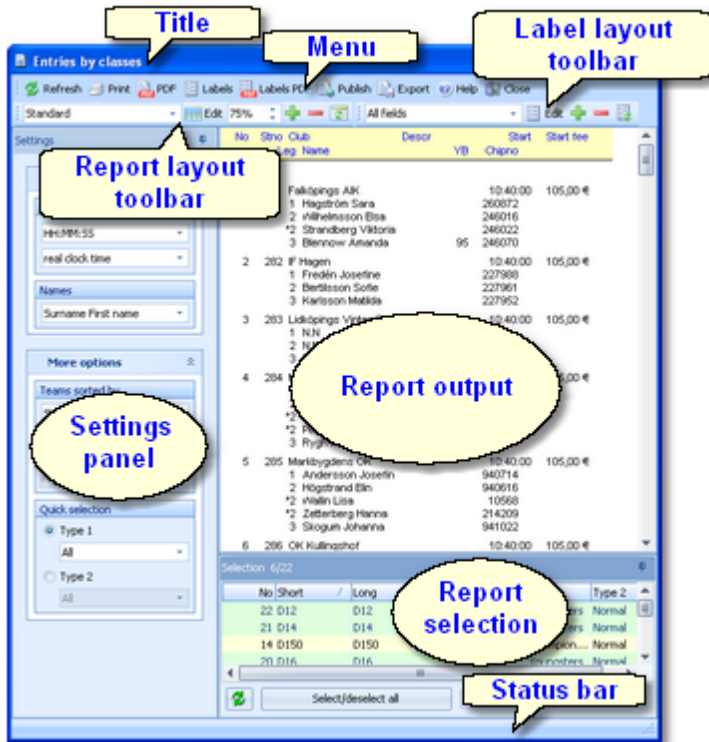
The report window will stay visible until you explicitly close it. Unlike previous versions of the SportSoftware, the working form is completely independent to all reports which you can display from there. You can even close the working form and keep the report(s) visible.

Report window components

The *title* shows the name of the report.

In the *menu* you find the basic report functions. For more details, see the paragraph below.

The *Report* and the *Label layout toolbar* provide the functions to manage and edit the layouts. Both work nearly identically. You can have multiple layouts both for the report itself and the labels. You can select the desired layout from the list box.
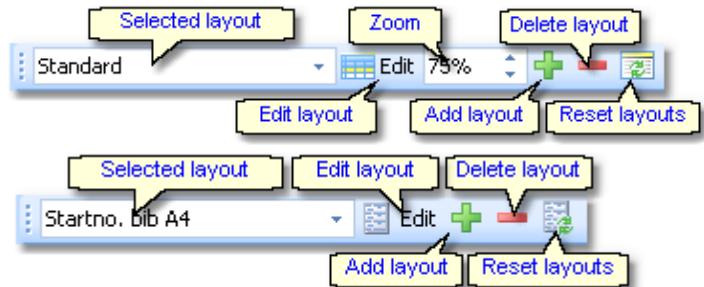
For more details, see the paragraphs below. For details on how to edit layouts, see the Report layout editor reference and the Label layout editor reference.

The *settings panel* mostly offers format settings, f. ex. the time format. Often there are also more options offered for the report, f.ex. quick selections. To modify the settings, you can fix the panel by the pin . In the normal case you will have it slid to the left to get more space for the report.

The *report output* is the purpose of this window. ;-)

In the *selection panel* you can select the records which should be reported. To change the selection, you can fix the panel by the pin 📌. In the normal case you will have it slid to the bottom to get more space for the report. The sort order of the selection table will be used for the report. To change the report sort order, first change it in the selection panel and then refresh the report.

For more details, see the selection grid reference.

For the average report, the *status bar* does not have a specific purpose. However, there are "live" reports which display the progress here.
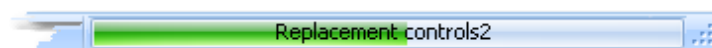
Report menu

The report menu provides the basic functions of a report.

|	
Refresh - *F5*	The report will be refreshed. Do so after you had changed the selection or other report options. It may also necessary to refresh the report if you expect that the underlying data had changed in the meantime. Some special results do refresh themselves automatically.
Print	The report will be printed. See also the Print dialog reference.
PDF	The report will be printed to one or more PDF file(s). See also the PDF dialog reference . You may publish this on your web site or elsewhere. You have the choice to upload this immediately to the web. See the Upload files reference for more details.
Labels	The report will be printed on labels. See also the Label print dialog reference.

Labels PDF	The labels will be printed to one or more PDF file(s). See also the <u>Label PDF dialog reference</u>. You may publish this on your web site or elsewhere. You have the choice to upload this immediately to the web. See the <u>Upload files reference</u> for more details.
Publish	The report will be written to one or more HTML or TXT file(s). See also the <u>Publish dialog reference</u>. You may publish this on your web site or elsewhere. You have the choice to upload this immediately to the web. See the <u>Upload files reference</u> for more details.
Export	The report will be written to a CSV or XML file. See also the <u>Export dialog reference</u>. You may compute this file using an external application, e.g. for graphical evaluations or rank list calculations. You have the choice to upload the file immediately to your web server where you can perform further computing, f.ex. for an online entries or result service. See the <u>Upload files reference</u> for more details.
Send EMails	Some reports do also offer the Send EMails button: [EMails]. See the <u>Send Emails reference</u> for more information.

Report layout toolbar

The report layout toolbar offers the functions to administer and customize multiple layouts for the report.

Please observe: It is wise not to modify the preinstalled default layouts. If you want to customize a layout, create a new one and modify that one. Thus you will always keep the original default layouts as templates.
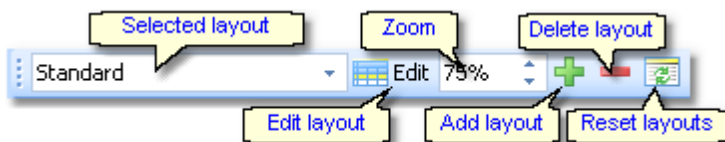
|	
Selected layout	You can select a layout from the list. **Note:** the first layout created automatically by OS2010 will always be called *Standard*. You can modify this name in the Report layout editor if you like.
Edit	Invokes the Report layout editor. See the <u>Report layout editor reference</u> for more details.
Zoom	Sets the zoom for the report. You may change it quickly by directly typing into the field.
Add layout	Duplicates the current layout into a new one. So, if you want to *create an additional report layout*, then first select the one which looks as a good starting point. Then click on *Add*. It will be selected automatically. Finally customize the new layout and rename it properly.
Delete layout	Deletes the current layout. **Note:** You cannot delete the first layout.
Reset layouts	This resets the complete layout set for this report back to the default layouts which had been installed with OS2010. All your customized layouts will be lost by this action!

Label layout toolbar

The label layout toolbar offers the functions to administer and customize multiple label layouts for the report. The buttons are the same as in the report layout toolbar except that there is no zoom field.

Please observe: It is wise not to modify the preinstalled default layouts. If you want to customize a layout, create a new one and modify that one. Thus you will always keep the original default layouts as templates.

Selected layout	You can select a layout from the list.
Edit	Invokes the Label layout editor. See the <u>Label layout editor reference</u> for more details.
Add layout	Duplicates the current layout into a new one. So, if you want to *create an additional label type*, then first select the one which looks as a good starting point. Then click on *Add*. It will be selected automatically. Finally customize the new layout and rename it properly.
Delete layout	Deletes the current layout. **Note:** You cannot delete the first layout.

Reset layouts   This resets the complete label layout set for this report back to the default layouts which had been installed with OS2010. All your customized layouts will be lost by this action!

Notice: Some reports of the same kind are using the same common pool of label layouts. That means f.ex., if you modify a layout in the split times by classes result report, this will also be used in all other split time reports.

➖ What to do if OS2010 installed new or updated layouts

With upcoming releases or updates of OS2010, there may be updates of particular report or label layouts, f.ex. to support new data fields. Such updates will not overwrite your customized layouts but they will be installed into the default layouts.

When you display a report with updated default layouts for the first time, OS2010 will detect which layouts had been added or updated and it will add them to your working layout file, leaving the existing layouts unchanged. OS2010 will then prompt you:
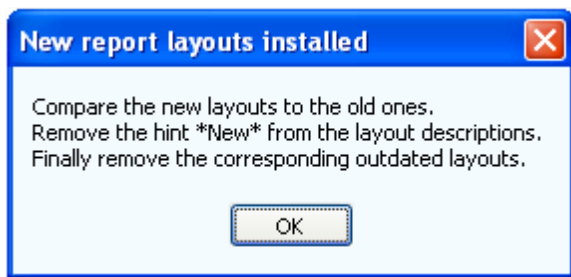
The same dialog will appear if label layouts had been updated, with the difference that it tells you New **label** layouts installed in the title. You can recognize the new layouts by a preceding *New* in the layout description.

Perform the steps given in the dialog.

- *Compare the new layouts to the old ones*
  Switch between the new layout and the corresponding outdated one to see whether you had done special customizations there. If yes, then implement your customizations into the new layout. Please try to remember on which preinstalled layouts your own ones are based on. You have to recreate them based on the right updated default layout.
  Notice: If there is an update of the first layout (mostly called Standard), then it will replace its predecessor on top of the layout list but the old version will be saved to a higher place in the layout list.

- *Remove the hint *New* from the layout descriptions*
  You may have updated them in the first step, or these are completely new layouts.

- *Finally remove the corresponding outdated layouts*
  But only remove those for which you got an updated one!

And of course you can shorten this procedure by simply clicking the *Reset layouts* button to restore the complete default file (if you never had customized anything for this report).

With every new release of OS2010, new and updated layouts are documented in the Readme.txt file. It is a good practice to invoke those reports and check out the new layouts immediately after you had installed the update. This will avoid surprises during a running event.

5.2.3.1 Report layout editor

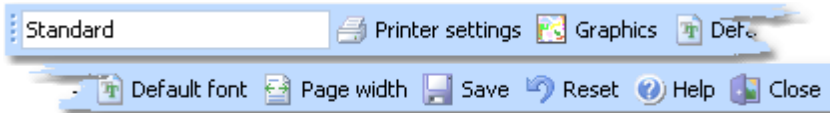The name of this dialog couldn't describe its task better... :-)
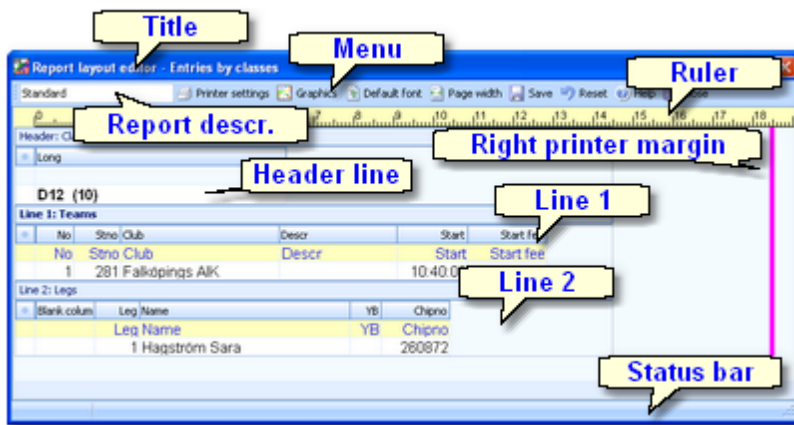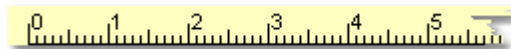

Report layout editor components

The *title* shows the name of the report.

In the *menu* you find the basic report layout editor functions. For more details, see the paragraph below.

The *ruler* is just an aid for sizing the columns.

The *header line* and the *line 1* are the two differently formatted lines (for different purposes) which can be customized here. A header line is mostly class or club at reports by classes or clubs. In general, there may be more lines and often no header. Customizing the layout is the same for all lines, see the paragraph below.
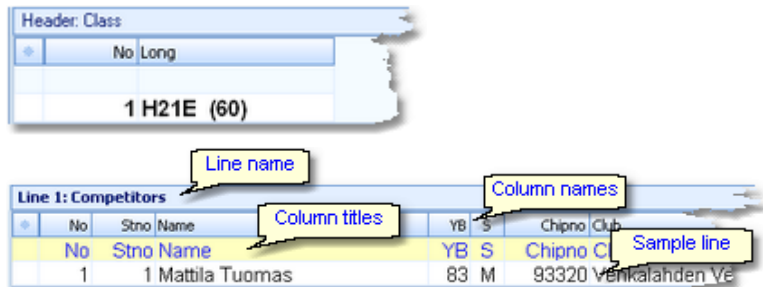
The *right printer margin* shows the margin given by the printer's page width. You can change this by choosing another printer or paper format. See the menu paragraph below.

The *status bar* shows you the edit status.

Report layout editor menu

The menu provides the main functions which concern the report layout as a whole.
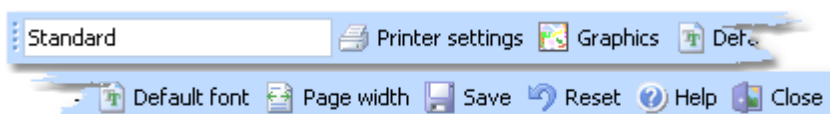
Report description   You can give the report layout a description which tells you for what it is designed for.

Printer settings	This invokes the printer settings dialog which is actually the print dialog. The settings from there will be saved with the layout. You may use this to change the page width indicated by the right margin line. For more details see the Print dialog reference.
Graphics	Invokes the report graphics designer. You can enhance your layout by including graphics on the page. For more details see the Report graphics designer reference.
Default font	You can select the default font for the report. This should be the one which is basically used for the most content, which is normally represented by line 1. Of course the font can be defined individually for every column. However, if you decide to change the font of the report, this is much less work if you need not to do this change for every column individually.
Page width	The layout will be adjusted to fit to the printer's page width. Use this feature after you had changed the printer for this report.
Save	Saves the layout.
Reset	Resets all unsaved changes.

Customizing a line layout

To be able to customize the layout, it is necessary to understand its representation in the editor.

The line name and the sample line show you which kind of line you are working on. In the sample line, every column is displayed WYSIWYG, using the column's font. The column names are predefined by OS2010 while you can modify the column titles. Usually the column titles are preset to the column names.

The line's layout representation is actually a data grid, so customizing its column layout is just similiar to the data grid.

To **select a column**, just click anywhere on the column. The column title will be marked in green. Unselected columns are displayed in yellow colour.

To **select multiple columns**, *Shift-Click* or *Ctrl-Click* all of them.

To **hide/display a column**, click on the Add/remove columns button (the star) at the top left of the grid.

This will display the table layout menu. Just check/uncheck the columns like you want to have it. You can also move the columns in this menu by dragging them up or down.

To **resize a column**, grab the right edge of the header and drag it to the right size.

To **move a column**, just grab its header and drag it to the desired position.

Customizing a column's properties

The column layout is not the only thing which you need to customize in the report layout editor. Besides the size and order, each column has additional properties like font, text, etc. Those properties can be customized via the *column's popup menu*. This can be activated with *right-clicking* the column. **Note:** if multiple columns are selected, this modifies all the selected columns.

Align	Sets the alignment of the column.
Font	Sets the font for this column.
Text	This will popup a dialog where you can modify the heading text of this column.
Reset to report default font	Resets the column's font to the report default font.
Reset to default text	Resets the header text to the default, which is mostly the column's name.
Adjust related columns	Sometimes there are several columns of the same type in a single line (e.g. split times). You can customize one of them. Use this function to copy the settings of the current column to all others of the same type. This helps to get equal column widths, alignments and fonts.
Adjust column widths	All selected columns will get the same width as the one from where you had invoked the popup menu.

About series columns

Series columns are columns of the same data type which normally must follow a natural order. For example these are the time columns of a split times result.

(Only) for special purposes, you have the possibility to puzzle the order of those columns, f.ex. show the last time first. In this case, the editor will issue a prompt where you have to confirm that.

Normally, the headers of those columns will be defined by OS2010 by appropriate text, like the stage numbers. You can customize them by just entering the desired text. If you want to get back the default headers, then simply use *Reset to default text*. For more details see the paragraph above.

Explore the standard layouts of the split time result reports to get a feeling for that.

Notice

Any change (especially of the fonts) will be reflected by the WYSIWYG display of the sample line.

The data size of the printout which is produced by the printer driver for a particular report, depends on how many and how large fonts you are using. More and larger fonts will imply more print data and slower report printing. Also graphics will increase the printout data size and they will have a by far more negative effect on the performance. The optimum performance will be achieved if you will use the report default font only and as few as possible small graphics only.

Since you can open multiple windows simultaneously with the same report, you may accidentally modify the same layout from different report windows. The last one saved will be kept.

The report layouts are saved in the subfolder Report of your Application settings folder. See the Application folders reference for more details. If a layout had been damaged or removed externally (Windows explorer), then the default layout will be used automatically.

OS2010 includes a report layout management tool which helps you to exchange the layouts with other users or other

clients in your network. See the <u>Report layouts reference</u> for more information.

Report graphics designer

With the report graphics designer you can include graphics in your report layout.
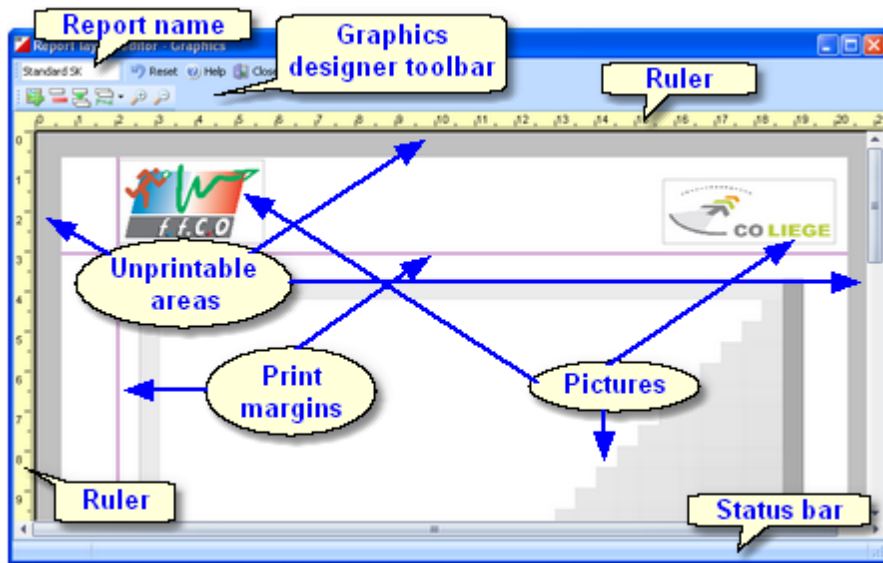
The report graphics designer works nearly in the same way as the <u>Label layout editor</u>, with the main difference that here you have graphics fields only.

Report graphics designer components

At the top left the *name of the report* is shown.

In the *toolbar* you find the basic designer functions. For more details, see the paragraph below.
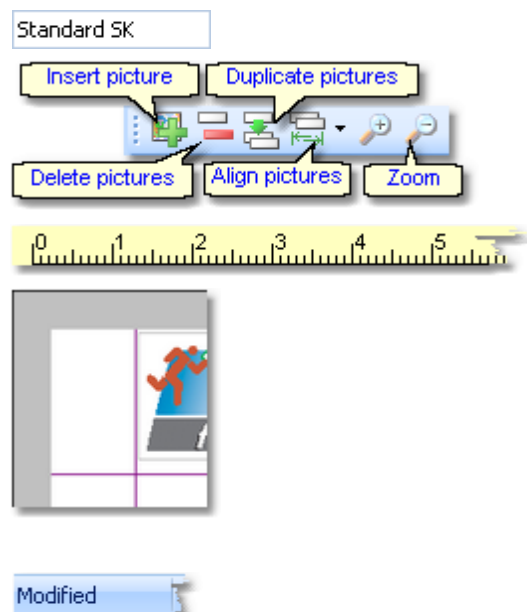
The *rulers* are just an aid for sizing and positioning the pictures.

The gray frame around the page preview shows the *unprintable areas*.

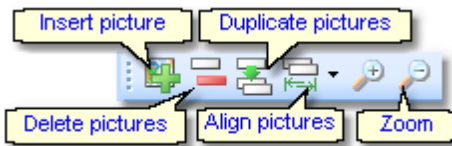The *print margins*, which you had defined in the report layout, are shown by purple lines.

The *pictures* are shown in WYSIWYG preview.

The *status bar* shows you the edit status.

Report graphics designer toolbar

Don't forget that the menu itself has the ordinary Reset button:

The toolbar provides the main functions to manage the pictures on the page.

| Insert picture	Inserts a new picture field. This field has no picture assigned initially. *Right-click* and select an image file via the popup menu. For more details see the next paragraph.
Delete pictures - *Del*	Deletes the selected pictures.
Duplicate pictures	Duplicates the selected pictures.
Align pictures	Aligns the selected pictures according to the last selected picture which is marked in blue colour. You can align to the left, right or bottom edge, or adjust the widths.
Zoom	Use Zoom in to get more precision in positioning and sizing the pictures, and Zoom out to get a better overview.

Working in the designer

The first task with a fresh created empty picture field is to assign an image file to it. *Right-click* and the context menu will pop up:

| Image	Select the image file here.
Reset to original size	Resets the picture to its original size after you had changed it.

To **select a picture**, just click anywhere on it. It will be marked by a green box. The green helper lines should help you to get the best precision when positioning the picture.
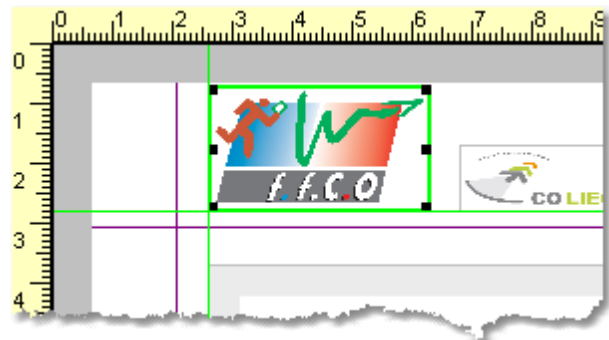
To **select multiple pictures**, *Shift-Click* or *Ctrl-Click* all of them. Note that the last selected picture is marked by the blue box. This is the one which is used as the reference for the Align function, see the above paragraph.
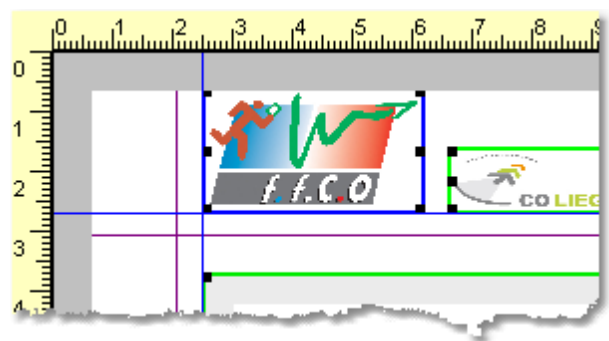
Sometimes it may be easier to use the selection rectangle. Click anywhere left and above the left-top-most picture you want to select. Note that you must not click into a picture since in this case you would select this picture only. Hold the left mouse button down and drag the mouse to the bottom right. The selection rectangle will appear and it will follow your mouse moves. When you have all pictures inside the rectangle then release the mouse button. All pictures will be selected which were

completely inside the rectangle.

To *resize a picture*, grab one of the black resizer points and drag it to the desired size. Note that this will always preserve the aspect ratio of the picture. This means the height will be increased automatically.

To *move pictures*, first select all of them and then drag them to the desired position.

Notice

Any change will be reflected by the WYSIWYG display of the pictures.

The data size of the printout which is produced by the printer driver for a particular report, depends (among others) on how many and how large pictures you had included. Many and large pictures will imply more print data and slower report printing. Therefore, it is urgently recommended to use high performance laser printers only if you are using pictures here.

5.2.3.2 Label layout editor

The name of this dialog couldn't describe its task better... :-)
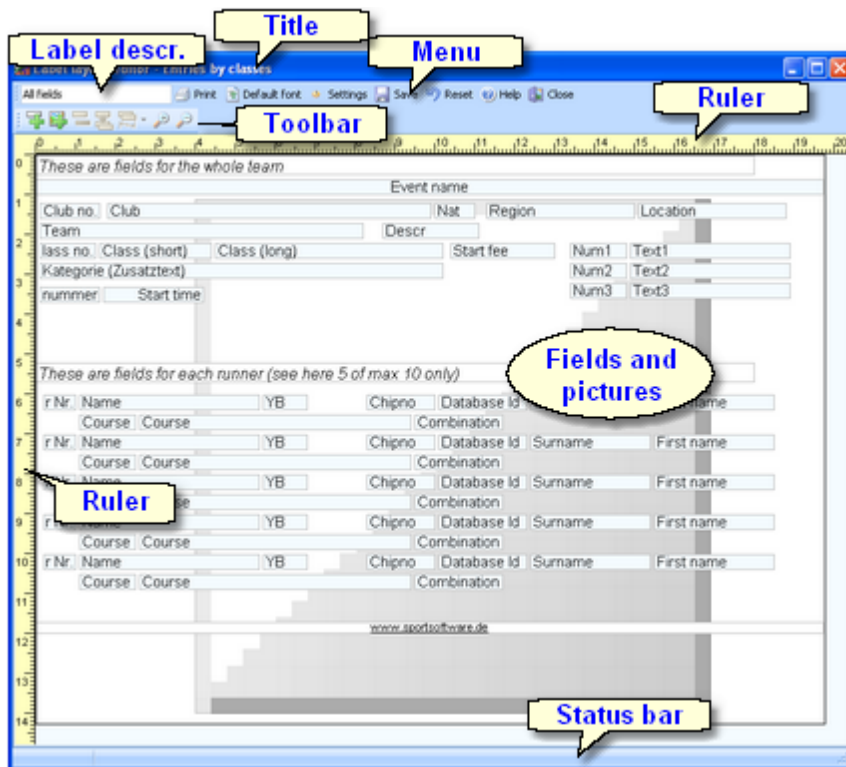
## Label layout editor components

The *title* shows the name of the report.

In the *menu* you find the basic label layout editor functions. For more details, see the paragraph below.

In the *toolbar* you find the basic designer functions. For more details, see the paragraph below.

The *rulers* are just an aid for sizing and positioning the fields.

The *fields* and among them the *pictures* are shown in WYSIWYG preview.

The *status bar* shows you the edit status.
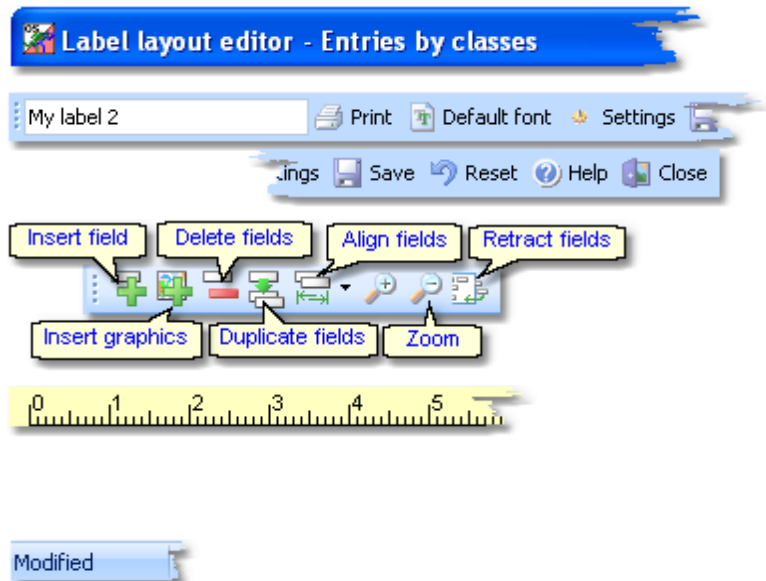
Label layout editor menu

The menu provides the main functions which concern the label layout as a whole.

Label description	You can give the label layout a description which tells you for what it is designed for.
Print	Prints a sample page using the current printer settings.
Default font	You can select the default font for the label. This should be the one which is used for the most fields. Of course the font can be defined individually for every field. However, if you decide to change the font of the label, this is much less work if you need not to do this change for every field individually.
Settings	This invokes the printer settings dialog which is actually the label print dialog. The settings from there will be saved with the layout. For more details see the Label print dialog reference .
Save	Saves the layout.
Reset	Resets all unsaved changes.

Label layout editor toolbar

The toolbar provides the main functions to manage the fields on the page.
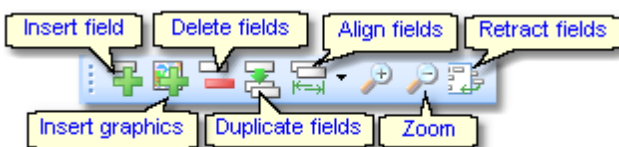
Insert field - *Ins*	Inserts a new field. This field has no type or text assigned initially. *Right-click* and select a data field or enter a fixed text via the popup menu. For more details see the next paragraph Customizing a field's properties.
Insert graphics	Inserts a new graphics field. This field has no picture assigned initially. *Right-click* and select an image file via the popup menu. For more details see the paragraph about Handling a graphics field below.

Insert Emit backup label	When using Emit as the chip system and editing a split time sheet, you see an additional button ![icon] to insert the Emit backup label. This prints the backup label how it should look like according to the electronic punches saved. For more details, see the Evaluate chips reference.
Delete fields - *Del*	Deletes the selected fields.
Duplicate fields	Duplicates the selected fields.
Align fields	Aligns the selected fields according to the last selected field which is marked in blue colour. You can align to the left, right or bottom edge, or adjust the widths.
Zoom	Use Zoom in to get more precision in positioning and sizing the fields, and Zoom out to get a better overview.
Retract fields	Sometimes you will be notified that there are fields outside the label. This may happen if you had changed the printer or modified the number of rows or columns. Click on the button to retract them into the label. They will be moved to the top left corner.

Customizing a field's properties

Note: this paragraph is valid for normal data fields only. A graphics field has different properties, see the paragraph about Handling a graphics field below.

The first task with a fresh created empty field is to assign a data field or a text to it. *Right-click* and the context menu will pop up:
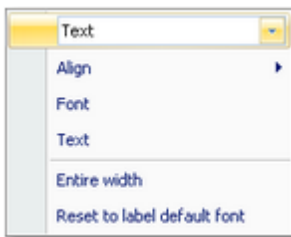

There are also additional properties like the font etc. **Note:** if multiple fields are selected, this modifies all the selected fields.

|	
Data field selector	By default, a new field is initialized as a text field. Select the right data field from the list box. This list offers all data fields which are available in the report's context. Additionally you can define plain text fields and horizontal lines.
Align	Sets the alignment of the field.
Font	Sets the font for this field.
Text	This will popup a dialog where you can enter the text if this is a text field.
Entire width	Resizes the field's width so that it covers the whole label width. You can use this for fields which should be centered on the label.
Reset to label default font	Resets the field's font to the label default font.

Working in the editor

The visual editor works similar to any graphics software. Of course it is a bit easier to handle since it is designed for SportSoftware labels.

To **select a field**, just click anywhere on it. It will be marked by a green box. The green helper lines should help you to get the best precision when positioning the field.
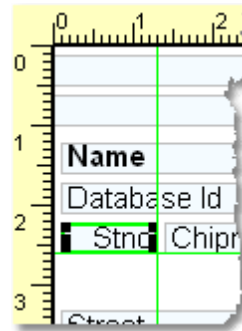
To **select multiple fields**, *Shift-Click* or *Ctrl-Click* all of them. Note that the last selected field is marked by the blue box. This is the one which is used as the reference for the Align function, see the above paragraph.
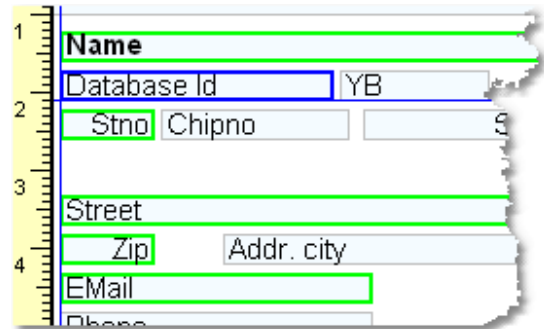
To **select many fields**, it may be easier to use the selection rectangle. Click anywhere left and above the left-top-most field you want to select. Note that you must not click into a field since in this case you would select this field only. Hold the left mouse button down and drag the mouse to the bottom right. The selection rectangle will appear and it will follow your mouse moves. When you have all fields inside the rectangle then release the mouse button. All fields will be selected which were completely inside the rectangle.
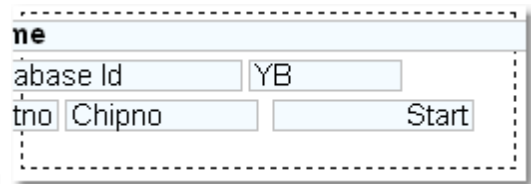
To **resize a field**, grab one of the black resizer points and drag it to the desired size. Note that you can only change the field's width since its height is calculated by the font size.

To **move fields**, first select all of them and then drag them to the desired position.

Handling a graphics field

Handling a graphics field is a bit different to normal data fields. Basically this is the same as in the Report graphics designer.

The first task with a fresh created empty graphics field is to assign an image file to it. *Right-click* and the context menu will pop up:

Image   Select the image file here.

Reset to original size   Resets the picture to its original size after you had changed it.

To **resize a picture**, grab one of the black resizer points and drag it to the desired size. Note that this will always preserve the aspect ratio of the picture. This means the height will be increased automatically.

About series fields

Series fields are a special feature of the label layout editor.

With a data field, it may depend on the context whether it will be interpreted normally or as a series field. These fields will be filled subsequently with the appropriate values. The fill in order depends on their order on the label, from left to right and from top to bottom.

Examples give the fields for extra fees on the receipts as well as code number, punch time and split time on the result sheets. Explore the standard label layouts of split times reports or the entries start fees reports to get a feeling for that.

Restoring layouts from V10

Since the new V11 label layout editor had been redesigned thoroughly and their handling in reports had been changed, it is not possible to have an automatic function which updates V10 labels into V11. You will have to define all your layouts manually again in order to learn more about the new features of the layout editor and to get them connected to the right report.

However, the new graphic feature wil be a great help for you. Proceed as following:

- Print the old layout from the LayoutManager. This will show you the fields as boxes.
- Scan this print into a Bmp file.
- Define a new layout in the right report. Use a similar predefined layout as the template.
- Open this new layout in the editor and insert your scan as graphics.
- Now you have a picture of your old layout beneath the working panel. So you can easily move existing fields or create new ones in the right way.
- After you are finished, don't forget to remove the underlying graphics.

Notice

Any change (especially of the fonts or images) will be reflected by the WYSIWYG display of the fields.

The data size which is produced by the printer driver for a particular label printout, depends on how many and how large fonts you are using. More and larger fonts will imply more print data and slower label printing. Also graphics will increase the printout data size and they will have a by far more negative effect on the performance. The optimum performance will be achieved if you will use the label default font only and as few as possible small graphics only. Therefore, it is urgently recommended to use high performance laser printers only if you are using pictures here.

The label layouts are saved in the subfolder Report of your Application settings folder. See the Application folders reference for more details. If a layout had been damaged or removed externally (Windows explorer), then the default layout will be used automatically.

Since you can open multiple windows simultaneously with the same report, you may accidentally modify the same layout from different report windows. The last one saved will be kept.

OS2010 includes a label layout management tool which helps you to exchange the layouts with other users or other clients in your network. See the Report layouts reference for more information.

5.2.3.3 Print dialog

The print dialog is shown before every printout. Some automatic printouts will display this dialog with the first printout only and not with subsequent ones.
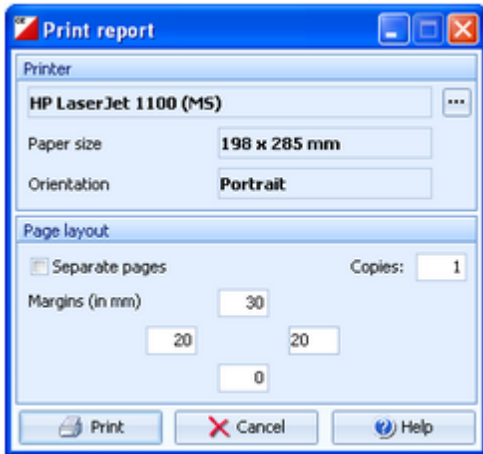
Printer	Click on the button [...] to select the printer. In this Windows printer dialog, you will find a Properties button where you can select the paper format and the orientation. They will be displayed in the dialog.
Separate pages	If checked, the sections of the report will be printed to different pages. For example, a result report by classes will print every class on a new page.
Copies	Enter the number of copies. Note that this number will be saved with the report settings, so pay some attention on this with the subsequent printouts to avoid paper waste.
Margins	Set up the print margins like you need. You may require extra space for the margins if you want to include sponsor logos f.ex. See the Report graphics designer reference for more details.

See also

Reports

Report layout editor

5.2.3.4 Label print dialog

The label print dialog is shown before every label printout. Some automatic printouts will display this dialog with the first printout only and not with subsequent ones.

Printer	Click on the button [...] to select the printer. In this Windows printer dialog, you will find a Properties button where you can select the paper format and the orientation. They will be displayed in the dialog. Depending on the label settings, the size of a single label will be

displayed also.

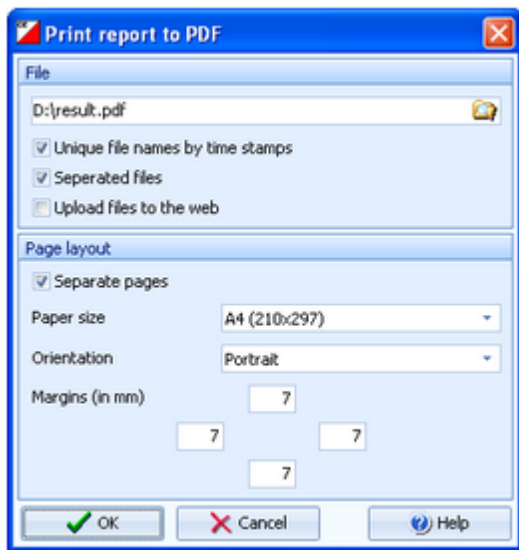|	
Label description	Shows the name of the label.
Rows/Columns	Define how the labels should be arranged on a page. The single label size above will give you additional information.
Margins	Set up the print margins like you need.

See also

Reports

Label layout editor

5.2.3.5 PDF dialog

The PDF dialog is shown before printing to PDF. Some automatic reports will display this dialog with the first display only and not with subsequent ones.

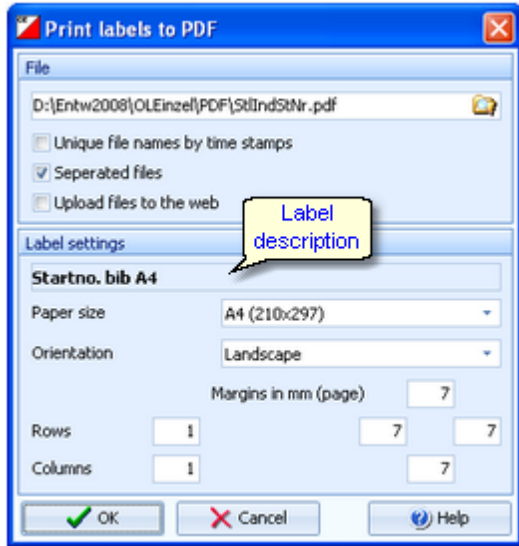|	
File name	Enter the output file name here. See the File selector reference for more details.
Unique file names by time stamps	The files are named like Date_Time_<Filename>.*. This is useful if you want to compute those files by a third party application on your computer or on a web server. So they can be identified easily and older outputs will not be overwritten. Of course, you or your application must take care to clean up all obsolete files...
Seperated files	In conjunction with the option Seperated pages, you can define if each seperated section will be printed into a seperate file, or if there will only be a new page and the output is printed to a single file. With seperated pages, the output file names will get an additional running number of the sections.
Upload files to the web	Check this if you want to upload the files automatically. See the Upload files reference for more information.
Separate pages	If checked, the sections of the report will be printed to different pages. For example, a result report by classes will print every class on a new page. See also the description about Seperated files above.
Paper size	Select the desired paper size.
Orientation	You can select between *Portrait* and *Landscape*.
Margins	Set up the print margins like you need. To avoid problems when printing the PDF file on a printer, each margin should not be lower than 7mm. You may require extra space for the margins if you want to include sponsor logos f.ex. See the Report graphics designer reference for more details.

See also

Reports

5.2.3.6 Label PDF dialog

The label PDF dialog is shown before printing labels to PDF. Some automatic reports will display this dialog with the first display only and not with subsequent ones.

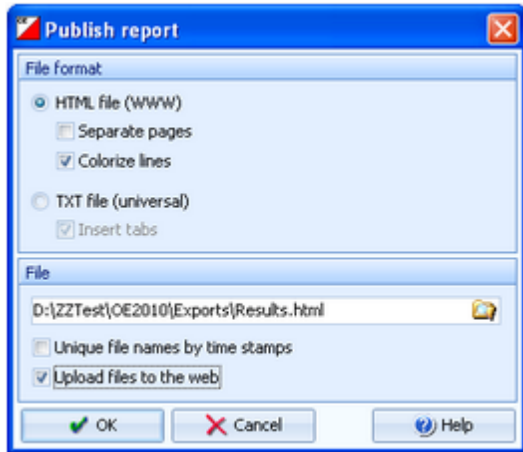|	
File name	Enter the output file name here. See the File selector reference for more details.
Unique file names by time stamps	The files are named like Date_Time_<Filename>.*. This is useful if you want to compute those files by a third party application on your computer or on a web server. So they can be identified easily and older outputs will not be overwritten. Of course, you or your application must take care to clean up all obsolete files...
Seperated files	You can define if each label should be printed into a seperate file.
Upload files to the web	Check this if you want to upload the files automatically. See the Upload files reference for more information.
Paper size	Select the desired paper size.
Orientation	You can select between *Portrait* and *Landscape*.
Label description	Shows the name of the label.
Rows/Columns	Define how the labels should be arranged on a page.
Margins	Set up the print margins like you need. To avoid problems when printing the PDF file on a printer, each margin should not be lower than 7mm. You may require extra space for the margins if you want to include sponsor logos f.ex. See the Label layout editor reference for more details.

See also

5.2.3.7 Publish dialog

The publish dialog is shown before publishing the report into html or txt files. Some automatic reports will display this dialog with the first display only and not with subsequent ones.

|	
File format	Select HTML or TXT.
Separate pages	This setting works similar to the printed reports. Each section of the report is saved to a separate HTML file. For example, a result report by classes will write every class to a new file. In this case, the file with the original file name will contain an index page.
Colorize lines	Every other row in the table will be displayed in white and yellow.
Insert tabs	If not checked, then the columns will be filled up with spaces (blank characters). If checked, then there will be a Tab character preceding each column. This will enable you to publish this using a non-monospace TrueType font and variable column layout. Format the tabs using your text processor.
File name	Enter the output file name here. See the File selector reference for more details.
Unique file names by time stamps	The files are named like Date_Time_<Filename>.*. This is useful if you want to compute those files by a third party application on your computer or on a web server. So they can be identified easily and older outputs will not be overwritten. Of course, you or your application must take care to clean up all obsolete files...
Upload files to the web	Check this if you want to upload the files automatically. See the Upload files reference for more information.

See also

Reports

Upload files

Send Emails

5.2.3.8 Export dialog

The export dialog is shown before exporting the report into CSV or XML files. Some automatic reports will display this dialog with the first display only and not with subsequent ones.
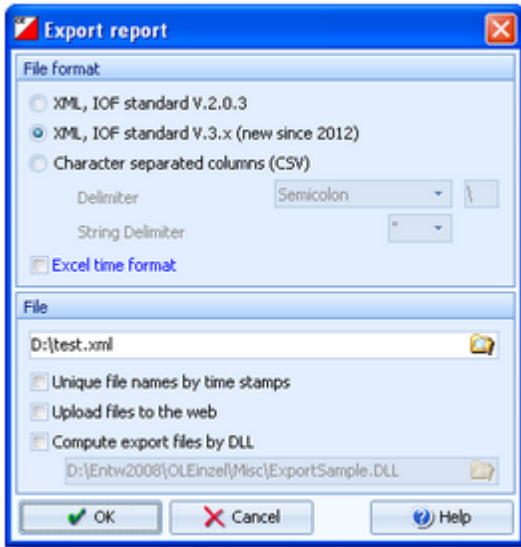
File format	Select XML or CSV.
CSV	The record structure is given in a special header line at the beginning of the file. The first column is always empty, headed by a unique identification of the export file. There are many exports of OS2010 which can also be imported using the same format. The imports use the identification to check if this is a file of the right format. If you want to create such an import file by a 3rd party application, then just do an export to get a sample. For more information see the various import functions.
XML	This is normally one of the XML formats defined by the IOF. You have the choice between the older format XML V2 and the newer one XML V3. If possible, the newer format should be preferred. For more information, see the reference of the respective working form.
Delimiter, String delimiter	Normally you can leave the defaults *Semicolon* and *"* here. If the application, which will compute this export file, requires other delimiters, then set them accordingly.
Excel time format	Times below one hour will be formatted f.ex. as 00:01:25 to ensure that Excel and other programs can interpret this in the right way.
File name	Enter the output file name here. See the File selector reference for more details.
Unique file names by time stamps	The files are named like Date_Time_<Filename>.*. This is useful if you want to compute those files by a third party application on your computer or on a web server. So they can be identified easily and older outputs will not be overwritten. Of course, you or your application must take care to clean up all obsolete files...
Upload files to the web	Check this if you want to upload the files automatically. See the Upload files reference for more information.
Compute export files by DLL	Use the export DLL interface for further computing of the export files. See the paragraph below. Enter the right DLL file name here.

Export DLL interface

Often it is not enough to just upload the export files to a web site or another computer. Additionally, there should be some function triggered which works on every new export file. Some web sites provide API calls which should be used for updating live results by new data which come from export files. Many web sites support OS2010's own CSV format as well as the IOF XML format, f.ex. Winsplits.

OS2010 provides a well defined interface to external DLLs. The export DLL interface provides just a single function called ExecuteExportFile. This function can be implemented by any 3rd party to perform any additional action on the export file. If the export is defined as a task of an automatic result report, then the DLL call is performed automatically with every update of the report.

With OS2010, a demo DLL named ***ExportSample.DLL*** is included. You find it in the subfolder *\Misc* of your OS2010 installation folder. This just displays the export file in a dialog. Since there may be different DLLs available for different tasks with different reports, you can select the right DLL file which will be saved specific to the report.

Interested programmers or users can find the source code (Delphi 6 Pascal) of this DLL under *<Installation folder>\Misc\ExportSample.dpr*. This is easily to understand and the definitions may be converted to any other programming language, for example C++ or even C#. The external DLL can be written in any programming language.
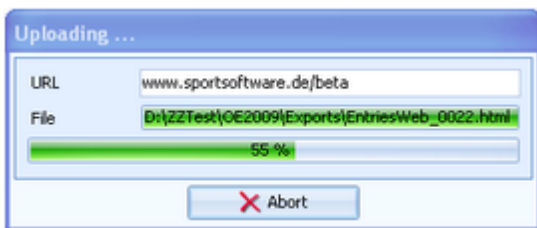
See also

5.2.3.9 Upload files

The upload files dialog is shown before uploading files to the web. It is invoked by the Publish dialog or the Export dialog if you had checked the *Upload option* there. Some automatic exports will display this dialog with the first upload only and not with subsequent ones.
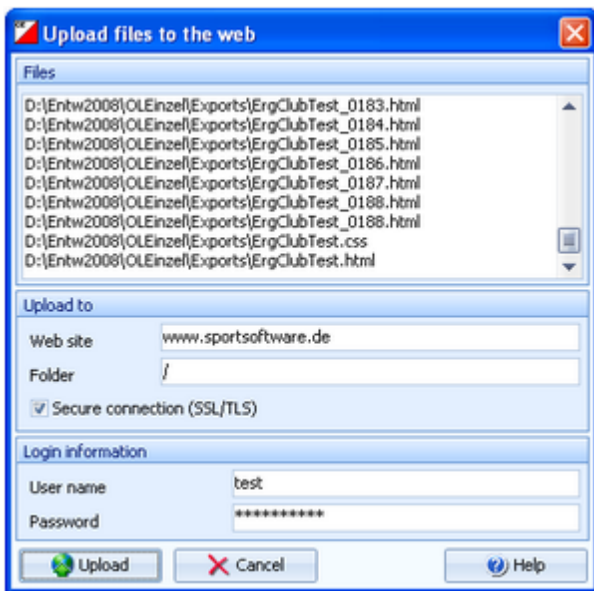
Files	Displays all the files which had been created by the Publish or Export function of the report.
Upload to	Enter the URL of your web site and the destination folder on this server.
Login information	To be allowed to login on this server, you will need a valid user name and password. Ask the owner or web master of this site for the correct settings.
	Secure connection: Check this option if your web server requires SSL/TLS secure encryption.

After having launched the upload by clicking on the ***Upload*** button, the status dialog will show you the progress.

Notice

The application will detect an existing open internet connection automatically. This can exist either from the local PC or via the LAN. This connection will then be used.

See also

5.2.3.10 Send EMails

The send emails functions can be found with the *Send EMails menu item* which is available in some reports by clubs. This will open a submenu

where you can select which file type should be used as email attachment.

The most important application of this feature may be the entries confirmation to the clubs. See the Entries reference for more details. Another new possibility would be to send every club its split time sheets after the race, printed to PDF labels. See the Result Reports reference for more details.

First you will have to define the file name and other specific parameters. As an example, the PDF dialog is shown here. The other file types work in a similar way.
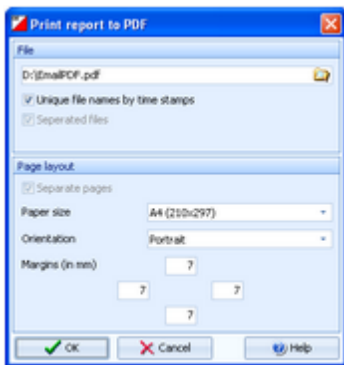
The report will be printed to PDF or published to html with the *Seperated files* option which creates an extra file for every addressee. It is a good idea to check *Unique file names by time stamps* and have those email attachments saved in a special folder. This way you have some kind of logged information what you did and you will be able to resend a file manually if necessary. Additionally you should save the report of this action into the same place, see below.

After creating the attachments the report form will be displayed.
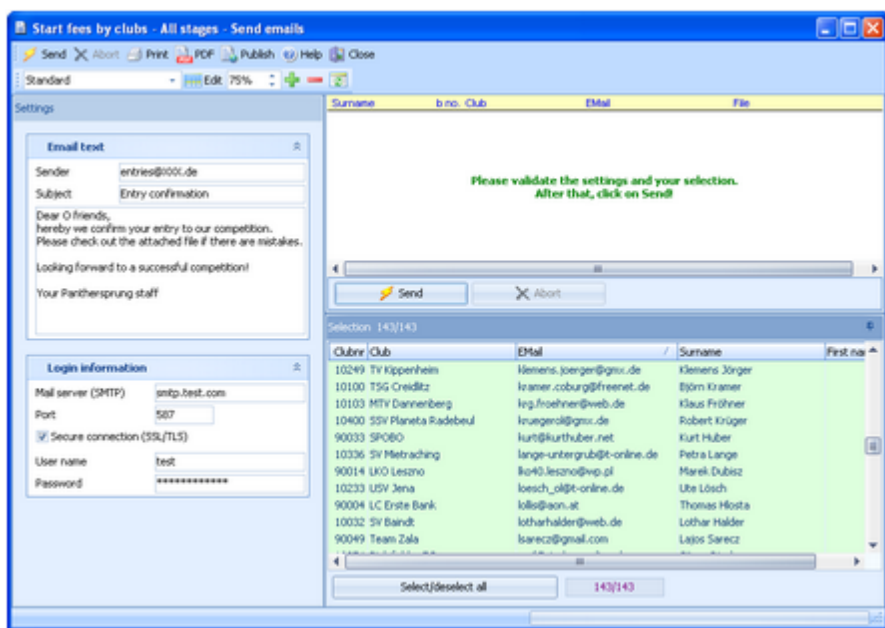
Check out the settings at the left. Normally you will set up this the first time you are sending and keep this unchanged afterwards.

Email text	Enter your email address as the sender. This will be used as the reply to address if necessary. Enter subject and text like you are used to from writing emails.
Login information	Enter the correct information into the login fields. Have a look into your mail client and copy this information from there. Secure connection: Check this option if your mail server requires SSL/TLS secure encryption. Port: There are different default ports defined, depending on whether you are using a secure connection or not. Without SSL this is *port 25*, while SSL uses normally *port 465 or 587*.

Check out the addressees' selection at the bottom right.

Click on *Send*.

Html files will be attached as zip files and PDF files will be attached unzipped. The action will be logged in the report. Adjust the report layout if this is necessary, f.ex. if the email address or file name columns are too narrow.

Never forget to print this report! Or publish and save it together with the sent attachments.

Notice

The application will detect an existing open internet connection automatically. This can exist either from the local PC or via the LAN. This connection will then be used.
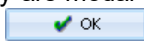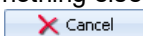
See also

Reports

PDF dialog

Publish dialog

Label PDF dialog

5.2.4 Dialogs

Dialogs are windows which can't be arranged within the main window, because they are modal windows. This means, nothing else can be done except working in the dialog until it will be closed by *OK* [✔ OK] or *Cancel* [✗ Cancel]. Sometimes those buttons do have other captions but the actions behind them are quite the same.

All dialogs are fairly self-descriptive and additionally you have a context help available in the most cases. Just one

sample here:
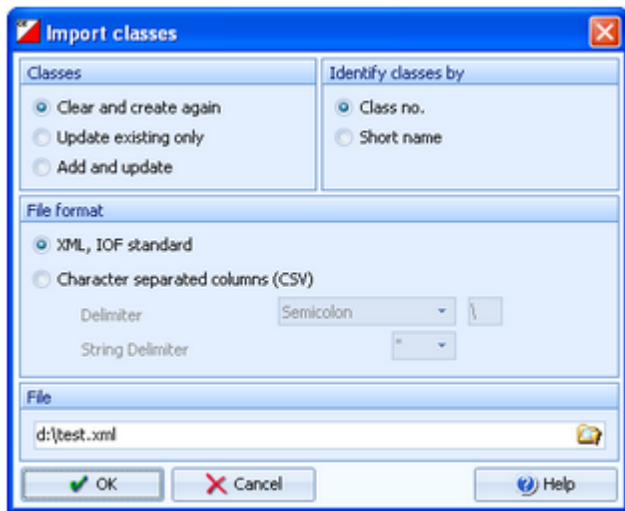
See also
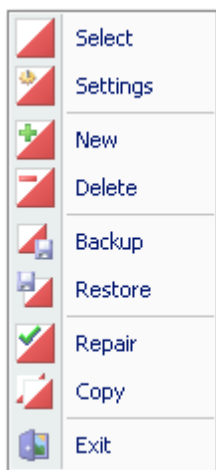
[Selection grid](#)

[List box selectors](#)

[File selector](#)

5.3 Event

Differently to previous SportSoftware versions, the SportSoftware V11 has a **new data organisation** which follows the standard which is defined by Windows XP, Vista, Win7 and newer Windows versions. Basically this means that the application settings like report layouts, the event data and also the archive data must not be saved in subfolders of the installation folder (like it had been the case with SportSoftware V10 and older). Instead, since Windows XP there are special user folders designed for that. With the SportSoftware V11, you can use predefined folder sets or define your own ones.

If you need more information about this subject, please read carefully the Application folders reference!

The *Event* main menu topic offers you all functions which are necessary for managing multiple events.

On starting, OS2010 always selects the previously selected event. Via *Event - Select* or the Select event toolbar button , you can select another event. See the Select event reference for more details.

To create a new event use *Event - New*. This will display the event settings dialog, where you can enter the characteristics of the new event. Look at the Create a new event reference to learn more.

If you want to modify the event settings later, use *Event - Settings*. See the Event settings reference for more details.

In the course of time old events, saved event status, or even test data will enlarge the event selection list unnecessarily. To delete an event, use *Event - Delete*. See the Delete event reference for more details.

Do not forget backing up your current event after each working session with OS2010. It is also recommended to make regular backups during the competition. This is the function *Event - Backup*. See the Backup event reference for more details.

If you followed a well thought out backup strategy, you have the chance to restore your event data in error cases. Use *Event - Restore* which is described in detail in the Restore event reference.

Due to faulty network settings or other reasons (you can't imagine what can happen...) you may have got corrupted data. You can try to repair this yourself using *Event - Repair*. See the Repair event reference for more details.

You may wish to duplicate an event, for example as a simple backup. Or you might wish to keep intermediate status of an event for later reuse. Or you may wish to use parts of a previous event as a starting point for the new one. This all can be done with *Event - Copy*. See the Copy event reference for more details.

See also
Beginning with the event

5.3.1 Select event

On starting, OS2010 always selects the previously selected event. If this event cannot be found, you will get a message. OS2010 will then appear with no selected event. One reason may be that you might have renamed, moved or deleted the event folder or the event root folder "from outside".
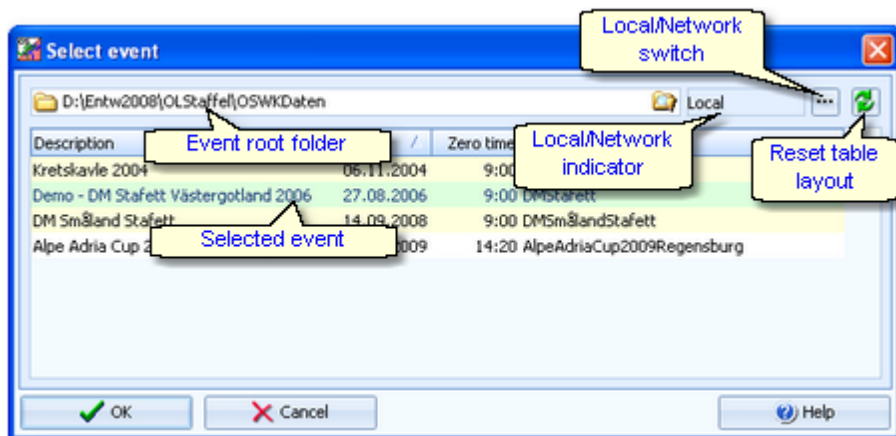
When opened, this dialog displays all the relevant events which can be found in the current event root folder. Relevant events are all those SportSoftware events which match the type and license of the application.

You can select another event root folder if necessary. Mostly this will only be used when switching to a network folder which resides on a remote machine and its hard disk. For more details on how to use the folder list box see the Folder selector reference. For more details on the application folders see the Application folders reference.

The indicator field shows you if the event root folder (and thus the events shown in the list) is on the local hard disk or via the network on a remote hard disk. With the Local/Network switch you can switch between the last used local and network folders by a single mouseclick. See also the paragraph about Working in a network below.

You can customize the grid layout and sort the table like you prefer. The most useful sort order is by date (which is the default). Use the Reset table layout button to do exactly that. For more details on customizing the layout or sorting the table see the Selection grid reference.

To *highlight* an event, click on it or move using the arrow keys. To *select* it, doubleclick on it, press Enter or click on *OK*.

The characteristics of the selected event will be displayed on the main window.

Working in a network

Since with V11 we have a new data organisation, working in a network is different to V10 and earlier. Basically you can have the event root folder on any remote hard disk without any limits. Once you had used a remote folder, OS2010 remembers that one in addition to the local event root folder. That's how the Local/Network switch works.

Of course there are some requirements to be observed when working in a network. Please read carefully the topic Working in a network!

Notice: If you are working with different restricted user accounts, then please first study the Working with restricted user rights chapter.
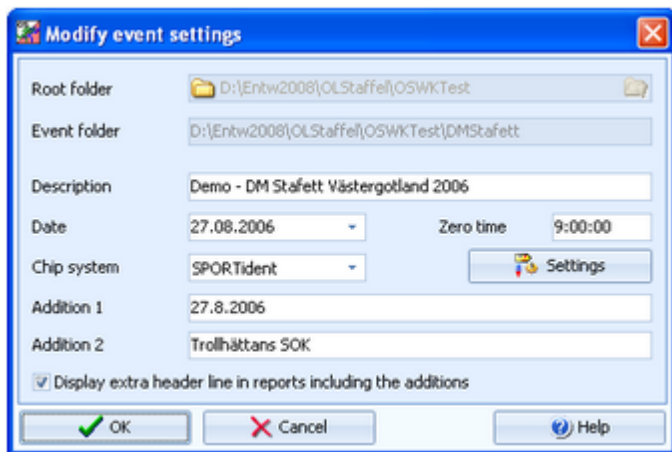
See also

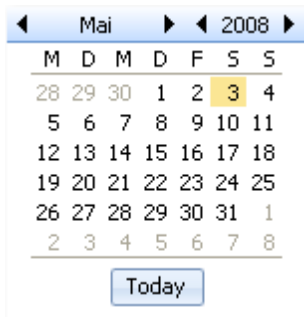Managing events - Task based help

Working in a network - Task based help

Working with restricted user rights - Task based help

5.3.2 Event settings

This is the event settings dialog.

You can modify the event description and the date. The date format is as predefined in your Windows settings. You can enter it manually or use the calendar popup.

Define the zero time using the format *HH:MM:SS*. You may omit the seconds here, this will be adjusted automatically.

Select the chip system. With the *Settings* button, you can define the settings for *SportIdent* or *Emit*. For those settings, the event date and the zero time are very important. For more details see the SportIdent settings reference or the Emit settings reference.

As you may have noticed in the sample, the event date is also included in the description there. Do so if you want to show the date in the printed reports. As an alternative, use an extra line in the report header. There are two addition fields where you can enter any text. If you check *Display extra header line in reports including the additions*, this text is displayed there. Addition 1 will be shown at the left and addition 2 will be shown at the right of the line. Decide yourself which print layout you prefer.

Notice:

The Chip system settings button is only visible if you had invoked this dialog by *Event - Settings*. During the step of creating a new event, the same dialog will be shown but without this setting button.

When opening a working form or this dialog the next time, you will be prompted
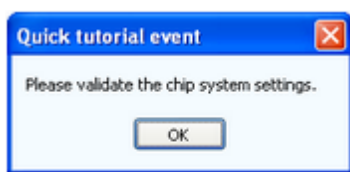
Just do so ...

See also

Managing events - Task based help
SportIdent settings

Emit settings

5.3.3 Create a new event

When creating a new event, the Event settings dialog will be displayed. See the Event settings reference for more details.
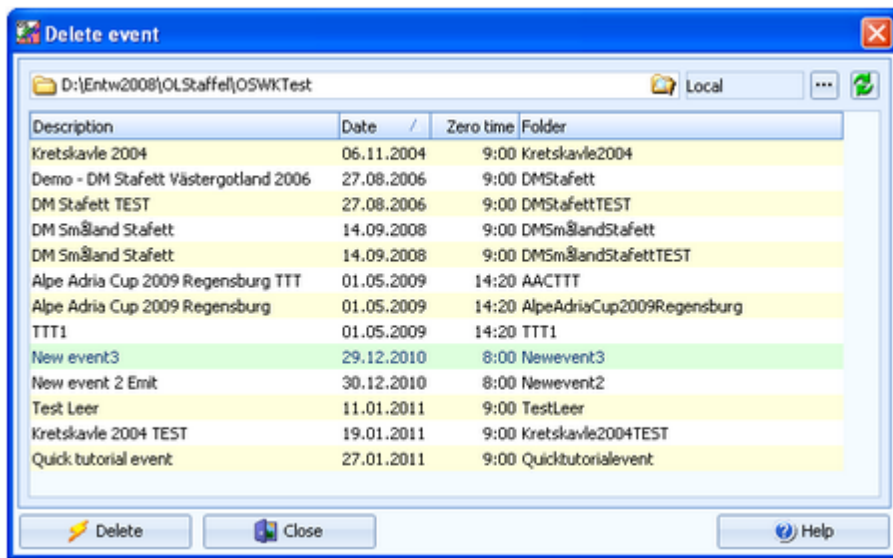
OS2010 will switch into this new event automatically.

See also

Managing events - Task based help

5.3.4 Delete event

In the course of time old events, saved event status, or even test data will enlarge the event selection list unnecessarily. To delete an event, select it from the list and click *Delete*.

Notice: If you are working with different restricted user accounts, then please first study the Working with restricted user rights chapter.
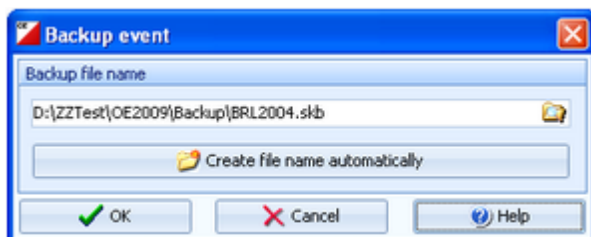
See also

Managing events - Task based help

Working with restricted user rights - Task based help

5.3.5 Backup event

Do not forget backing up your current event after each working session with OS2010.

This function saves your event into a single compressed file of type *.skb*.

Select or edit the backup file name. For more details on how to use the file selector see the File selector reference. It is recommended to backup data to an USB stick or to a remote node in the network.

Use the button *Create file name automatically* to get an appropriate new file name quickly. They are named like *<Event>_Date_Time.skb*. This is useful during an event to get identifyable backup sets quickly. Those files will be created into the folder which is entered in the input field. **Notice:** If you enter a new folder for this purpose, make sure that it will be terminated by the backslash \. Then it will be created automatically.

Backup during the event (important!)

Normally, a backup requires exclusive data access. During the event, this is nearly impossible to get, because all users are working with open windows. Ignore the warnings and ask all users to have a short break. This is especially important for those client PCs where chips are being read and those where evaluations and entries are handled.

See also

Managing events - Task based help

5.3.6 Restore event

With a periodical backup, you have the chance to restore your event data in error cases.
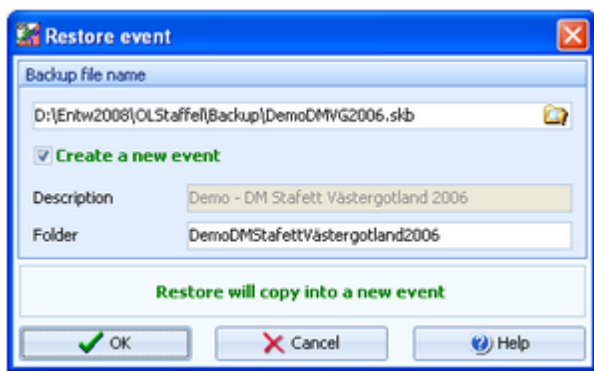
Select the backup file which contains your backup dataset. Normally this should be preset from the previous backup.

If you let Create a new event checked, then this backup will be copied into a new and empty event. In this case, you will be able to edit the folder name which had been preset based on the event description found in the backup set.

If you want to restore the backup **into the current event**, then just uncheck the option Create a new event.
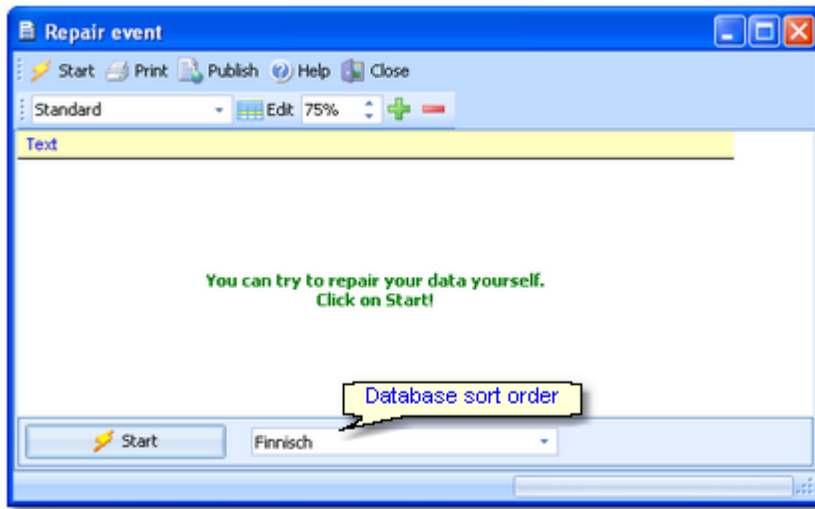
Notice

You can only restore backup files which are valid for OS2010. If this is an invalid backup or the file does not exist, then the Description field will display **Backup: invalid file format**.

See also

Managing events - Task based help

5.3.7 Repair event

You can try to repair corrupted data yourself. This may have happened due to faulty network settings. Or you may simply want to change the database sort order.

Click on *Start*. The data will be repaired. Internal structures and file size will be optimized, using the selected database sort order.If you need, you can print the protocol.

Notice

The database sort order is independent of the application language. It defines how the text fields (f.ex. names) are sorted within the event database. When creating a new event, the default setting of your Windows configuration will be used. As far as your Windows configuration allows this, you can switch to any foreign sort order here.
Actually this setting is only important for entries, start lists and result reports where you have the option to sort the competitors by names within the classes or clubs. The sorting in the working grid always uses your Windows default setting which should be the right one.

See also

Managing events - Task based help

5.3.8 Copy event

You can duplicate any event as often as you need. For example, this may be a simple backup method. Or you might wish to keep intermediate status of an event for later reuse.
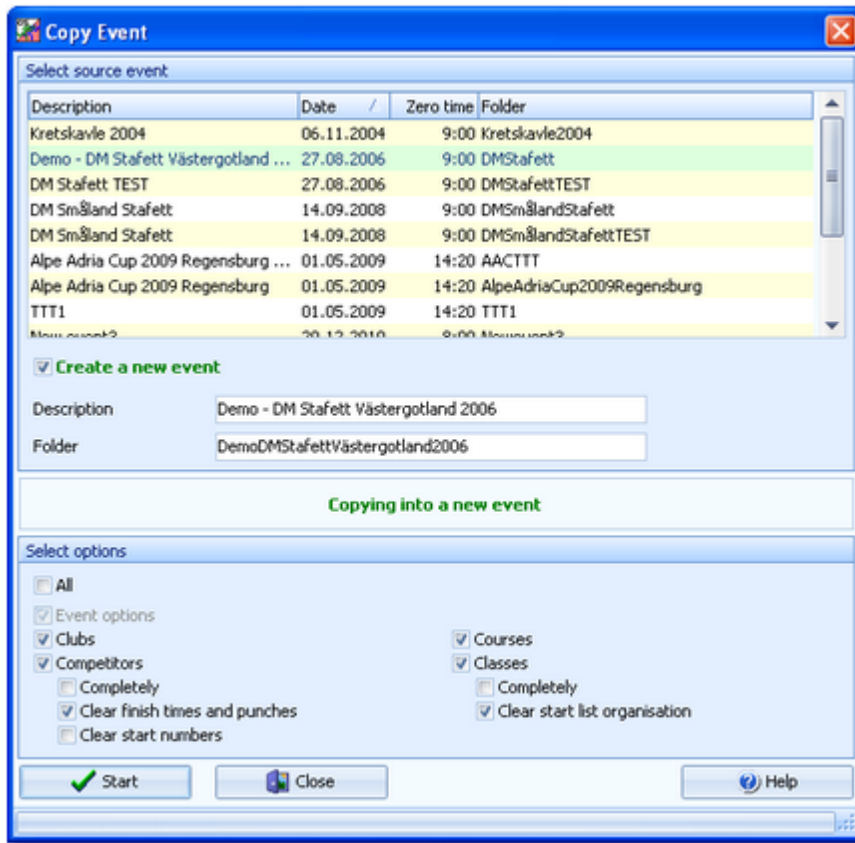
When opened, the source events list displays all the relevant events which can be found in the current event root folder. Relevant events are all those SportSoftware events which match the type and license of the application.

Select the source event.

If you let Create a new event checked, then the source event will be copied into a new and empty event. In this case, you will be able to edit the event description and the folder name which had been preset based on the source event. It is wise to modify the description at this point. Otherwise you will have the same description twice in the event list since this will be copied into the new event.

If you want to copy the source **into the current event**, then just uncheck the option Create a new event.

With option All selected, the complete source event will be copied.

However, the main purpose of this function is the possibility to copy parts of the source event as a starting point for the new one. Deselect All to enable the detailed options.

|	
Event options	The chip system settings and the zero time will be copied.
Clubs	The club table will be copied.
Competitors	You can clear several fields to set up a new event with the same participants. You can select start times, finish times and punches, and start numbers.
	Notice: Classes and courses will be copied automatically. If you clear the start times, then the finish times and punches will be cleared also.
Courses	The courses will be copied.
Classes	The classes table will be copied. As an option, you can clear the start list organisation. This will enable you to set up a new startlist from the beginning.
	Notice: If you don't copy the courses, then the assignments of courses to classes will be cleared.

Click on *Start* to launch the copying process.

See also

[Managing events - Task based help](#)

5.4 Entries Overview

The **_Entries_** main menu topic offers you all functions which are necessary for working with the entries.
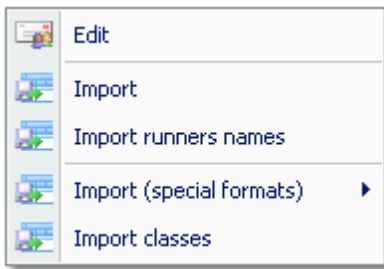
With **_Entries - Edit_**, you open the entries form. Since the entries form is very complex, the reference had been split to several topics:

- Entries (teams)
- Classes
- Clubs
- Start fee settings
- Address dialog

To begin with the event, you can import the classes which may be delivered from an entry web service.

You can import the entries, f.ex. if they had been delivered by a web service. Since the names of the runners will be entered close to the event, there is an extra import for the runners' names available. In some countries special formats are used for the import.

See also

Managing entries - Task based help

5.4.1 Entries

The Entries form has three grids where you can edit teams incl. runners, clubs and classes. Look at the top of the data grid.
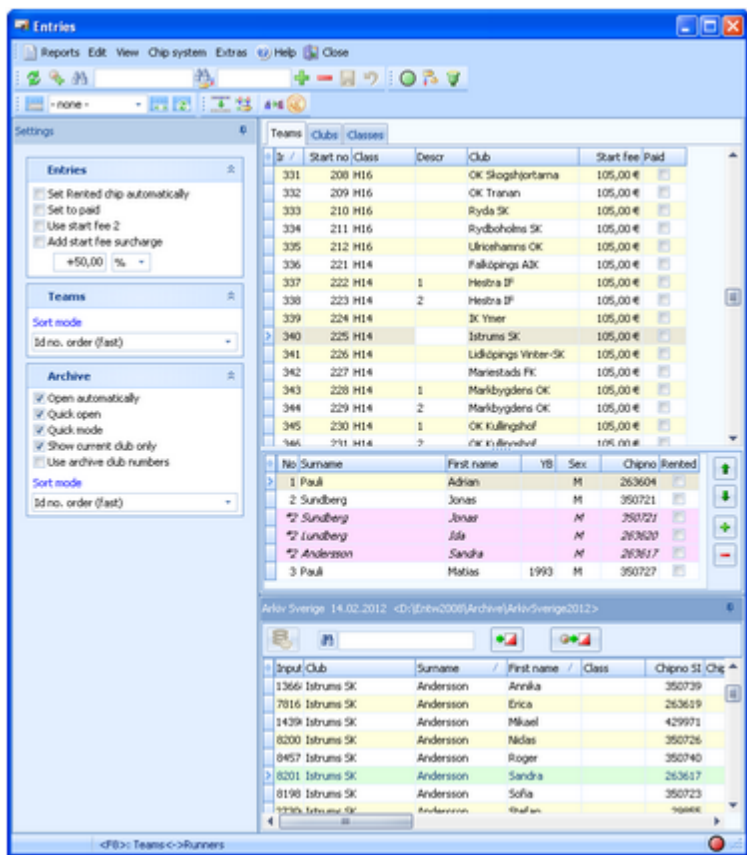
This topic deals with the Teams grid of the entries form only. For more information on clubs and classes see the Clubs reference and the Classes reference.

If you need more details about editing in the data grid, have a look into the data grid reference.

⊟ Customizing the grid layout

You can customize the layout of the grid in various ways: which columns should be displayed in which order and size and how the table should be sorted. For more details, see the data grid reference.

Additionally, for the entries form you have some predefined layouts available.

Pre entries	Layout to be used for pre entries. This displays columns only which are useful for entering teams before the start list draw.
Late entries	Layout to be used for late entries. Here you see all columns which may be necessary after the start list draw, f.ex. start number.

You can use any of the predefined layouts as a starting point for your customizations.

⊟ Customizing the settings

The Settings tab has three paragraphs.

Entries

These settings define the behaviour of this function when adding entries.

Set Rented chip automatically	If a competitor will be inserted without a chip number, Rented will be set automatically. Afterwards, you may assign a rent chip. **Notice:** this option is only effective if you are inserting the names from the archive.
Set to paid	The Paid column will be checked automatically with a new entry.

Use start fee 2	With the <u>classes</u>, you can define a second start fee. Sometimes it is used for two different start fees for some reason. If checked, then this second start fee will be used for new entries.
Add start fee surcharge	If you have higher start fees for late entries, you can use this feature. From the listbox, select whether the actual start fee should be calculated in percent of the original fee or as an absolute surcharge. In the left field, enter the value. You can also enter negative values to get credits for early entries f.ex.

Teams

Sort mode	You can define the sort mode for classes and clubs. They can be sorted by their Id numbers (class number or club number) or alphabetically. The latter may be too slow sometimes for large events. Choosing the Id no. order will optimize the load time of this form.

Archive

These settings affect how entries will be inserted from the archive. See the paragraph about <u>Using the archive</u> below.

Editing teams (entries)

Before you can begin here, you must have the classes defined. See the <u>Classes reference</u>.

Be sure that you are displaying the teams grid Teams .

Ir /	Class	Descr	Club	Start fee	Paid
334	H16		Rydboholms SK	105,00 €	☐
335	H16		Ulricehamns OK	105,00 €	☐
336	H14		Falköpings AIK	105,00 €	☐
337	H14	1	Hestra IF	105,00 €	☐
338	H14	2	Hestra IF	105,00 €	☐
339	H14		IK Ymer	105,00 €	☐

When working on the teams, please observe the following hints for the columns.

Class	To enter a class, click on the dropdown button in the class column ▾ and select one. You can also use the keyboard. Just begin with the first character of the class. Then the class list will popup. Play a bit around what happens if you type further to get a feeling for that. You can also move with the arrow keys in the list and finally enter the class by ***Enter***.
	There is an automatic connection between the teams and the classes grids. You can select a team in Edit mode. Then switch to the classes grid. The right class will be preselected so that you can do quick changes to the class. See the <u>classes reference</u> for more details.
	If you change the class when editing an existing team, the number of legs visible in the bottom panel will be adjusted automatically.
Club	Entering the club just works in the same way as with the class. However, there is one difference. When adding a new team with a new club, you can use the Insert club button 🔍+ to enter this club.
	There is an automatic connection between the teams and the clubs grids. You can select a team in Edit mode. Then switch to the clubs grid. The right club will be preselected so that you can do quick changes to the club. See the <u>clubs reference</u> for more details.
Descr	Additional description of the team. Use this if there are more than one team of the same class from this club, to be able to distinguish them (e.g. 1,2,3 or I,II,III, etc.).
Input order	This number can't be modified since it is filled automatically. You can sort by this column to get just the input order.

Start number	If this column is visible in Insert mode, then it will be preset with the next available start number.
Start fee	For a new entry, the start fee will be filled with the value defined for the class. If necessary, you may modify this value individually. If you change the class when editing an existing team, the start fee will be recalculated. **Notice:** When calculating the start fee of the team automatically, OS2010 *does not take the Xtra runners into account*. This value shows the fee for the team only. The additional fees for the Xtra runners will be included in the start fee reports.
Paid	If you receive the start fee payments in advance, you may administer this using the field Paid. Use this flag ONLY if you receive payments from each team individually. If you get the payments from the clubs, then the simpler method is to enter this with the club.
NC	Check this if the team should be not classified.
Block	Means start block. Sometimes you may wish to presort teams within a class for distributing start numbers. A criterium may be their expected performances (favourites should get the first numbers). Use this column for this purpose. Valid values are 1-9999. Teams with block left empty will be sorted after those with a block.
Entry Id	External entry web services may provide their own entry id to be able to allow an identification between the entry system and OS2010. This field can be transferred by import files following the IOF XML format. Normally you should not touch this value.
Extra fields Num1,2,3 Extra fields Text1,2,3	You can use those fields for any purpose. You can define your customized names for those columns in the Extra fields dialog.

At the bottom, you see the panel for the legs where you can enter the runners' names and chip numbers.

	No	Surname	First name	YB	Sex	Chipno	Rented	
❋	1	Börjesson	John		M	29955	☐	⬆
	2	N.N.			M		☐	⬇
	*2	*Ahlberger-Johansson*	*Martin*		*M*	*403677*	☐	
	*2	*Karim*	*Hoof*		*M*	*403665*	☐	➕
▶	3	Börjesson	Dan	1993	M	29958	☐	➖

This panel is hidden in insert mode. After you had finished inserting new entries, you can enter the names here. According to the class definition, the right legs will be preset. In the normal case you will receive the names later, shortly before the event. Use the *F8* hotkey to switch between the teams grid and the legs panel.

When working on the legs, please observe the following hints for the columns.

Chipno	Usually, you will have to pre-enter the chip numbers for all runners to ensure a smooth performance of your relay competition. However, if the same chips will be used multiple times with in the same team (at special competition types where each runner runs multiple times), then it is sufficient to define each chip only once within the team. OS2010 will assign the chip to the right leg automatically in the finish. See also the Read chips reference.
YB	Enter the year of birth in the full four-digit format. This may be required for calculations. In the reports the last two digits will be displayed only.
Rented	Check this if the competitor wants to rent a chip. This will be computed with the start fee reports. **Notice:** If you maintain a pool of rent chips in the archive (see the archive reference), and such a chip is used in the event, then you will be asked whether this flag should be checked if you did not check it manually.
Address	You can't edit the address directly in the grid. You have to click on the edit button 🔲 to display the address dialog. For more details see the Address dialog reference.

Use the *Up* ⬆ and *Down* ⬇ buttons to move a leg up and down quickly and exchange the names and chip numbers. **Notice:** if one of the legs has already the chip read, then only the names will be exchanged.

▬ Handling Xtra legs

If you need basic information about what are Xtra legs, then please first read the Handling Xtra legs - Task based help
.

As a precondition, you must have defined for the class which leg(s) should allow simultaneous Xtra runners. See the Classes reference for more details.

In the legs panel, Xtra legs are displayed in *light red colour with an italic font*.The leg number is marked by an asterisk *****. For a new team entry, one Xtra leg will be inserted for the respective legs. When entering the names for those legs, always *fill in the names into the Xtra legs* and leave the "normal" leg empty! This one will be filled later with the best one who counts for the team. See the Read chips reference for more information.

To enter additional Xtra runners, insert a new Xtra runner by clicking on the Insert Xtra runner button ➕. To remove an obsolete Xtra runner, do so using the Remove Xtra runner button ➖.

You can enter *up to 9 Xtra runners for a leg* and a *maximum of 10 per team* (distributed over several legs).

Notice

When calculating the start fee of the team automatically, OS2010 *does not take the Xtra runners into account*. This value shows the fee for the team only. The additional fees for the Xtra runners will be included in the start fee reports.

After the finish, one of the Xtra runners had been inserted into the "normal" leg but *he will also be visible as a Xtra runner*. This is for backup reasons so that this Xtra runner will not get lost if you assign another one for the normal leg. In opposite to the entries form, the duplicate runner is not visible in Evaluate chips or any report. You may assign another runner manually there and then refresh the entries table, to get a feeling how this works.

▬ Using the archive

Usually entries for a relay are done in two steps. First you *insert the teams* only. Shortly before the competition (mostly directly on the competition day) you get the *runners' names* which you can enter then. Since the archive will be necessary for the second step only, you can keep it closed before (uncheck *Open automatically*).
The archive is normally a national database which includes all runners of the country. This can be used to speed up the entries input. Think about such fields like Chip number, Database Id and address which are quite time consuming and error-prone to be entered manually. In many countries the O federation maintains such a database which is ready-to-use for the SportSoftware. You may ask your federation or other SportSoftware users in your country for that. Also have a look on how to select, create and edit archives with OS2010.
You can see the characteristics of the current archive in the Archive tab.

Quick Tutorial Archive 19.01.2009 <D:\Entw2008\Archive\QuickTutorial>

Move the mouse over the tab and fix the archive panel with the pin 📌.

First you will see an empty table. Just click on the Open archive 📂 button to open it. If you would like to have the archive opened automatically, then check the option *Open automatically*.

Input order	Club	Chipno SI	Surname	First name	Class	YB	Sex	Db Id	Address
5326	Argus Seon, OLK	37667	Wild	Sonja		1988	F	JQ1WIS	Hauptstr. 63, , 5113,
5330	Argus Seon, OLK	6501	Wildi	Julia		1970	F	MN3WIJ	Rosenweg 9, Postfach
5331	Argus Seon, OLK	25144	Wildi	Koni		1965	M	EV0WIK	Kretenweg 6, , 5102,
5344	Argus Seon, OLK	24312	Wipf	Thomas		1968	M	PK8WIT	Fliederweg 8, , 5703,
5420	Argus Seon, OLK	36173	Wyss	Elke		1962	F	JW7WYE	Lümenstr. 275, , 471
476	Balsthal-Gäu, OLG	40410	Blanke	Martina		1966	F	MV9BLM	Maienstr. 24, , 4600

Now you can search for the desired competitor and then doubleclick on him to insert his name into the preselected leg of the current team. You can also move using the arrow keys and press *Enter* to insert a competitor. Another choice is to click on the Copy Competitor 🔲 button. Do so with all legs. Of course, there will be some competitors who are not in the archive. Simply enter them manually.

When beginning entries of a new club, you can copy it from the archive. To do so, enter the first team of the club. Then search in the archive for the club and highlight any competitor of this club. Click on the button Insert a new club

from the archive [icon] to insert the club.

Under the Settings tab, you find the paragraph **Archive**. Those settings determine how inserting competitors from the archive works.

Open automatically	With large archives (more than about 10000 competitors) it will take some seconds to load the form, especially in a network. If you don't need the archive right now, then uncheck this option. In this case, you have the possibility to open the archive manually using the Open archive [icon] button.
Quick open	For large archives like the Swedish and Finnish ones, opening it takes too long since the whole database must be read into memory. The Quick open mode is the same quick way of computing like in previous versions of the SportSoftware. However, there are some restrictions with sorting and searching capabilities. OS2010 will remind you to set this if the archive has more than 20000 competitors. Also, the opposite will be reminded: if you have an archive smaller than 20000, you should unselect the Quick open mode. Of course, if your machine is fast enough, you can always use the normal mode.
Quick mode	Use the Quick mode to have the competitor saved into the event automatically. This works only if the input is complete. Thus you can stay in the archive grid and can insert each competitor after the other into the event.
	If you are sure that you have to add data manually, then turn off the quick mode.
Show current club only	This restricts the archive view to the competitors of the current club. This is recommended in Quick open mode.
Use archive club numbers	Use this setting to determine how the club numbers should be handled.
	By default, this option is not selected. That means, each new club will get the next available club number in the event. However, it may be required that the clubs should keep the club number from the archive. Then select this option. Each club which is inserted from the archive will keep the same number.
	New clubs which were not in the archive before, will get club numbers beginning with 90000.
Sort mode	You can define the sort mode for classes and clubs. They can be sorted by their Id numbers (class number or club number) or alphabetically. The latter may be too slow sometimes for large archives. Choosing the Id no. order will optimize the load time of this form.

Start fees

In the class table you can enter the start fees per class. When you enter a new team, its individual start fee field will be filled with this value from the class. If you had checked Use start fee 2, then the second start fee of the class will be inserted. If you for any reason decide that this is not suitable, just modify the individual start fee.

There are also some fees which must be entered for the club, like chip rent fee or accommodation, etc. You can

define those extra fees by clicking [icon] or *Extras - Start fee settings* which will show the start fee settings dialog. In the club grid, you can enter the numbers how much items of a specific extra fee a club has ordered.
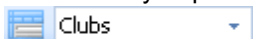
See also the classes reference and the clubs reference.

Currency sign

OS2010 uses the currency sign of your Windows settings. To change it, go to *System Panel-Country settings*. There you can also define the layout of currency amounts, whether the sign should be shown before or behind the value.

⊟ Using the group by feature

Sometimes you prefer to use the group by feature to get a better overview. You can group by clubs or classes:

▦ Clubs ▾ .

This will change the display of the grid:

You can now expand the club which you want to focus on. Independently of the club sort order, you can sort the competitors by any different column. Grouping by classes works in the same way.

See also the Working form reference.

⊟ Special functions

Reading the chip no. from the chip

You may read the chip using a reading device and insert the chip number automatically.

Notice: In the archive, the Rented flag has a different meaning compared to what it means within the event. In the archive, it is used for administering a pool of chips which are to be rented at events. If such a chip is detected here, then only the chip no. will be copied from the archive into the event. All other fields will not be transferred, so that you have to add the real name of the competitor. Consequently, the Rented flag for the event will be set.

The functions for the handling of the chip system device are provided by the menu item *Chip system* and the Chip system toolbar. See the Handling the chip system devices reference for more details.

Next competitor without chip

This function can be found under the *Edit* menu item or you can use the toolbar button 🔀 or the hotkey *F12*. The next competitor without a chip will be highlighted. You can use this feature together with reading the chip number from the chip. This may be helpful if you want to assign rented chips before the event.
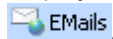
Reset team to a vacant place

This function can be found under the *Edit* menu item or you can use the toolbar button ⬇.

You may need this function if you want to put a team into a different class after the start list draw. If you have a predrawn start list with well-defined start numbers per class, then it is not possible to just change the class. Think about the maps which must have been prepared before. Instead, the team must be set into a free vacant place of the destination class while his original start place within the wrong class must be reset to a vacant place. This function perfoms the second step with a single mouseclick.

Join classes

This function can be found under the *Extras* menu item or you can use the toolbar button 🅰▸🅴. You can move all teams of one class into another. This may become necessary if a class requires a minimum of teams, e.g. at championships.

Sending emails

Display an entries or start fees report by clubs. In the report's menu, you will then find the Send EMail button
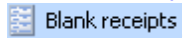 [EMails]. Click on it to send each club its own entry list as a confirmation. This requires an email address to be entered with the club address. For more details, see the Send EMails reference.

Reports

There are various reports available in the entries form. The titles should be self-explaining.

There is one special function to be mentioned here. In the start fee reports, you see an additional menu button
 [Blank receipts]. Print blank receipts which you can use on the competition day for late entries.

There are some special options in the reports which should be explained here. Only those which are important for entries and start fee reports are listed below. For the classes and clubs reports, see the Classes or Clubs reference.

Time format	The times in the report will be displayed according to this setting.
Names	The names in the report will be displayed according to this setting.
Teams sorted by	This is available for club and class reports. Within a class/club the teams will be sorted by the selected field.
Include runners	The teams are shown with their runners.
Rented chips only	This restricts the entries report on those competitors without a chip.
Quick selection: type 1 or type 2	This is available for class reports. You can use this to select all classes with the desired class types by checking them. For more information about class types see the Classes reference.

Label layouts The Entries by... reports are using the same pool of label layouts. That means f.ex., if you modify a layout in the entries by classes report, this will also be used in other entries reports.

Column Xtra start fee This column displays the additional start fees for the Xtra runners. If you don't use Xtra legs in your event, then it may be wise to remove that column from the report layouts.

For general information about reports, see the reports reference.

Exports

CSV export

Most reports can be exported to CSV format. The record structure is given in the header line within the output file (format header).
There are two different formats available:

Standard format
This file has the same structure as the input file required by the event import. Thus it is possible to export and re-import the event as often as it is required. The Import of entries - teams requires the same format.

Legs individually
This is the same format as required for the Import of entries - runners names.
Notice: The CSV file format has been changed from V.10.x to V.11.0!!

XML export

You can export the entries report into the IOF standard, document type EntryList. You can select between XML V2 and V3. If possible, then the newer format is to be preferred. With XML V2, the export is possible with the report sorted by clubs only, because this IOF document type requires that sort order. XML V3 is available for all sort orders.

This is the same format as for the entries XML import.

For more details, see the exports reference.
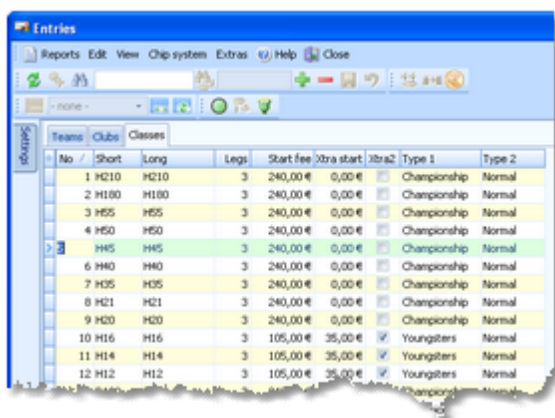
See also

Managing entries - Task based help

Handling Xtra legs - Task based help

Import entries

Import runners names

5.4.2 Classes

The Entries form has three grids where you can edit teams, clubs and classes. Look at the top of the data grid.

This topic deals with the Classes grid of the entries form only. For more information on clubs and teams see the Clubs reference and the Entries reference.

If you need more details about editing in the data grid, have a look into the data grid reference.

▬ Editing classes

Before you can enter competitors, you have to define the classes. Click on the classes tab | Classes | to display the classes grid. Just enter them as given in your invitation.

When working on the classes, please observe the following hints for the columns.

No	The class number identifies the class uniquely. In insert mode, this input field will be filled with the next available number as a default. However, to have more flexibility for later additions, you may prefer to enter class numbers in steps of 10. Have a look into the demo events to get a feeling about suitable class short and long names as well as class numbers.
	A class number must be unique. In addition to the class name, reports (e.g. start or result lists) can be sorted by this number. Thus you can define a class order of your choice by assigning suitable numbers.
Short, Long	The short name must be unique and should be as short as possible to speed up keying in the entries. Typing two or three letters without blanks is very fast and it will speed up also the selection from the automatic list box. The long name can be more descriptive and longer and include blanks. Short and long names can be used alternatively in reports. Just select what you prefer. In some cases the short name will appear on reports for limited space reasons. Use capital letters for them, so it looks reasonable on the reports.
Legs	Enter the number of legs for this class. You can define classes with different numbers of legs, the maximum is 10.

Xtra1...Xtra10	If you have classes with simultaneous Xtra runners, then *display the Xtra column of this leg* and check it for the right classes. If you need basic information about what are Xtra legs, then please first read the Handling Xtra legs - Task based help.
Start fee	The start fee will be used as the default for new entries of this class. Any modification of this value will take effect for future entries only. Thus be sure to have the start fees defined in the right way before the first entry! ***Currency sign*** OS2010 uses the currency sign of your Windows settings. To change it, go to *System Panel-Country settings*. There you can also define the layout of currency amounts, whether the sign should be shown before or behind the value.
Start fee 2	For special purposes, you can define a second start fee. You can customize the description of this field with the extra fields. See also the Entries reference for how you can use this value.
Xtra start fee	If a class has Xtra legs, then you must enter the *individual start fee for those additional runners* here.
Type 1, Type 2	You can assign a class to two different class types. The class types provide you additional selections for start list and result reports. To modify a class type, click on the dropdown button in the column and select one. You can also use the keyboard. Just begin with the first character of the class type. Then the types list will popup. Play a bit around what happens if you type further to get a feeling for that. You can also move with the arrow keys in the list and finally enter the class type by ***Enter***. You can define your customized class type names in the Extra fields dialog.
Text	You can define a text which can be shown on start list and result reports as a class specific hint.

Exports

CSV export

The report can be exported to CSV format. The record structure is given in the header line within the output file (format header). This file has the same structure as the input file required by the event classes import. Thus it is possible to export and re-import the classes as often as it is required.

Notice: The CSV file format has been changed from V.10.x to V.11.0!!

For more details, see the exports reference.

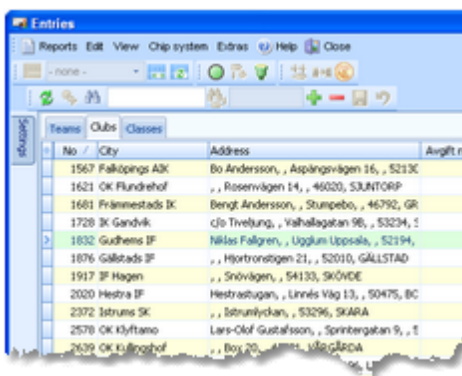### See also

Managing entries - Task based help

Handling Xtra legs - Task based help

5.4.3 Clubs

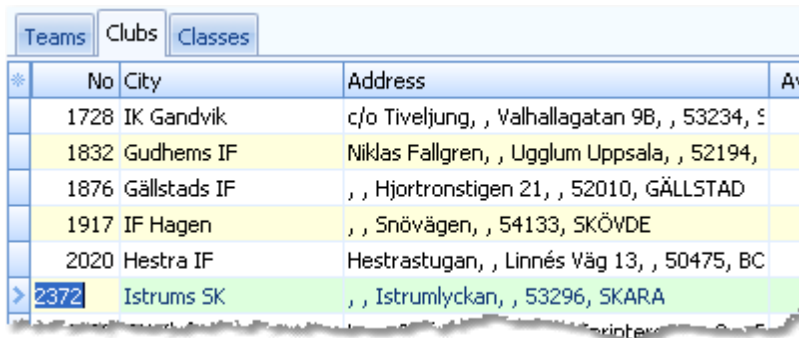The Entries form has three grids where you can edit teams, clubs and classes. Look at the top of the data grid.

This topic deals with the Clubs grid of the entries form only. For more information on classes and teams see the Classes reference and the Entries reference.

If you need more details about editing in the data grid, have a look into the data grid reference.

− Editing clubs

Normally you enter a new club together with the first entry (team) of this club. See the entries reference for more details. The clubs grid is mainly designed for doing modifications and administering start fee payments.

Click on the clubs tab [Clubs] to display the clubs grid.

	No	City	Address	A'
	1728	IK Gandvik	c/o Tiveljung, , Valhallagatan 9B, , 53234, S
	1832	Gudhems IF	Niklas Fallgren, , Ugglum Uppsala, , 52194,
	1876	Gällstads IF	, , Hjortronstigen 21, , 52010, GÄLLSTAD
	1917	IF Hagen	, , Snövägen, , 54133, SKÖVDE
	2020	Hestra IF	Hestrastugan, , Linnés Väg 13, , 50475, BC
>	2372	Istrums SK	, , Istrumlyckan, , 53296, SKARA

When working on the clubs, please observe the following hints for the columns.

No	The club number identifies the club uniquely. In insert mode, this input field will be filled with the next available number as a default. A club number must be unique. Like other fields, reports (e.g. start or result lists) can be sorted by this number. Thus you can define a club order of your choice by assigning suitable numbers.
	If you are using the archive, it is recommended to copy the club number from the archive, so you need not to take care of the club number in this case. See the entries reference for more details.
City, club name	Editing a club is split into those two fields to allow a reasonable alphabetical sort order by the city which is part of the full club name. In the reports, the full club name will be composed of the club name and the city.
	Examples: In many countries, clubs are written like TuS Mitterteich, TV Coburg-Neuses, TOLF Berlin, etc. Those clubs should be entered with TuS as the club name and Mitterteich as the city and so on. See the (German) demo events. There are also other clubs in which names the city is naturally at the beginning, like Ronneby OK. Those clubs should be entered completely into the city and the name should be left blank. In some countries, it is usual that they don't use full city names at all, but only the abbreviation, like USOC, HAVOK, AIRE, GRAMP, etc. In this case, the abbreviations must be entered into the city field.
Location, Region	Use those columns to allow even more sort orders for clubs in reports. These fields are new in V11, so they may be filled appropiately by new archive imports.
Nation	The nation abbreviation should only be entered for foreign clubs.
Addresses	You can enter up to three addresses per club. You can't edit the addresses directly in the grid. You have to click on the edit button ⋯ to display the address dialog. For more details see the Address dialog reference.
	You can define your own description for these columns with the extra fields.
Num1, Num2, Text1, Text2	There are four additional fields available for numerical or text data. You can define your own description for these columns with the extra fields.
Paid	This is the field where you can administer the start fees and enter the amount which the club had paid in advance. For more details on the start fees, see the next paragraph.
Paid-Ind.	This readonly field shows the sum which had been paid by those teams who got the individual paid flag. See also the entries reference.
Extra fees 1-5	You can enter up to 5 different extra fees or credits which will be added to the start fee amount of the club. Think about extra fees for late entries, lodging, breakfast, parking.

Define the names for those fees with the Start fee settings.

Start fees

You can administer the prepaid start fee amounts by entering those values into the Paid column of the clubs. If you want to do this individually for every team, then you have to use the flag Paid which is offered with the entries.

If you have late entries and are computing the start fees by clubs, there may be a mixture of both methods. In the readonly column Paid-Individuals, you see the amount which is calculated from individual payments.

The total amount paid by the club is given by the sum of both Paid-columns. So the following procedure is recommended (only if you are calculating by clubs!). For pre entries, do not enter individual flags in entries but only the amount which had been paid by the club in advance. For late entries, use the individual flag but do not change the paid amount of the club here (where those teams normally are not included).

You can also administer some extra fees with the clubs (see the above paragraph). One extra fee which is not mentioned explicitly here is the chip rent fee. You can define its value in the Start fee settings. Set the flag Rented of a competitor (leg) to indicate that the club has to pay a rent fee for him.

With the start fee reports, all open and paid amounts will be computed.

Currency sign

OS2010 uses the currency sign of your Windows settings. To change it, go to *System Panel-Country settings*. There you can also define the layout of currency amounts, whether the sign should be shown before or behind the value.

Reports

There are various reports available in the entries form. The titles should be self-explaining.

There are some special options in the reports which should be explained here. Only those which are important for clubs reports are listed below. For the entries and start fees reports, see the Entries or Classes reference.

Names	The names in the report will be displayed according to this setting.
Include addresses	You can select which addresses (1-3) should be included in the report.
Quick selection: address	In the Addresses of clubs report, you can define which addresses should be selected (1-3).

For general information about reports, see the reports reference.

Exports

CSV export

The club report can be exported to CSV format. The record structure is given in the header line within the output file (format header). This file has the same structure as the input file required by the event clubs import. Thus it is possible to export and re-import the clubs as often as it is required.
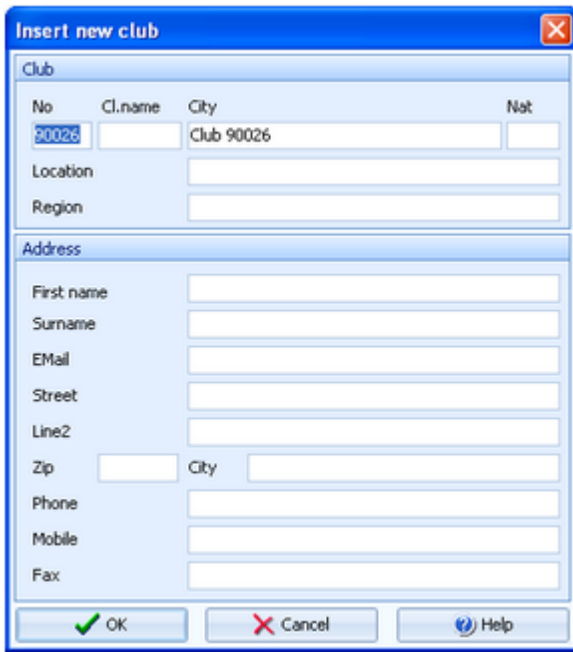
Note that there are different formats for the normal club report and the start fees by clubs report.

Notice: The CSV file format has been changed from V.10.x to V.11.0!!

For more details, see the exports reference.

The club dialog

The club dialog will appear if you enter a new club manually together with a new competitor. See also the entries reference.
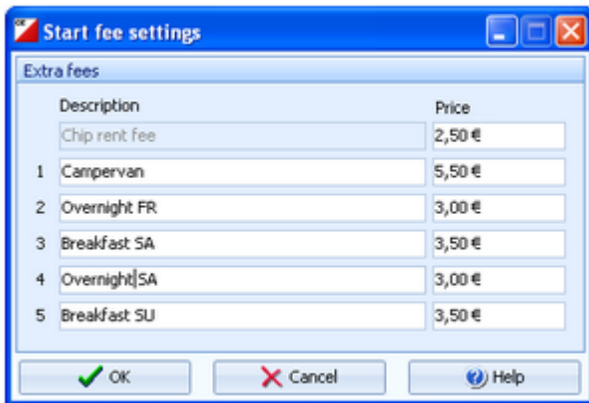
Enter the fields as described above. Note that in this dialog you can enter the first club address only. If you want to enter more addresses, then you must do this later in the clubs grid.

See also

Managing entries - Task based help

5.4.4 Start fee settings

This dialog will be invoked by the Extra fees button in the Entries form.

You can define the description and the price for up to 5 extra fees and the price of the chip rent fee.

In the club grid, you can enter the numbers how much items of a specific extra fee a club has ordered. They will be computed with the start fee reports.

See also

Entries

Classes

Clubs

5.4.5 Address dialog

You can't edit the address directly in the clubs or teams grid. You have to click on the edit button ▦ to display the address dialog.

All fields should be self-explaining.

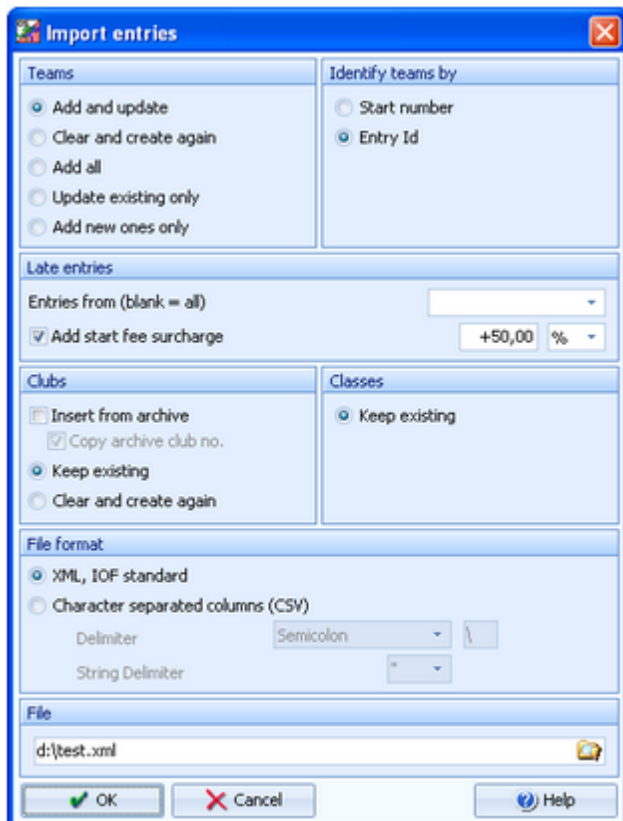You can define your own description for the optional field Line2 with the extra fields.

Use the button *Delete* to delete the address completely.

5.4.6 Import entries

Use this function to import entries, if you are registering them using an external software, f.ex. on a web entry page. Compared to the import of the complete event, this function provides some special features required for entries handling. The archive can be used in the same way as with the manual entry function. The import and the manual function can be used concurrently without any restrictions.
If you had exported the event for special evaluations and now want to re-import it, then use the event import which is specially designed for this purpose.

Teams	Select the right working mode of the import. *Add and update* is to be preferred. Using the option *Add new ones only*, you can use an import file which contains all entries but import the new entries only. Use *Add all* if the import file definitely contains new entries only and there is no field provided by which existing teams can be identified. Although OS2010 has some built-in control features, it is your responsibility to make sure that no entries will be imported twice from the web site.
Identify teams by	Define by which field existing teams should be identified. This can be the Start number or the Entry Id. Import files should provide the latter to keep independent of start number distribution. However, they are only necessary if one of the update modes is selected. Checking the runners (if included at all at this time) against the archive is not useful here. OS2010 must presume that entries from the web are error-free. If you are working with the archive, it should be available at your web entry page also. If there is no start fee given in the import line, then the start fee of the class will be inserted. See below how clubs and classes are computed.
Late entries, Entries from	This option is available for imports in **XML format only**. If the import file contains the entry dates of the teams and if you had checked the *Add start fee* option, then only those teams will get late start fees who had entered beginning with this date. Leave the field blank if you want to have the late start fee for all entries included in the file.
Late entries, Add start fee surcharge	Normally, OS2010 inserts the start fee of the class for every new team. If you have higher start fees for late entries, you can use this feature. From the listbox, select whether the actual start fee should be calculated in percent of the original fee or as an absolute surcharge. In the left field, enter the value. You can also enter negative values to get credits for early entries f.ex. **Notice:** The start fees will only be calculated here if this value is not yet included in the import file!
Clubs	Define how clubs should be handled. *Keep existing* is to be preferred. With this setting, new clubs will always be inserted. They will be identified by the club number or the club name. Possible name conflicts will be bypassed by issuing suitable names. This will be shown in the report of this import. The pure club number would be enough to identify the club if the club will be copied from the archive or if it is already defined in the event. If you had checked *Insert from archive*, then new clubs will be searched in the archive and copied into the event including all available addresses. A given club number will be ignored if you had selected *Copy archive cub no*. If you are not using the archive, then the club will be created using the given club number. If you did not include a club number in the import file, then the club will be searched by name and city and be handled in the same way as explained above. In this case, new clubs will be created either with the club number from the archive or with the next free number within the event. When using the archive, then new clubs not found in the archive will get club numbers above 90000. See also the **Using the archive** section in the entries reference.
Classes	Classes will not be changed by this import. In the import file, you can use the class number or the class short name. If the class is unknown, then the record will not be imported. Please ensure that the class table implemented on your web entry page exactly matches the OS2010 class table!
File format	Select XML or CSV.
CSV	The record structure is given in a special header line at the beginning of the file. The first column is always empty, headed by a unique identification of the export file. To get a sample of the right CSV file format, just export an entries or start list report. Note that those export files do include more fields than needed for the entries import, f.ex. start times, etc. In the import file, those fields should be left empty but they must be included, just as given in the header line. When editing this export file or creating a new one, be sure to preserve the first (empty) column which identifies this file as the right one for this import.
XML	This import requires the IOF XML format, document type *EntryList*. For more information on the IOF XML formats, have a look at the IOF web site.
Delimiter, String delimiter	Normally you can leave the defaults *Semicolon* and *"* here. If the application which

created this import file used other delimiters, then set them accordingly.

File name | Select the import file here. See the File selector reference for more details.

The import will create a comprehensive report about itself which will help you to fix possible errors.

Notice

The CSV file format had been changed from V.10.x to V.11.0!!

If your import file contains errors then this may damage your event data.

Avoid importing a club with number 0! Pre-existing running times will be preserved in *Update* mode. But it is obvious that an import of existing runners during or after the event is not the purpose for which this function is designed for!

See also

Import entries (special formats)

Import runners names

Import classes into the event

Import clubs into the event

Export dialog

Entries

5.4.7 Import runners names

In the normal case, you will receive the teams' entries first and the names of the runners later, including the chip numbers. You have the choice to register the names externally and import them here into the teams.

As an example, you may offer the teams to enter their runners' names on the web. Draw the start list and publish it on your web site. Provide an entry form where the teams can enter the names, chips and maybe addresses. Create a suitable import file from this input and import it.
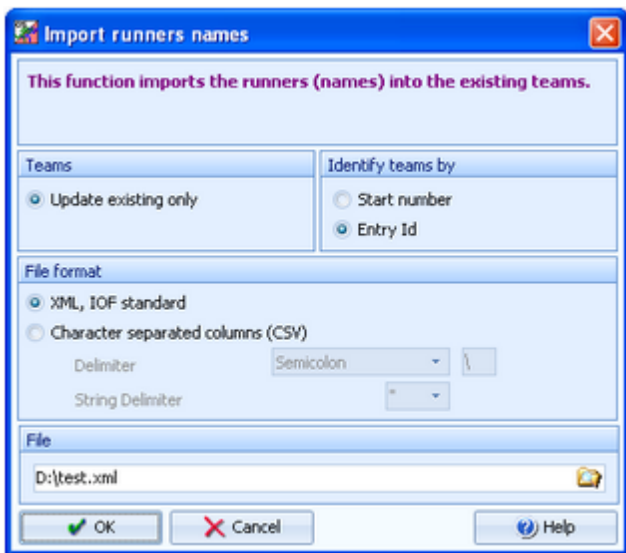
Teams | Obviously *Update existing only* is the only choice.

Identify teams by | Define by which field the teams should be identified. This can be the Start number or the Entry Id. Import files should provide the latter to keep independent of start number distribution.

File format | Select XML or CSV.

CSV | The record structure is given in a special header line at the beginning of the file. The first column is always empty, headed by a unique identification of the export file. To get a sample of the right CSV file format, just export an entries report using the format *Legs individually*.

XML	This import requires the IOF XML format, document type EntryList. Make sure that the delivering software fills the required data into the correct fields. For more information on the IOF XML formats, have a look at the IOF web site.
Delimiter, String delimiter	Normally you can leave the defaults *Semicolon* and *"* here. If the application which created this import file used other delimiters, then set them accordingly.
File name	Select the import file here. See the <u>File selector reference</u> for more details.

The import will create a comprehensive report about itself which will help you to fix possible errors.

Notice

The CSV file format had been changed from V.10.x to V.11.0!!

If your import file contains errors then this may damage your event data.

To *import the teams* beforehand, use the right <u>entries import</u> function. New Xtra runners will be inserted automatically.
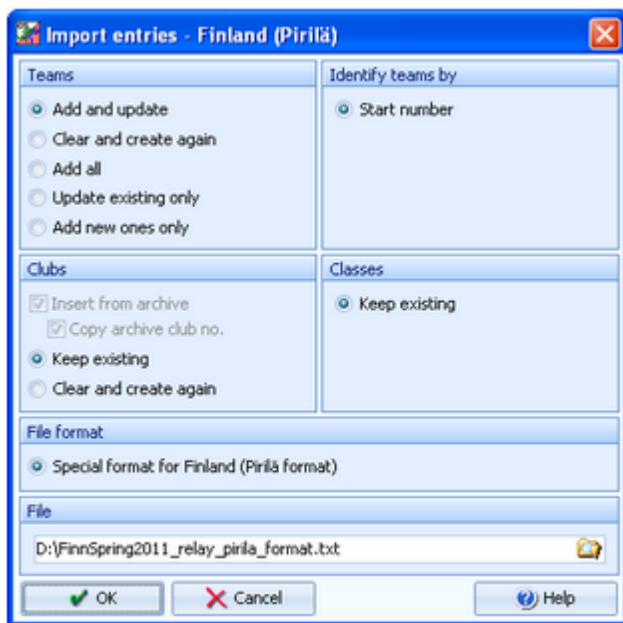
See also

<u>Import entries</u>

<u>Import entries (special formats)</u>

<u>Import classes into the event</u>

<u>Import clubs into the event</u>

<u>Export dialog</u>

<u>Entries</u>

5.4.8 Import entries (special formats)

In some countries special formats are used for the import.
Currently there is only a special format for Finland supported.

Basically the special imports work in the same way like the normal <u>entries import</u>. There may be some options fixed. Read more about general conditions for the import in the <u>Import entries reference</u>.

Finland (Pirilä)

| Teams | Select the right working mode of the import. *Add and update* is to be preferred. Using the option *Add new ones only*, you can use an import file which contains all entries but |

	import the new entries only. Use *Add all* if the import file definitely contains new entries only and there is no field provided by which existing teams can be identified. Although OS2010 has some built-in control features, it is your responsibility to make sure that no entries will be imported twice from the web site.
Identify teams by	Define by which field existing teams should be identified. With relays, the only choice is identifying existing teams by the start number. This must be delivered by the import file. Checking the runners (if included at all at this time) against the archive is not useful here. OS2010 must presume that entries from the web are error-free. If you are working with the archive, it should be available at your web entry page also. If there is no start fee given in the import line, then the start fee of the class will be inserted. See below how clubs and classes are computed.
Clubs	Define how clubs should be handled. *Keep existing* is to be preferred. With this setting, new clubs will always be inserted. They will be identified by the club name. **Note:** The import file always delivers the unique *club name for identification*. *Insert from archive* and *Copy archive club number* are fixed options here. The club will either be found in the event or it will be inserted from the archive, copying all details from there. If the club name can't be found neither in the event nor in the archive, then this club will be inserted, and get a club number above 90000. See also the **Using the archive** section in the entries reference.
Classes	Classes will not be changed by this import. In the import file, the class short name is given. If the class is unknown, then the record will not be imported. Please ensure that the class table implemented on your web entry page exactly matches the OS2010 class table!
File format	Fixed Pirilä format.
File name	Select the import file here. See the File selector reference for more details.

Every import will create a comprehensive report about itself which will help you to fix possible errors.

Notice

If your import file contains errors then this may damage your event data.

Pre-existing running times will be preserved in *Update* mode. But it is obvious that an import of existing runners during or after the event is not the purpose for which this function is designed for!

See also

Import entries

Import classes into the event

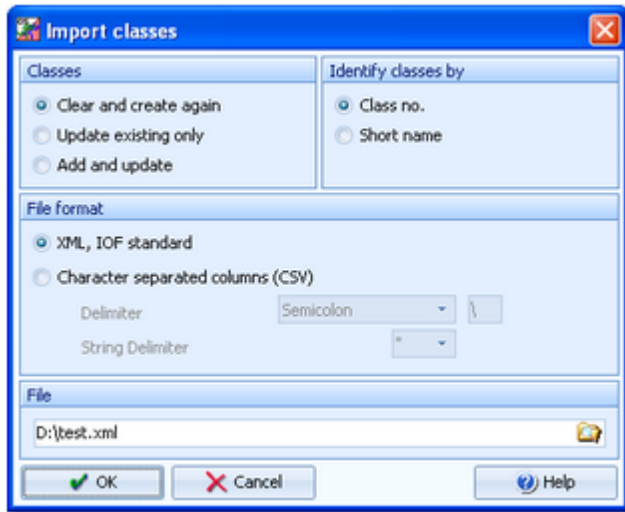Import clubs into the event

Export dialog

Entries

5.4.9 Import classes

Use this function to import the classes. This import file can be delivered by a web entry service or any other source. Be sure to have created all classes before beginning with importing the entries. This is the same import function like the Event classes import which can be invoked from the Extras main menu item.

Classes	Select the right working mode of the import. Since *Clear and Create again* will lose all special class settings like start list definitions, be careful when using it!
Identify classes by	Define by which field existing classes should be identified. Obviously the class no. should be preferred.
File format	Select XML or CSV.
CSV	The record structure is given in a special header line at the beginning of the file. The first column is always empty, headed by a unique identification of the export file. To get a sample of the right CSV file format, just export a class report. When editing this export file or creating a new one, be sure to preserve the first (empty) column which identifies this file as the right one for this import.
XML	This import requires the IOF XML format, document type *ClassList*. For more information on the IOF XML formats, have a look at the IOF web site.
Delimiter, String delimiter	Normally you can leave the defaults *Semicolon* and *"* here. If the application which created this import file used other delimiters, then set them accordingly.
File name	Select the import file here. See the File selector reference for more details.

The import will create a comprehensive report about itself which will help you to fix possible errors.

Notice

The CSV file format had been changed from V.10.x to V.11.0!!

If your import file contains errors then this may damage your event data.

The XML format may have *created new class types* (class type 1). If this is the case, then you will get a reminder at the bottom of the log report. Since in OS2010 the names of the class types are terms which are subject to the language translation, please check out the Extra field names whether this is what you expected and exit this dialog by *OK* to get the new translations working.

See also

Import entries

Import classes into the event

Export dialog

Classes

Entries

5.5 Course setting

The *Courses* main menu topic offers you all course setting functions.

These are the *Courses form*, Assign Classes - Courses and the Course distribution. You can *import* the courses and the course distribution from Condes, OCAD or other sources. The latter must deliver either the IOF XML format or the SportSoftware CSV format.
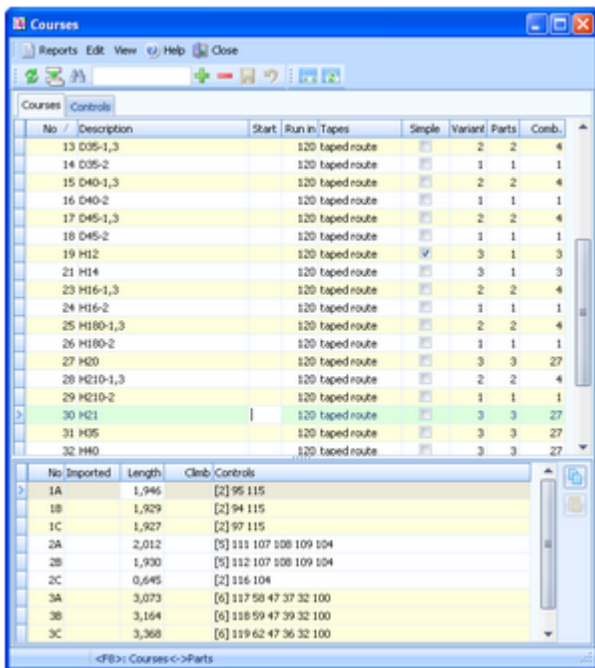
With *Courses - Courses*, you open the courses form. It has two tables where you can edit the Courses and the Controls.

See also

Course setting - Task based help

5.5.1 Courses

The Courses form has two grids where you can edit courses and controls. Look at the top of the data grid.

This topic deals with the Courses grid of the courses form only. For more information on controls see the Controls reference.

If you need more details about editing in the data grid, have a look into the data grid reference.

▬ Editing courses

Be sure that you are displaying the courses grid Courses . There are two grids. At the top, the main data of the course are displayed.

When working on the courses, please observe the following hints for the columns.

No	The course number identifies the course uniquely. In insert mode, this input field will be filled with the next available number as a default. However, to have more flexibility for later additions, you may prefer to enter course numbers in steps of 10. If you had imported the courses, then the course numbers had been determined by that function. See the Import courses reference for more details.
	A course number must be unique. In addition to the course description, reports (e.g. start or result lists) can be sorted by this number. Thus you can define a course order of your choice by assigning suitable numbers.
Description	The description must be unique.
Run in	Enter this value.
Start	Enter a start control code, if you want to print its description. OS2010 reserves codes 1 to 9 for at most 9 different start points.
Tapes	Select the type of the finish run in from the listbox.
Simple	You can define the courses (branches) in Simple mode or Normal mode. Simple mode means that all possible (only the used ones) combinations are entered as linear courses with one part. Imports from Condes or OCAD use this mode. Normal mode is the default mode with defining mutliple branches and parts.
	Check this option if you are using the simple mode. For more details about both modes see the paragraph below.
Variants, Parts	Define the distribution method by the number of course parts and the number of variants. F.ex. a course using the *Motala method* has a single course part and as much variants as runners per team.
	The number of variants is the number of parallel courses. Normally this is the same as the number of legs. It may also be possible to have a 5 leg relay with three legs on one course having 3 variants and the remaining two legs on another course having 2 variants.
	The number of course parts is the result of dividing the course for branching purposes.
	You can define 10 parts and 10 variants as a maximum.
Combinations	This is a read-only column which shows the maximum number of possible combinations.

At the bottom, you can edit the course parts and variants.

	No	Length	Climb	Controls
	1A	1,340		[3] 64 95 96
	1B	1,381		[3] 82 97 96
>	1C	1,351		[3] 83 94 96
	2A	3,140		[4] 114 113 103 118
	2B	3,209		[4] 114 113 102 118
	2C	1,728		[2] 101 118
	3A	1,360		[5] 60 47 37 33 100
	3B	1,332		[5] 59 47 39 33 100
	3C	1,448		[5] 58 47 36 33 100

They are numbered like this: e.g. part 1 variant A = 1A, or part 3 variant C = 3C.

Length, Climb	Enter those values. Climb is optional since often this is not important.
Controls	This column shows the current number of the controls together with a list of them. To edit the controls, click on the edit button 🔲. For more details, see the paragraph below.
Imported	This column may become important if the courses had been imported in Simple mode. See below for more details.

Sometimes one part is the same for all variants, or more often differs only by one or two controls. Use the copy function (copy and paste) in this case. Select the source variant and click the Copy button 🔲. Then select the destination variant and click the Paste button 🔲.

If the **courses had been imported in Simple mode** (OCAD and Condes), then the column Imported displays how the sub-course had been called in OCAD/Condes.

	No	Imported	Length	Climb	Controls
	#1	0/AAAA	3,110	80	[12] 31 38 44 56 60 51 64 90 72 77 76 100
	#2	1/AAAB	3,140	80	[12] 31 38 44 56 60 51 64 90 73 77 76 100
	#3	2/AABA	3,160	80	[12] 31 38 44 56 60 43 64 90 72 77 76 100
>	#4	3/AABB	3,200	80	[12] 31 38 44 56 60 43 64 90 73 77 76 100
	#5	4/ABAA	3,110	80	[12] 31 38 45 56 60 51 64 90 72 77 76 100
	#6	5/ABAB	3,150	80	[12] 31 38 45 56 60 51 64 90 73 77 76 100
	#7	6/ABBA	3,170	80	[12] 31 38 45 56 60 43 64 90 72 77 76 100
	#8	7/ABBB	3,200	80	[12] 31 38 45 56 60 43 64 90 73 77 76 100
	#9	8/BAAA	3,120	80	[12] 33 38 44 56 60 51 64 90 72 77 76 100

This may help you to solve any unexpected situations. See also the paragraph below.

➖ Simple mode

Usually, relay courses have to be defined by their branching system by course parts and variants. This is the default mode of OS2010. See also the screenshot above.

In addition to that, OS2010 offers the *Simple mode*. This means that every single complete course combination can be defined. For simple courses, you have to check the flag Simple and define the number of variants, which is the number of different courses. The number of parts is set to 1 automatically. In the bottom table, the courses are numbered by #1, #2, etc.

|	No	Imported	Length	Climb	Controls
>	#1		2,880		[12] 70 79 63 56 52 49 46 42 43 44 45 100
	#2		2,830		[12] 70 80 63 56 52 49 46 42 43 44 45 100
	#3		2,840		[12] 72 80 63 56 52 50 46 42 43 44 45 100

By default, the imports from *OCAD* and *Condes* import the courses in simple mode. See the Import courses reference for more details.

However, there is one **disadvantage of the simple mode**. When entering courses or assignments of classes and combinations, there is *no check* possible whether the assignments fulfil the *basic relay rules* (every course part and

variant must be run by every team equally). Also the check report can't check this out. Those validations must be done either manually or by the delivering course setting program (Condes, OCAD).

As an example, a course using the Motala distribution method (just 3 courses for 3 legs) could be entered in simple mode or in normal mode in the same way. But with simple mode, there is no automatic validation possible. So you should use the simple mode only if the number of sub-courses is different to the number of legs.

Check out the *demo events* how the simple mode had been used there. See also the Course distribution reference.

Defining the controls

To edit the controls, click on the edit button [...] in the controls column. The course dialog will be displayed.
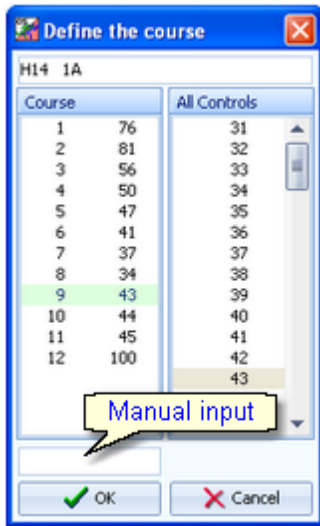
The course with its current controls is shown in the left listbox while all available controls are shown on the right. Be sure to have all controls defined in the controls grid.

To add a control to the course, drag it from *All Controls* into the *course*. To change a control's position, drag it there. To remove a control from the course, simply drag it back to *All controls*.

Mandatory routes are marked with <> and they can be inserted into the course like normal controls.

You may prefer to use the keyboard:

Tab and Shift-Tab	Switch the list
Arrow keys	Move in the list
Enter	Insert control
Del	Delete control

You can also type in the code numbers manually using the input field. Press *Enter* to insert the code number into the course.

Special functions

Duplicate course

Use the Duplicate course [icon] button to copy the current course into a new one and edit it afterwards. This function can also be found under the *Edit* menu item.

Reports

There are various reports available in the courses form. The titles should be self-explaining.

There are two special reports. You can print the Control description sheet of the selected course combinations or of all (or selected) controls. Select if you want to have plain text or IOF symbols.

There are some special options in the reports which should be explained here.

Layout: Include classes	This is available for the Competitors per course report. Classes will be included according to this setting.
Print mode: Full pages	This is available for the IOF control sheets only. You can choose if you want to have a full page of each description or if you want to have them printed in a row.
Quick selection: Relevant combinations	This is available for the text or IOF control sheets only. You can select those combinations which are actually used in the event.

For general information about reports, see the reports reference.

▬ Exports

CSV export

The courses report can be exported to CSV format. The record structure is given in the header line within the output file (format header). This file has the same structure as the input file required by the course import (SportSoftware CSV format). Use this format if you want to export the courses, do some evaluations (maybe using Excel) and reimport them.

Notice: The CSV file format has been changed from V.10.x to V.11.0!!

For more details, see the exports reference.

See also

Course setting - Task based help

Controls

Assign Classes - Courses
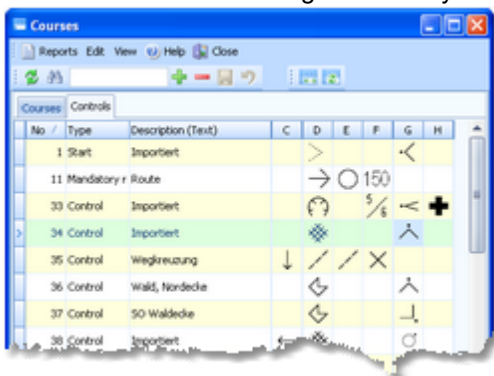
Course distribution

Import courses

Import course distribution

5.5.2 Controls

The Courses form has two grids where you can edit courses and controls. Look at the top of the data grid.

This topic deals with the Controls grid of the courses form only. For more information on courses see the Courses reference.

If you need more details about editing in the data grid, have a look into the data grid reference.

▬ Editing controls

Be sure that you are displaying the controls grid Controls.

When working on the controls, please observe the following hints for the columns.

No	The code number must be unique. In insert mode, this input field will be filled with the next available number as a default.
Description	You can describe the control by text and by IOF symbols. If you do not use text descriptions, simply keep the default text.
Type	The control type determines how the control will be used within a course.

	Control	The control code number can be any number beginning with 31. However, the SportIdent punching system supports code numbers up to 255 only. With Emit, you must not have 250 and 99 as control codes since they have a special meaning there.
	Mandatory route	Clicking into any of the symbol columns will offer you the four types of mandatory routes for selection. See the next paragraph for more details.
		Mandatory routes can be inserted into courses like normal controls. Control codes 10 to 29 are reserved for mandatory routes.
	Start	The control description for the start can be entered like a simple control. For this purpose, control codes 1 to 9 are reserved. So you can define up to 9 different start points.

|	
C to H	These are the columns for the IOF symbols. See the next paragraph for more details.

Editing IOF symbols

Click on the column you want to edit. Select the desired symbol from the table displayed. It will always contain the appropriate symbols for this column.

Besides the symbols for crossing and junction, column F normally contains the object's dimensions. Select the desired dimension type from the table. Enter the correct values in the dialog and click *OK*.
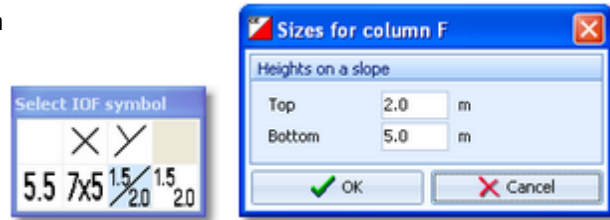
If the control is a mandatory route, then you can click into any of the IOF columns which will display the mandatory route dialog. This offers you the four types of mandatory routes for selection. Depending on the type, you will have to enter the length of the route.
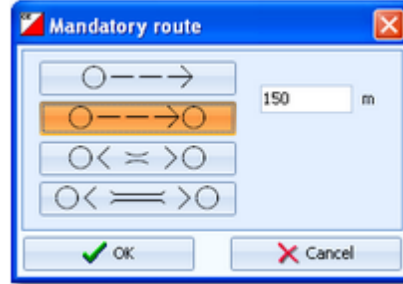
See also

Course setting - Task based help

Courses

5.5.3 Assign Classes - Courses

To enable the automatic code checking, the courses must be assigned to the classes.

Select the correct course for each leg. This is the basic information required for the course distribution.

If you need more details about editing in the data grid, have a look into the data grid reference.

Editing assignments

	No /	Short	Long	1	2	3	
	1	H210	H210	H210-1,3	H210-2	H210-1,3	
	2	H180	H180	H180-1,3	H180-2	H180-1,3	
	3	H55	H55	H55-1,3	H55-2	H55-1,3	
	4	H50	H50	H50-1,3	H50-2	H50-1,3	
>	5	H45	H45	H45 ▾	H45	H45	
	6	H40	H40	H40	H40	H40	
	7	H35	H35	H35	H35	H35	
	8	H21	H21	H21	H21	H21	

Please observe the following hints.

Legs 1...n

Just select the right course for each leg from the listbox. Courses in normal mode will be checked if the right number of legs is assigned to the course. If not, then you will get a warning but you can save this anyway.

See also List box selectors reference for more details.

Reports

The report provides an overview over the assignments.

For general information about reports, see the reports reference.

See also

Course setting - Task based help

Course distribution

5.5.4 Course distribution

You can distribute the course combinations among the teams.

For courses in normal mode, OS2010 checks whether the team runs each course part variant exactly one time. You can bypass this check by ignoring the prompt. Simple mode courses can't be checked since for them you can insert any number of sub-courses. For more information about simple mode vs. normal mode see the Courses reference.

To achieve a fair distribution, consider the expected performance levels of special teams. The favourite teams should get mostly different combinations. So you should distribute not before having received all entries. In this case, first distribute the start numbers and define the vacant places. The latter must also get their combinations to have the appropriate maps prepared at the start.

The number of actually used combinations depends on how much runners shall have the same course on the same leg. Which combinations to use depends on course setting and tactical questions and also on your work load restrictions concerning course drawing.

If you need more details about editing in the data grid, have a look into the data grid reference.

Editing assignments

Input	Start r	Class	Team	1	2	3
434	288	D12	OK Skogshjortarna	B	#1	A
435	289	D12	Vänersborgs SK	A	#1	B
488	290	D12	Trollhättans SOK	B	#1	A
241	131	H55	Mariestads FK	AB	A	BA
242	132	H55	Markbygdens OK	BA	A	AB
243	133	H55	OK Skogshjortarna	AA	A	BB
245	135	H55	OK Tranan 2	AB	A	BA
246	136	H55	Ulricehamns OK	BA	A	AB

Please observe the following hints.

Legs 1...n	Enter the combination for each leg. Normal courses must be entered by the right letter combination (ABC...) in the right length. For simple mode courses just enter the number of the simple course (#n). In the bottom table you can see an appropriate sample for each leg.

Special functions

Distribute combinations automatically

If you have large starter fields, you may wish to enter each combination which is to be used only once and then distribute the combinations automatically.

Sort the table by start numbers. Go to the first team of the class and enter all combinations which you want to use for the first n teams. Press the button Distribute combinations

Distribute combinations

D12

How many teams from the beginning should be used as templates? 2

✔ OK   ✗ Cancel

Enter the number of teams which already have the combinations entered. Those combinations will now be copied to all remaining teams. You will need to enter this number again if you repeat the distribution later.

Reports

There are various reports available. The titles should be self-explaining.
Notice: in the summary report, Xtra runners are computed. This can only count the Xtra runners who are currently entered. If you expect some late entries for the Xtras, then you must take this into account when preparing the maps.

There are two special reports. You can print the Control description sheets of the selected runners. Choose if you want to have plain text or IOF symbols. With them the following option is available.

Quick selection: These legs only   You can quick-select the runners of one or more specific legs.

For general information about reports, see the reports reference.

Exports

CSV export
The overview report can be exported into two different CSV formats, a Standard format and a Compressed format. The standard format includes one line per leg with all details about the competitor, while the compressed format has a single line for each team including all combinations.
The record structure is given in the header line within the output file (format header). This file has the same structure as the input file required by the course distribution import (SportSoftware CSV format Standard or Compressed). Use one of those formats if you want to export the course distribution, do some evaluations (maybe using Excel) and reimport it. The formats can also be delivered by any 3rd party software.
Notice: This is a new import format of V.11.0!!

For more details, see the exports reference.

See also
    Course setting - Task based help

    Courses

    Assign Classes - Courses

    Import courses

    Import course distribution

5.5.5 Import courses

Use this function to import courses from *OCAD* (OCAD AG) or *Condes* (Finn Arildsen). Any other software may create a file either with the CSV export format of OS2010 or the *IOF standard XML format*.
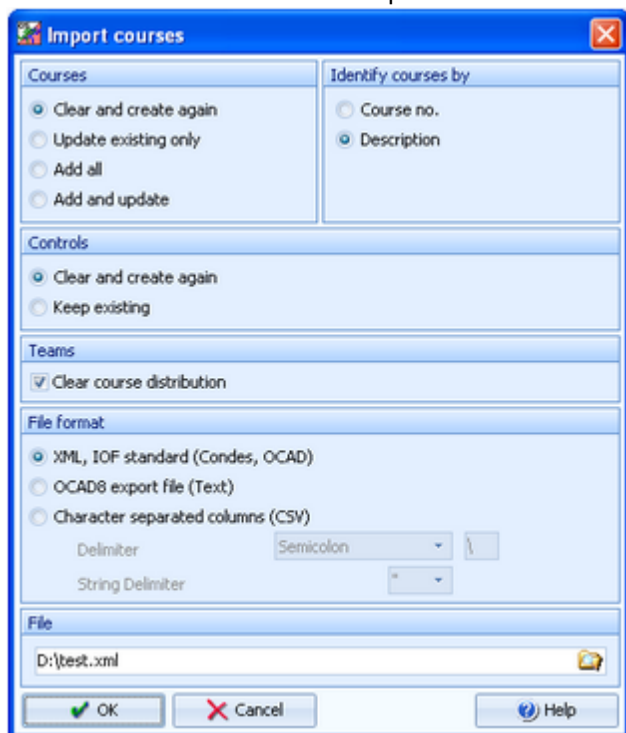
Courses   Select the right working mode of the import. *Clear and create again* is to be preferred as long as you don't have defined the course assignments. For more details on the latter

task, see the Assign Classes - Courses reference or the Course distribution reference. After you had done the assignments, you may also need to import late modifications of the courses. Then the option *Update existing only* should be better. As a precondition, you should ensure that the course descriptions and class names used in OCAD or Condes are matching those which you have defined in OS2010. See the paragraph below for more details.

Identify courses by	Define by which field existing courses should be identified. With imports from Condes or OCAD, it is recommended to choose the *Description* here. In all other cases, the *Course number* should be preferred.
Controls	Define how the controls should be handled. With imports from Condes or OCAD, this setting does not matter so much since normally you will not define and print the IOF symbols in OS2010 but in Condes/OCAD. But should you prefer using the IOF symbols of OS2010, then always select *Keep existing* to preserve your control descriptions. In this mode, new controls will be added automatically.
Teams: Clear course distribution	This option has normally to be *checked* if you import the courses with the option *Clear and Create again*. **Only uncheck** this option if you are just updating the courses, had the course distribution already done, and you know exactly what you are doing! The import report will notify you if it found course combinations which don't match the imported courses.
File format	Select the right file format.
XML, IOF standard (Condes, OCAD)	This import requires the IOF XML format, document type *CourseData*. This format can be exported by both Condes and OCAD. **OS2010 supports all existing versions of the IOF XML definition here.** It supports the special (non-IOF) OCAD9/10 derivative as well as the newest IOF format defined in 2012 which supports the assignments of course combinations to legs. Condes creates course numbers only temporarily for its export. Thus they may not match the definitions in OS2010. Please check this out carefully after an import from Condes/OCAD using the option *Update*! Alternatively, you can allow the courses to be identified by the descriptions. To avoid any problems with different course numbers, you have to *disable the course numbers when exporting* from Condes or OCAD. If defined, the *assignments to classes* will be imported also. OS2010 must search for the classes by their short names (class numbers are not available in Condes/OCAD). So be sure that the class names match in both programs. *To enable troubleshooting, be sure to print a courses report before and after each import!*
OCAD8 export file (Text)	This is the export from older OCAD versions, also available as Courses version 8 (Text) in OCAD versions 9 and later. If you are working with OCAD9 and newer, then using the XML format is recommended. OCAD does not export course numbers. Thus, with option *Update* the courses must be *identified by the description*.
CSV	This format is recommended for imports from other 3rd parties or if you want to export, do some external modifications and reimport the courses. The record structure is given in a special header line at the beginning of the file. The first column is always empty, headed by a unique identification of the export file. To get a sample of the right CSV file format, just export a courses report. When editing this export file or creating a new one, be sure to preserve the first (empty) column which identifies this file as the right one for this import.
Delimiter, String delimiter	Normally you can leave the defaults *Semicolon* and *"* here. If the application which created this import file used other delimiters, then set them accordingly.
File name	Select the import file here. See the File selector reference for more details.

The import will create a comprehensive report about itself which will help you to fix possible errors.

Notice

The CSV file format had been changed from V.10.x to V.11.0!!

If your import file contains errors then this may damage your event data.

New courses with missing course numbers will get course numbers beginning with 9001.

When importing the OCAD8 text format (see above), you have to <u>assign courses to classes</u> manually. This format also imports the course distribution.

With XML formats, you have to use (normally) ***the same file for the second step of importing the course distribution***. For more details, see the <u>Import course distribution reference</u> and the <u>Course setting - Task based help</u>.

See also

<u>Courses</u>

<u>Course distribution</u>

<u>Import course distribution</u>

<u>Course setting - Task based help</u>

5.5.6 Import course distribution

Use this function to import course distribution from ***OCAD*** (OCAD AG) or ***Condes*** (Finn Arildsen). Any other software may create a file either with the CSV export format of OS2010 or the ***IOF standard XML format***. With course distribution, the assignments of course combinations to teams/runners/legs are meant.
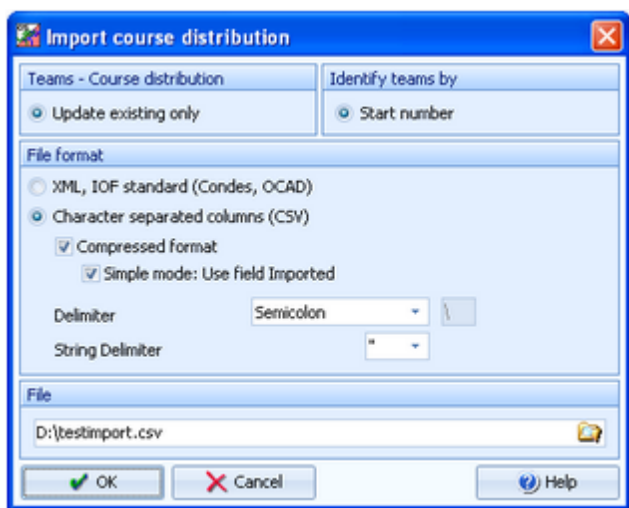
In the normal case, you must import the same OCAD or Condes file which you had used for the <u>courses import</u>. There may be options in both programs to seperate both parts into different files, so be carefully here.

It is necessary that the courses had been imported or defined manually before!

Teams - Course distribution	Obviously *Update existing only* is the only choice.
Identify teams by	The only choice is identifying the teams by the start number.
File format	Select the right file format.
XML, IOF standard (Condes, OCAD)	This import requires the IOF XML format, document type *CourseData*. This format can be exported by both Condes and OCAD.
	The same file delivers the course definitions, which must be imported by the courses import function before. OCAD9 and newer already include the course distribution. Condes has announced to export the new IOF definition from 2012.
CSV	These formats are recommended for imports from other 3rd parties or if you want to export, do some external modifications and reimport the course assignments.
Compressed format Simple mode: Use field Imported	There are two different CSV formats available, a Standard format and a Compressed format. The standard format includes one line per leg with all details about the competitor, while the compressed format has a single line for each team including all combinations. Select the latter by checking the respective option.

With the *Compressed format* and there for Courses in *Simple mode*, you can select whether you want to include the simple course numbers from OS2010 or whether you want to include the content of the *Imported* field. The latter may be more descriptive for the course setter when creating the import file.

The record structure is given in a special header line at the beginning of the file. The first column is always empty, headed by a unique identification of the export file. To get a sample of the right CSV file format, just export a course distribution overview report. When editing this export file or creating a new one, be sure to preserve the first (empty) column which identifies this file as the right one for this import.

Delimiter, String delimiter	Normally you can leave the defaults *Semicolon* and *"* here. If the application which created this import file used other delimiters, then set them accordingly.
File name	Select the import file here. See the File selector reference for more details.

The import will create a comprehensive report about itself which will help you to fix possible errors.

Notice

This import is new in V11.

If your import file contains errors then this may damage your event data.

With XML formats, you have to use (normally) ***the same file for the previous step of importing the courses***. For more details, see the Import courses reference and the Course setting - Task based help.

See also

Courses
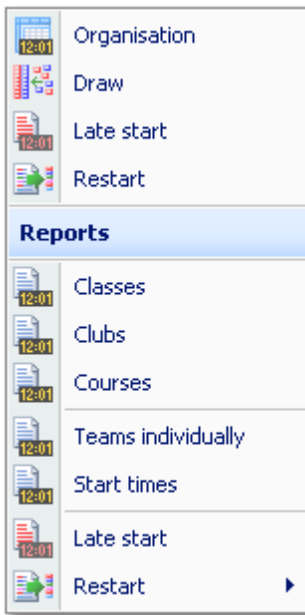
Course distribution

Import courses

Course setting - Task based help

5.6 Start list

The *Start list* main menu topic offers you all functions to create the start list and to display start list reports.

With the Start organisation, you define the basic structure for the start list draw.

You may need one or more late starts to shorten the duration of the competition, while allowing all runners to compete and have all teams completed their race.

Some special relays are held on two days, with a restart on the second day.

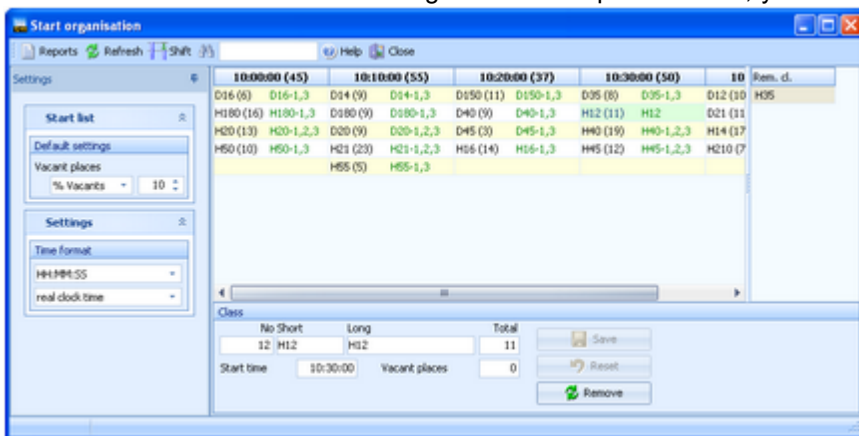The start list reports can be displayed from this menu with a single mouse click.

See also

Creating start lists - Task based help

5.6.1 Start organisation

To be able to draw a start list according to basic competition rules, you have to define the start organisation.

A start list can only be drawn without errors if there is an error-free underlying organisation. For instance, you have to ensure distributing start numbers uniquely. You have to define the mass start time for every class. Building up the start organisation visually on screen gives you an overview about how many teams will start at a specific mass start.

Customizing the settings

The Settings tab has two paragraphs.

Start list

These settings define the defaults for inserting classes into the start organisation.

Vacant places   Each class will be provided as much vacant places as are given by this value. You can select if this should be calculated as a percentage of the teams in the class, or if this should be a fixed number.

Settings

Time format   The times will be displayed according to this setting.

Building up the start organisation

On the form you see two tables. The left one is the start organisation table. It will be blank initially. The right one is a list of all remaining classes.

Since you can't drag the first class into the left table, click on it at the right list, enter its start time at the bottom class panel and **Save**. The class will be inserted into a new column for this start time in the left table. Creating another new start time column works in the same way. Either you edit the bottom panel for a class of the right list or you edit it for a class which is already in the left table but in a wrong start time column.

You can edit the number of vacant places immediately or you can first drag all classes to the right start times and afterwards examine (and change) the number of vacants. Within the start organisation table, it is easy to move a class to another start time. Just drag it into the desired start time column.

In the start time column's header the start time is given together with the sum of teams which are scheduled for this mass start. The classes are displayed together with the number of teams and the course of the first leg.

Click on any class to display its settings in the **class panel**. You can modify any of the start organisation values. Click on the **Save** button to save the changes. The start organisation table will be updated. The class panel works also with the list of remaining classes. Instead of dragging into the table, you can also insert a class by just adding all required values. This is how creating a new start time column works, see above.

Click on the **Remove** button to remove a class out of the start organisation back to the remaining classes list.

The Search field finds the class in the start organisation table or the right remaining list.

Special functions

Shift start time

You can shift a specific mass start to another time completely. If this becomes necessary during the race, this can be done quickly and reliably. The function will display the first class of the selected start time column in the bottom panel and ask you to enter the new start time. When saving this, all classes of this start time will be moved to the new one.

Reports

The **Overview report** supplies a complete summary of the start organisation. You can define your preferred sort order in the report selection panel.

The **Check start list organisation report** shows all classes missing in your start organisation.

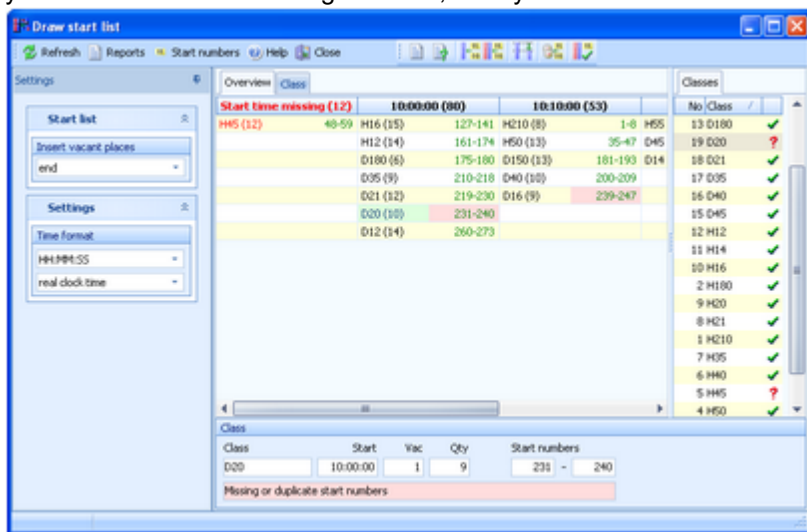For general information about reports, see the reports reference.

See also

Start list draw

Start list reports

5.6.2 Start list draw

If you had defined the start organisation, then you can draw the start list now and modify the draw manually.

First, OS2010 checks the start organisation.

If you receive an error message from this check, you may notice some restrictions for working on the start list. For example, this may be the case if there are already finish times, which means the race is already running.

This form provides an Overview table which shows all classes grouped by start times together with their start numbers (similar to the start organisation table) and a Class table where you can work on each class seperately. It is recommended to begin with the overview table. There you can distribute the start numbers for all classes or distribute for each class after another, using predefined first start numbers. After that, you can switch to the class table and check out and perhaps modify the draw of each class individually.

See the following paragraphs for more details.

⊟ Customizing the settings

The Settings tab has two paragraphs.

Start list

Insert vacant places   Define where the vacant places should be inserted: at the *beginning* or at the *end* of the classes, or if they should be *drawn* like normal teams.
It is possible to draw all classes with a specific setting first and then redraw singular classes using a different setting. However, at relays you have vacants at the end usually.

Settings

Time format   The times will be displayed according to this setting.
Names   The names will be displayed according to this setting.

⊟ Working in the Overview table

This table provides you an overview over the whole start list.

Start time missing (	10:00:00 (80)		10:10:00 (53)		10:18:00 (24)		10:2
H45 (12) 48-59	H16 (15)	127-141	H210 (8)	1-8	H55 (8)	27-34	H180 (
	H12 (14)	161-174	H50 (13)	35-47	D45 (6)	194-199	H40 (2
	D180 (6)	175-180	D150 (13)	181-193	D14 (10)	250-259	H35 (7
	D35 (9)	210-218	D40 (10)	200-209			H21 (2
	D21 (12)	219-230	D16 (9)	239-247			H20 (1
	D20 (10)	231-240					H14 (1
	D12 (14)	260-273					

As the first steps of the start list draw, you should

Distribute the start numbers for all classes.

If you like, you could distribute start numbers by clubs. However, this is not usual at relays.

The classes are shown in the table together with their start numbers. Here in the overview table, you see the *actual* first and last start numbers of every class. If there are start number conflicts or assignment errors within a class, the start numbers of the respective class are highlighted in red colour.

If there is still a class for which you forgot to define the start time (and the vacants), there is a special column at the very left for those classes. You can draw the start numbers anyway but you should not forget to define the start time in the start organisation.

Click on a class to display its details together with the class status in the *class panel*.

Class					
Class	Start	Vac	Qty	Start numbers	
D20	10:00:00	1	9	231 –	240
Missing or duplicate start numbers					

The start numbers given here are those like they should be *according your plannings*. Compare them with the actual numbers given in the overview table and switch to the class table to solve this.
OS2010 detects if there already had been vacants assigned manually. To indicate this, the planned values for vacants and the last start number will be highlighted in purple colour.

Working in the Class table

Here you can work on each class seperately. Select the class from the class list at the right or in the overview table.

H21	Team	Block
97	Markbygdens OK	
98	OK Kullingshof 2	
99	Främmestads IK	
100	OK Klyftamo 1	
101	IK Ymer 1	
102	Ulricehamns OK 3	
103	Hestra IF 1	
104	OK Kullingshof 1	
105	IK Gandvik	
106	IK Ymer 2	
107	Istrums SK	
108	Ulricehamns OK 1	
109	Ulricehamns OK 2	
110		
111	Vakant	
112	Vakant	
310	OK Skogshjortarna 3	

You can

Distribute the start numbers for this class.

Shift the start numbers of this class. It may become necessary to change the first start number after the draw, while the drawn start order should be kept.

Start numbers which do not match the class will be shown in red. The teams will be highlighted in red colour, also

unassigned start numbers.

To *modify the start order manually*, just drag the teams like you wish. All other teams will be adjusted accordingly.

Notice: If at least one team of the class has a finish time, then no changes are possible to this class anymore.

Using the Class selection list

Use the class selection list at the right to select a class. If you are working in the overview table, this will jump to the class. If you are working in the class table, this will display this class there.

There is a status indicator which tells you something about the draw status of the class:

✔ *OK* The class is drawn according to the definition and you are able to modify the start order or redraw it.

❓ *Errors* The class is not drawn yet or some teams do not have appropriate start numbers. Display the class to check out what is the matter and correct this if necessary.

🚫 *Locked* No start time draw allowed anymore for this class because one or more teams do already have finish times.

Special functions

Solve start number conflicts

If there are conflicts with overlapping start numbers, OS2010 can solve them on a single mouseclick. All classes will be shifted in the right way. **Notice:** this function does not solve unassigned or extraordinary start numbers within a class.

Reports

The **Overview report** provides you an overview which is similar to what you see in the table. However, in the report you have more flexible sorting and selection possibilities. F.ex. you could sort by first start numbers or class names across all start times.

The **Validate start list draw report** shows possible errors in your start list. Decide on your own how to handle the errors.

For general information about reports, see the reports reference.

See also

Start organisation

Start list reports

5.6.3 Late start

A late start is a mass start for those runners who are still waiting for their start near the end of the competition. This mass start is designed to shorten the total competition time. OS2010 provides the possibility to perform *multiple late starts* if necessary. You can assign a specific late start time to every class/leg individually. OS2010 will always calculate the overall times of late started teams correctly. All late starters can continue their race with normal changeovers, as long as those runners start before the late start of their own leg.

In many countries especially in Scandinavia it is common to place late starters behind the non-late starters even if their overall time is faster. You can define this option when displaying the results.
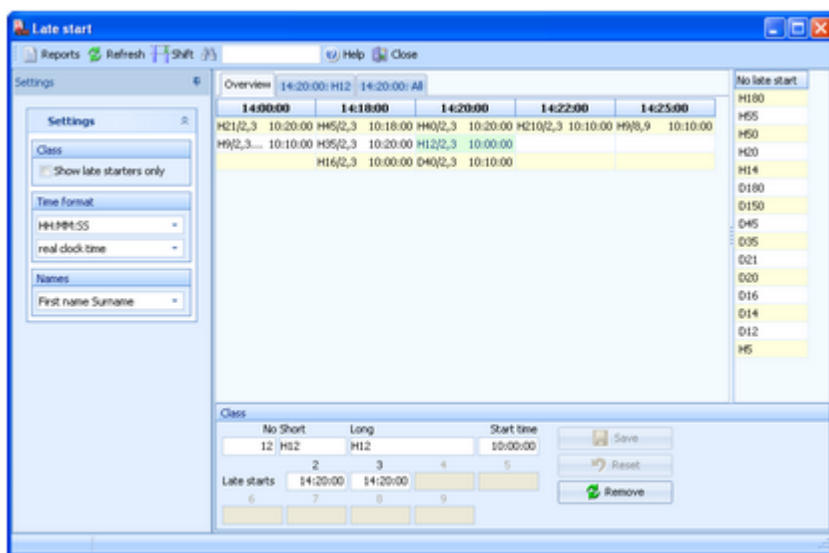
This form provides an Overview table at the left which shows all classes/legs grouped by start times together with their normal mass start time. The tabs right of the Overview tab will display all teams of the selected class/late start time or all teams of the selected late start column. The list at the right shows all classes without any late start definition.

⊖ Customizing the settings

The Settings tab has a single paragraph.

Settings

Class: Show late starters only	This setting is valid for the class table only. There you can decide whether you want to see all runners of the selected class/legs or only those who are (currently) in the late start. For more details see the paragraph below.
Time format	The times will be displayed according to this setting.
Names	The names will be displayed according to this setting.

⊖ Defining the late start times

On the form you see two tables. The left one is the late start table. This table has three tabs: Overview, Class and All . The Class tab always shows the late start time and class which you had selected in the overview table and the All tab also shows the selected late start time. For more details on those tables see the following paragraphs.
This paragraph describes how to work in the Overview table. It will be blank initially. The right table is a list of all remaining classes without late start definitions.

Since you can't drag the first class into the left table, click on it at the right list, enter its late start times at the bottom class panel and **Save**. The class will be inserted into new columns for its late start times in the left table. Creating other new start time columns works in the same way. Either you edit the bottom panel for a class of the right list or you edit it for a class which is already in the left table but in a wrong late start time column, maybe for a specific leg only.
When you drag a class into a late start time, then all legs of this class will be set into this late start. You can change the late start time for each leg individually, see below.
In the table, the classes are displayed together with the legs assigned to this late start and the mass start time of the first leg.

At ordinary relays with 2 or 3 legs, you usually have a single late start time for all classes. In this case, define the late start for the first class as given above and then drag all other classes into the same column.

At larger relays with up to 10 legs, it may be necessary to have multiple late starts.
Click on any class to display its settings in the **class panel**.

You can edit all late start times. Click on the **Save** button to save the changes. The overview table will be updated.
The class panel works also with the list of remaining classes. Instead of dragging into the table, you can also insert a class by just adding all required values. This is how creating a new late start time column works, see above.
Click on the **Remove** button to remove a class out of the late starts back to the remaining classes list.

Notice
OS2010 *customizes the layout* of the class panel according to the maximum number of legs used in the event.
The late start times of a class must be in *ascending order*. That means a higher leg can't have an earlier late start than previous legs. Of course several neighboured legs can have the same late start.
It is *possible to leave any classes without a late start*, f.ex. those with the shortest courses. But it is not possible to have a late start for some of the legs only and not for others.
You can modify the late start times at any time. It is no problem if you had a delay with the late start, just move it to the actual time. See also the special function **Shift start time** which is described below.

 The **Search field** finds the first occurrence of the class in the late start table or the right remaining list.

▬ Working in the Class table

Clicking on the Class tab displays the runners of all legs and the respective class who are scheduled for this late start.

This gives you a picture of the current status of the class. For every runner the finish time of the previous runner and his start time are given. Obviously the runners who are already in the forest have the same times in both columns. The interesting ones are those who may have to take part in the late start. Those whose pre-runner did not yet finish are marked as Waiting.
The main purpose of this table is to **set (fix) runners into the late start manually**. There may be various reasons why you should do this. They all have one thing in common: *the prerunner has no finish time or a finish time which is before the late start*. This is the case if you define a deadline time until which a changeover is allowed but the late start is later. Other examples are if one of the prerunners did not finish or had been disqualified. In some countries there is a rule that disqualified teams are not allowed to continue the race, but you can allow the remaining runners

to run their course with the late start. To *fix a runner* into the late start, *check* the column Fixed. You can toggle this flag by *doubleclicking* the runner or by clicking the **Fix** or **Reset** buttons on the class panel at the bottom. **Notice:** It is not necessary to fix those runners whose prerunner finished later than the late start. They will be calculated as late started automatically. But be careful with that if you shift the late start time!
Runners who are actually in the late start will be displayed with the late start time in purple colour.

To get a better overview, you can check the option Show late starters only to see only those runners. However, to be able to fix a runner, you have to display all runners of the class.

Using the All table

Clicking on the All tab displays all runners of all classes which are supposed to take part in this late start.

Class	Strx /	Leg	Finish	Start	Fixed	Team	Name
H21	1	3		Waiting	☐	Främmestads IK	Henrik Sahlström
H21	7	3	12:54:59	13:00:00	☑	IK Ymer 2	Henrik Lidhage
H21	11	3	13:03:06	13:00:00	☑	OK Klyftamo 2	Rickard Hilmersson
H21	13	3	13:01:40	13:00:00	☑	OK Kullingshof 2	Andreas Claesson
H20	35	3	dns	Waiting	☐	Lidköpings Vinter-SK	Linus Trygg
H20	39	3	13:30:52	13:00:00	☐	Ryda SK	Erik Skaar
H35	51	3	13:09:43	13:00:00	☐	Falköpings AIK	Anders Sträng
H35	54	3	13:03:08	13:00:00	☑	Markbygdens OK	Fredrik Stensson
H40	62	3	13:17:38	13:00:00	☑	Främmestads IK	Ulf Johansson
H40	79	3	13:15:48	13:00:00	☑	OK Skogshjortarna 2	Hans Voksepp
H45	96	3	13:02:46	13:00:00	☑	Markbygdens OK	Lars Ericsson
H210	172	2		Waiting	☐	IK Gandvik 1	Sven-Johan Persson
H210	172	3		Waiting	☐	IK Gandvik 1	Gert Johansson
H210	177	3		Waiting	☐	IK Gandvik 4	Bertil Holmqvist
D40	355	3	13:01:14	13:00:00	☑	OK Klyftamo	Annki Gunnerek

This is the same table like the class table, with the difference that it displays all current late starters of all classes for this late start time. You can't toggle the Fixed flag here, the table is just read-only. You can look at this table when it comes near to the late start time to check out how many runners will possibly start here.
The start list report will display the same runners.

Special functions

🎚 Shift start time

You can shift a specific late start to another time completely. This can be done quickly and reliably if you had a delay with the late start. The function will display the first class of the selected late start time column in the bottom panel and ask you to enter the new start time into the right field. When saving this, all classes/legs of this late start time will be moved to the new one.
Notice: If higher legs of a class have other late start times which would be before the new start time now, they will be adjusted automatically.

Reports

The **Overview report** supplies a complete summary of the late starts.

The **Start list report** shows the late starts with all runners who are supposed to start there. Runners who had been fixed into the late start will be marked by **#**. Usually you will select only the current late start time, print this report and use it as a start protocol. This report is also available from the main menu.

For general information about reports, see the reports reference.

See also

    Result Reports
    Evaluate chips

5.6.4 Restart

With OS2010, you can have one or more breaks during the race, which can be defined for each class independently. The nextcoming leg will be re-started using a *chase start* according to the current standings of the race.

This type of relays is very popular in Scandinavia. For example, you can perform the first two legs of a class in the evening as a night race. On the next day, the race will be continued with leg 3. This is the format of the famous Smålandskavlen in Sweden. There may be other classes which have a "normal" race only on the second day.

OS2010 provides the possibility to perform *multiple restarts* for every class if necessary. Whatever you will do with restarts and late starts, OS2010 will always calculate the overall times correctly.

Notice: Please **don't forget to set the right event duration and zero time**, so that the whole event is covered from the first start until the last finisher! You will also have to take care that an appropriate chip type is used. For more information see the Event settings, SportIdent settings and Emit settings references.
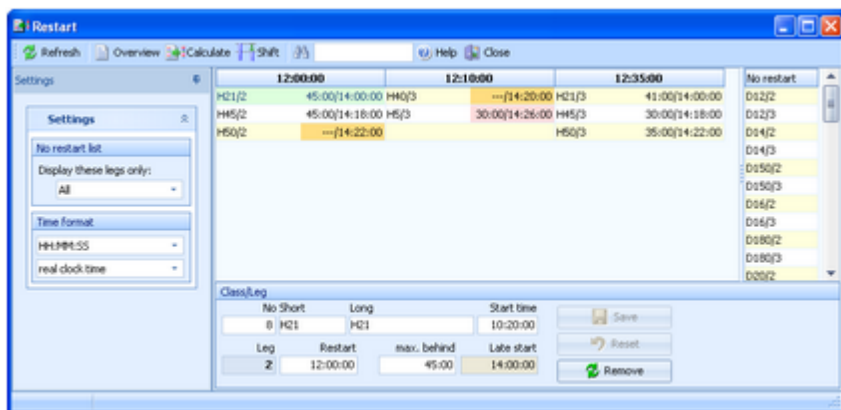
This form provides an Overview table at the left which shows all classes/legs grouped by restart times together with their max. difference and the late start for those which did not qualify for the restart. The table at the right shows all normal classes/legs without a restart.

Customizing the settings

The Settings tab has a single paragraph.

Settings

No restart list: Display these legs only	You can select which leg(s) you want to see in the right selection list. At most events the restart is assigned to the same leg in a few classes. In this case this option will help you to get a better overview in the list.
Time format	The times will be displayed according to this setting.

Defining the restart times

On the form you see two tables. The left one is the restart table. It shows all classes/legs with their restart information. It will be blank initially. The right table is a list of all remaining classes/legs without restart definitions.

Since you can't drag the first class/leg into the left table, click on it at the right list, enter its restart time and max. behind time at the bottom class panel and **Save**. The class will be inserted into a new column for this restart time in the left table. Creating another new start time column works in the same way. Either you edit the bottom panel for a class of the right list or you edit it for a class which is already in the left table but in a wrong restart time column. When you drag a class/leg into a restart time, then it will be assigned to this restart time and the max. behind time will be filled with the last used value. If this value is not correct, then edit the max. behind time and **Save**.

Click on any class/leg to display/edit its settings in the **class panel**.

The restart time is the first start time of the chase start, that means the start time of the leader. With the max. behind time you define what is the maximum difference allowed to qualify for the chase start. All other teams (also all mped etc.) will be put into the late start of this leg. Click on the **Save** button to save the changes. The overview table will be updated. The class panel works also with the list of remaining classes/legs. Instead of dragging into the table, you can also insert a class/leg by just adding all required values. This is how creating a new restart time column works, see above.

Click on the **Remove** button to remove a class/leg out of the restarts back to the right list.

You can *define the late starts in advance* or you can have both windows open and edit the right values simultaneously.

Notice

There can't be the same restart time for any two legs of the same class and multiple restarts of the same class must be in *ascending order*. If you happen to do a mistake here, you will be prompted at various occasions and such a class will be **marked in red**.

If a class/leg has a restart, then it *must have a late start time* defined for this leg (for the not qualified) and of course the initial start time of the class must be defined. If one of them is missing, then the times of this class/leg are highlighted in red.

Be sure to fix all such errors before trying to calculate the chase start times!

On the other hand, it is *allowed to have no max. behind time* defined. This will put all regularly finished teams into the chase start and put only the not classified ones (mp, disq) into the late start. Those times will be highlighted in orange so that you won't miss this if this happened by accident.

You can modify a restart time at any time before it really comes to be performed. See also the special function **Shift start time** which is described below.

 The **Search field** finds the first occurrence of the class in the restart table or the right list.


⊖ Special functions

🏁 Shift start time

You can shift a specific restart to another time completely. The function will display the first class/leg of the selected restart time column in the bottom panel and ask you to enter the new start time into the right field. When saving this, all classes/legs of this restart time will be moved to the new one.

It is wise to avoid shifting during the event. This function only shifts the first restart times of the respective classes/legs. In addition, you will have to recalculate the restart times for the teams of all those classes/legs. See below.

📑 Calculate restart times
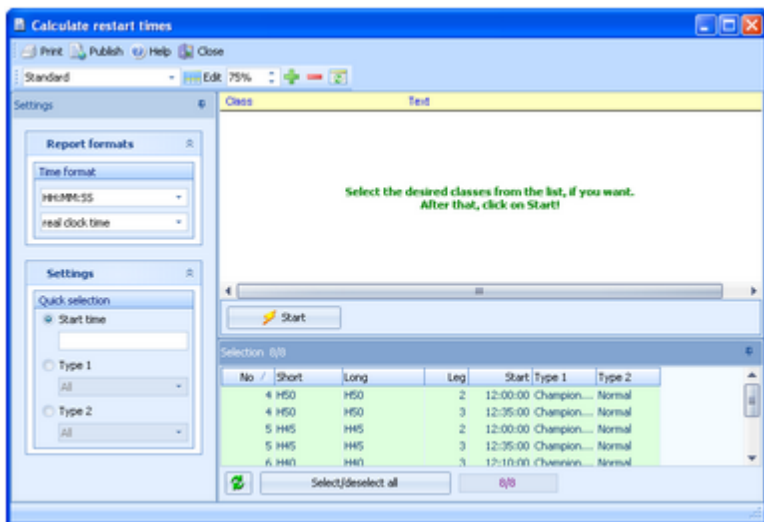
Select the classes/legs for which you want to calculate the start times. Click on the *Start* button to launch the task.

For each class/leg, OS2010 checks out whether all teams have a complete result until this leg. If there are errors, then you will be prompted to abort the procedure for this class/ leg and this will be shown in the protocol. Afterwards you can check Missing runners for the reason and recalculate the times for this class only later.

If you ignore the prompt, then the missing teams will be set into the late start.

Notice: the classes which had been computed successfully will be protocolled like *OK 25/4*, where the first number is the number of all teams in the chase start and the second number is that one of the teams in the late start.

➖ Reports

The **Overview report** supplies a complete summary of the restarts.

The **Start list reports** are available via the main menu. See the Start list reports reference for more details.

For general information about reports, see the reports reference.

See also

5.6.5 Start list reports

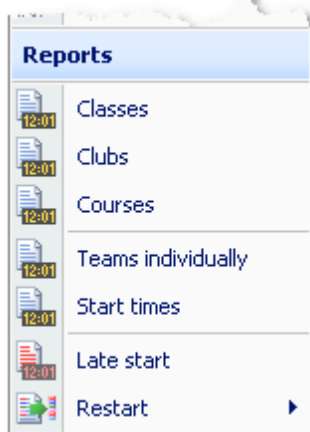There are various start list reports. You find them in the main menu under *Start list*

or with the start list toolbar button 📄. The titles should be self-explaining.

There are some special options in the reports which should be explained here.

Time format	The times in the report will be displayed according to this setting.
Names	The names in the report will be displayed according to this setting.
Label selection: print these legs only	With start list reports, the label printing works per leg/runner and not for complete teams. If you select *All* here, a seperate label will be printed for all runners of the teams displayed in the report. You may select singular legs to print f.ex. the start numbers for leg 1 only.
Teams sorted by	This is available for all reports except the one by teams individually. Within a class, club, course or start time the teams will be sorted by the selected field.
Include runners	The teams are shown with their runners.
Quick selection: type 1 or type 2	This is available for class reports. You can use this to select all classes with the desired class types by checking them. For more information about class types see the Classes reference.

For general information about reports, see the reports reference.

Label layouts

All reports are using the same pool of label layouts. That means f.ex., if you modify a layout in the classes report, this will also be used in all other start list reports.

CSV export

All reports can be exported to CSV format. The record structure is given in the header line within the output file (format header). This file has the same structure as the input file required by the event import. Thus it is possible to export and re-import the event as often as it is required.

Notice: The CSV file format has been changed from V.10.x to V.11.0!!

XML export

You can export the start list report into the IOF standard, document type StartList. You can select between XML V2 and V3. If possible, then the newer format is to be preferred. This export is possible with the report sorted by classes only, because this IOF document type requires that sort order. However, OS2010 also allows the reports by courses to be exported into that format. The courses will appear as "classes" in that XML document.

For more details, see the exports reference.

Sending emails

Display a start list report by clubs. In the report's menu, you will then find the Send EMail button . Click on it to send each club its own start list. This requires an email address to be entered with the club address. For more details, see the Send EMails reference.

▬ Special hints for the Restart start lists

The restart start lists have one basic difference to the normal start lists. While in the latter the report is always based on teams where you can display all runners of the teams by option, the restart lists are *based on individual runners* by their nature. Also, the normal start lists show the mass starts while a restart means *individual start times* for every team according to its difference to the leader. See also the Restart reference.

Notice: the XML and CSV export file formats are the same as of the normal start list reports, showing the complete team which includes the start time of the restart leg.

There are some special options specific for the restart start lists.

Which start times?	This is available for class reports. You can select if you want to display *All*, *Time start only* or *Late start only*. Choosing the last option will be wise if the late start is long after the normal restart or even before it.
Quick selection: start time	This is available for class reports. You can use this to select all classes with the desired first restart time.
Selection: start times	This is available for reports by start times. You can enter the desired start time range.

See also

Reports

5.7 Competition day

The *Competition day* main menu topic offers you all functions which you need to operate during the competition.
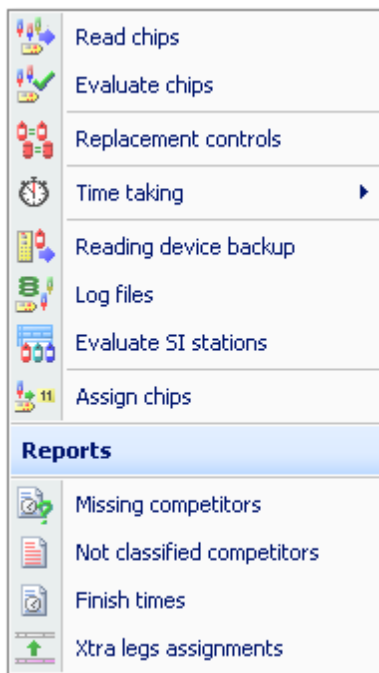
The two most important functions during a competition are Read chips and Evaluate chips.

Towards the end of the competition, several reports become important. As usual, they can be displayed from this menu with a single mouse click.

If you don't use the finish punch, then you will need the special time taking functions. It depends on your license whether you can use all functions here.

In special cases, it may be be wise to assign or reassign the chip numbers during the race just before the starts of the competitors.

There are some special functions for handling unexpected situations during the event:

- Replacement controls
- Reading device backup
- Log files
- Evaluate SI stations

See also

Running the competition - Task based help

Advanced competition day tasks - Task based help

Time taking - Task based help

5.7.1 Read chips

The Read chips form is one of the most important functions during the running competition.
Notice: depending on the load in the finish chute, you may need to provide several download PCs in the network running the Read chips form. However, with the modern USB read devices both from Emit and SportIdent it is also possible to run two ore more Read forms with one device connected to each on the same PC.
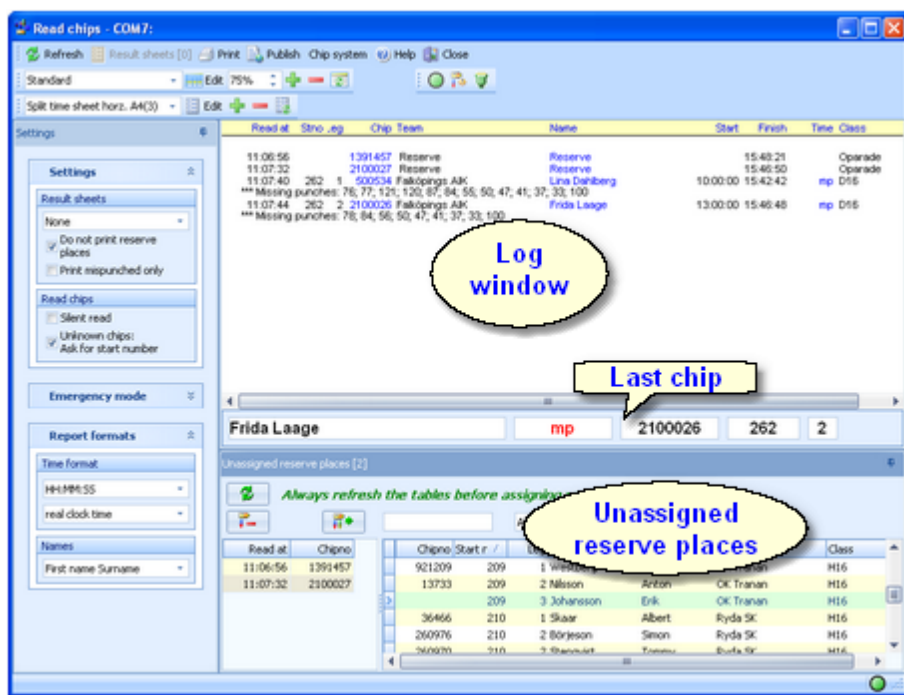
In the normal case, reading the chips will run smoothly and they will be reported in the log window including all details. Errors detected by the automatic code checking will also be shown. Rented chips will be notified. The last chip will be displayed a bit larger in the bottom panel.

However, there will happen two sorts of situations where the operator of this function must interfere: **unknown chips** and **network failures**. Also, the operator must always keep an eye on what the log window reports about the **automatic assignments** of OS2010. See the paragraphs below.

The functions for the handling of the chip reading device are provided by the menu item *Chip system* and the Chip system toolbar. See the Handling the chip system devices reference for more details.

Customizing the settings

The Settings tab has three paragraphs.

Settings

These settings define the behaviour of this function.

Result sheets	OS2010 creates a result sheet for each chip including all punch and split times. Select the desired print mode here.

	Automatic	Result sheets will be printed automatically. The number of sheets per page accords to the selected label layout. Only full pages will be printed automatically. To avoid delays, you may wish to print incomplete pages by button Result sheets.
	Spooled	Result sheets will be queued and be printed by pressing the Result sheets button. The current number of queued sheets is shown on the button.
	None	No sheets will be printed.

Do not print reserve places	Normally, result sheets for reserve places are nonsense, unless you are intentionally using reserve places only because there are no pre-entries.
Print mispunched only	If you don't want to provide result sheets in the finish, you may need those of the mispunched for handling them.
Silent read	Normally, OS2010 will prompt you if you are going to read a chip for the same competitor a second time. In silent mode, such a chip will be saved to a reserve place automatically.
Unknown chips: Ask for start number	If checked, then you will be asked for the start number/leg of an unknown chip. If you cancel the prompt, then the chip will be saved to Reserve as usual.

There are Pros and Cons which method is better. At relays it is often not so obvious why a chip is unknown or had been assigned wrongly before. Mostly it may be safer if the operator does not need to decide this immediately.

Report formats

Time format   The times will be displayed according to this setting.

Names   The names will be displayed according to this setting.

Emergency Mode

See the paragraph below for more information.

Emit time taking

This paragraph will only be shown if you are using the Emit chip system and additionally you are taking the finish times from the online punch. Then you see the option Use the finish punch if the finish time is still missing. If there was no online finish punch so far for some reason, the finish time will be taken from the finish punch on the chip. You can prohibit this action by unchecking the option.

Reserve places - handling unknown chips

Unknown chips will be saved to reserve places automatically. In this case the operator will be notified by a beep and the Reserve places panel will pop up if not yet visible. In silent mode, a chip will also be put into a reserve place when it had been read the second time. If necessary, you can enlarge the panel by dragging the upper edge.

Notice: since the automatic assignment function of OS2010 may modify the chip numbers assigned to the competitors, you should *refresh the selection table* using the Refresh button ⟳ .

Select the reserve chip from the left panel and the right destination competitor on the right. Assign the chip using the button . To find the competitor quickly, use an appropriate sort order and the quick search field at the top right. The assigned chip will be reported in the log window and it will be queued for the result sheets.

If you know that the reserve chip is obsolete, f.ex. because it had been downloaded twice, then delete it using the button .

The reserve places may also be handled by another person in Evaluate chips. In this case, use the Refresh button ⟳ to update the reserve list from time to time. This does also refresh the competitors table.

To get a better overview, you can use the leg selection listbox above the selection table to display only those legs which are running currently.

Notice: You can check the option *Unknown chips: Ask for start number*. Sometimes you may prefer this method. For more details see the Settings paragraph above.

Network break - Emergency mode

The Emergency mode helps you to overcome network breaks. The basic idea is that during a network break the clients which do the Chip downloading can switch to local mode and just continue reading chips locally. Later those chips can easily be read from the log file into the main event, after the network is up again.

Since the emergency mode is a task which makes sense in local mode only, it is not available when working on a

remote event in the network.

Preparations

On every download client PC, prepare a local event to which you can switch back for local operation. It makes sense if this is a local copy of the original event.

What to do during a network break

- If the network is down, you will be notified by somebody of your staff or OS2010 will notify you by the network lost dialog.
- Close OS2010 and restart it. Now it will switch back to local mode and select your prepared local event if you had it open as the last local event.
- Open the Read chips form.
- Pop down the Emergency mode tab in Settings and click on the *Start* button.
- The window will indicate that now you are working in emergency mode:

Emergency mode active			D:\Entw2008\OLStaffel\Logs\ChipLog_EM.DAT	2			
Read at	Stno .eg	Chip Team	Name		Start	Finish	Time Class
11:06:56	1391457	Reserve	Reserve		15:48:21		Oparade

The top panel also shows the name of the extra log file of emergency mode and the number of chips saved there.

- Just continue downloading the chips. They will be saved into the local event. If this is a local copy of the main event, then known chips will be handled like in the original event with code checking and you can print the split time sheets. Unknown chips will be saved to reserve places. **Notice: *Do not assign those reserve places to real competitors in emergency mode!*** You must handle them after uploading the emergency log file into the main event. That's why the reserve table is not available here.

What to do after the network is up again

- Close the Read chips window.
- Switch back to the main event from the network.
- In this event, reopen the Read chips form and continue downloading as usual.
- Additionally, open the Log files function.
- Open the emergency log file by the respective button and upload all chips which had been saved during the emergency mode. For more information see the Log files reference.

More details about the emergency log files

The emergency log files will be saved into the *Logs* subfolder of your Application settings folder. For more details look at the Application folders reference. They consist of two files which are named *ChipLog_EM.dat* and *ChipLog_EM.idx*. If you like to upload them at a central place (maybe directly on the server), then collect them from the download PCs and copy them into a central place. You can then load the right chips into the main event using the Log files function.

For every event the same emergency log file will be used. If OS2010 finds chips from previous dates in the emergency log file, you will be asked to remove them when switching to emergency mode.

However!

If you are running a smaller event using 2 or 3 PCs in the network and a single download PC only, then the recommended way of doing is to *use the server itself for downloading*. Thus network breaks won't matter and you can continue anyway. No emergency mode needed.

⊟ Automatic assignments

When computing a chip, OS2010 will try to fix an obviously faulty situation with the team automatically. The same algorithms apply for downloading the reading device backup memory.
Three scenarios are possible.

Chips used multiple times within the team

To make relay orienteering more exciting and to allow shorter courses on a small map, there is a well-known competition model where every runner runs twice or even more often. F.ex. you have two runners who run 2 legs

each. For the class, you have to define 4 legs. Then runner A runs legs 1 and 3 while runner B runs legs 2 and 4. With the entries, you have to enter all details twice. It is possible (and easier) to enter the chip numbers for the first leg of every runner only and omit them for their subsequent legs. OS2010 will assign the chip to the right leg automatically if it comes to the finish the second time.

If you have such an event, then please keep an eye on the messages which OS2010 will issue in the log window:

+++++ Chip used multiple times by this team

This chip had been assigned automatically like explained above. Check out if this is the right leg. If something looks wrong, then try to fix this in Evaluate chips as soon as possible, to avoid further errors with the subsequent legs.

Chips swapped

The assignments which had been predefined with the entries will be adjusted automatically, if a team had changed its running order shortly before the start and thus swapped the preassigned chip numbers.

If the preassigned leg's course does not match to the punches, then the first free leg will be tried. If this course matches, then the chip will be assigned to this leg while shifting the unused chip numbers to the rest of the free legs. If both courses do not match, then the chip will be assigned to the preassigned leg and there will be a warning to check this in evaluation.

If chips had been swapped, OS2010 will issue the following message in the log window: +++++ Chip assignment detected automatically.

Xtra runners

If you are not familiar with Xtra legs, then first look into the Handling Xtra legs - Task based help.

When downloading the chip of a Xtra runner, OS2010 first saves the chip and then it looks whether the runner should count for the team. Always the fastest one of parallel Xtra runners will count.

If you have such an event, then please keep an eye on the messages which OS2010 will issue in the log window:

+++++ This Xtra runner counts for the team.

----- This Xtra runner does NOT count for the team.

The messages will tell you what had happened.

Notice: The automatic procedure described above for relays with multiple rounds will not work with Xtra legs in the team, since there the right competitor can't be determined automatically. Of course you can perform such multiple rounds with Xtra legs, but then you will have to preassign the chip numbers.

See also

Running the competition - Task based help
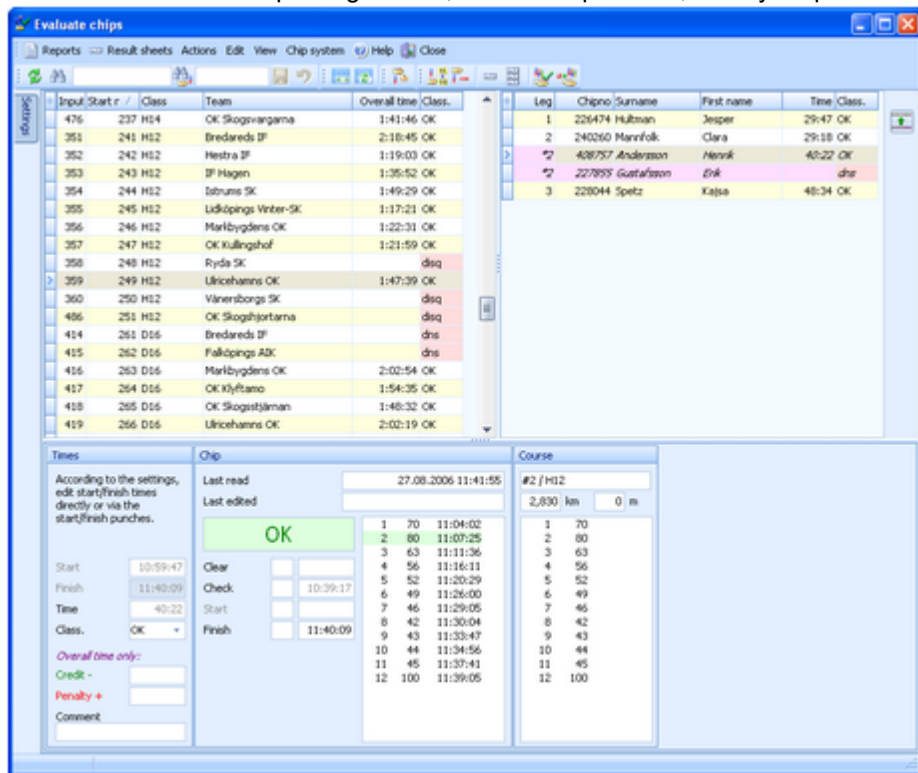
Handling Xtra legs - Task based help

Evaluate chips

Log files

Device backup memory

Entries

5.7.2 Evaluate chips

The Evaluate chips form is one of the most important working areas during the running competition. Here you can handle all issues with chip assignments, check mispunches, modify chip contents, and more.

The data grid is just a readonly selection grid. At the top, you see the table of teams at the left and the table with the runners of the selected team at the right. Xtra runners are also displayed in this table. If you need more details about Xtra legs, have a look into the Handling Xtra legs - Task based help. The contents of the competitor's chip are displayed in the bottom panel.

You can sort the grid like you want and search for a team/competitor quickly using the search field. For example, if you want to check out the not classified teams, it is a good idea to sort them by the Classification column, so will have all of them in a row. It is also possible to sort by class and overall time, so you get the teams sorted according to the result list.

If you need more details about browsing in and customizing the data grid, have a look into the data grid reference.

Customizing the settings

Use the Chip system settings button/menu item 🔧 to modify those settings. If there is a change which is relevant for calculating the (punch) times, they will be recalculated and the form's display will be updated.

The Settings tab shows the standard paragraph for **Teams settings**.

Sort mode	You can define the sort mode for classes and clubs. They can be sorted by their Id numbers (class number or club number) or alphabetically. The latter may be slow sometimes for large events but it should be preferred. Choosing the Id no. order will optimize the load time of this form.
Time format	The times in this form will be displayed according to this setting.

If you prefer that, then you can activate the **Automatic refresh** function. This will especially help at large events, where you have operators at the crying wall, who are working with this window continuously.
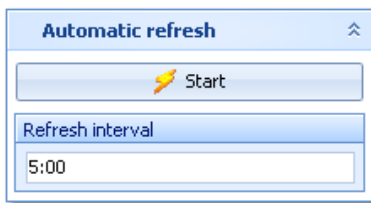
Set the right Refresh interval. An interval of some minutes is sufficient.

Click on the *Start* button to start the automatic refreshing.

Notice: If you are editing a chip, then the automatic refresh will be suspended. After saving the chip, the automatic refresh will be restarted automatically.

Editing the chip contents

The bottom panel consists of three sections for times and classification, the chip contents and the course.
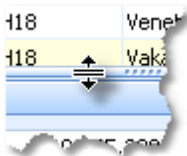
	Drag the splitter bar to resize the bottom panel, so that you will see more punches in the chip panel.
Start (Times) Start (Chip)	The start time field in the Chip panel means the start punch saved on the chip. Normally you don't have a start punch at relays but if one happens to do so then this will be displayed here. The corresponding field in the Times panel means the actual start time. This is always calculated based upon the classes' mass start time, late or restart times and the finish time of the preceding leg's runner.
Finish (Times) Finish (Chip)	The finish field in the Chip panel means the finish punch saved on the chip. The corresponding field in the Times panel means the actual finish time which is saved or calculated for the competitor. It may have been calculated or editable according to the SportIdent or Emit settings. Only one of the finish fields will be enabled depending on whether you are using the finish punch for time taking. **Negative times:** You can enter times before the zero time. To do so, first *set the time format to relative to zero time*. Then enter a negative time (-...). Then set the time format *back to absolute time*. Entering the time in absolute time does not work because then this time will be assumed to be after the zero time. However, this does not seem to be wise for relays…
Time	The (running) time is always calculated based on the start and finish times.
Class.	You can change the classification if necessary.
Credit, Penalty, Comment	You can enter a manual time credit and/or penalty **for the whole team** (overall time) only which will be computed when calculating the overall time. If you like, you can add a comment in the respective field. These fields carry the same contents for all runners of the same team.
Check, Clear	Read-only fields, SportIdent only.
Read	This is a read-only punch field for Emit only. Normally this is the "250-punch", which means the punch time of the 250 reader. Since there may have been several reads done with the same chip, all those 250 punches are displayed in the punch list. The one which is considered to be the reference punch for the time calculation is displayed in green colour. This punch is also shown in the Read field. If you think the wrong 250 punch had been used, then you can switch to the previous/next one using the *Switch button* . **Background:** Since the Emit ecard does not carry a clock time, the correct punch time calculations depend on the reading PC's clock time (shown in the Last read field) and the zero time. The referenced 250-punch will be set equal to the chip read time and all other punch times will be calculated accordingly. There may be problems if a chip had been downloaded several times because inbetween the ecard's clock had been stopped. If necessary for extraordinary cases, you have the possibility to insert an appropriate 250-punch manually and assign it as the reference.
Last read, Last edited, chip status	Read-only fields

1	66	21:51:58
2	60	21:53:42
3	71	21:55:31
4	35	21:57:25
	46	22:01:13
5	64	
6	65	
7	56	22:05:35
8	36	22:06:42
9	57	22:09:34
10	99	22:10:26

In the punch list, missing punches are marked with red colour, wrong (additional) punches are shown in purple colour and valid punches are shown in black.

To modify a punch, *rightclick* it to display the context menu. You can change the code number and the punch time, insert/add a new punch or delete the current one. You can use the shortcuts *Ins* or *Del* or *doubleclick* a punch to perform the default action. After editing punches, the classification will be set to mp/OK automatically if necessary. Any obviously manually edited classification like dns or dnf will never be changed automatically.

Inserting a missing punch: To insert a missing punch (f.ex. if the control had been defective or stolen), just *dblclick* it and press *OK* in the Insert punch dialog. The punch will be inserted using a special dummy punch time which is displayed as 0.00. If you don't like this, feel free to change this to a reasonable punch time.

With defective or stolen controls, there are usually many competitors affected. Use the function **Insert missing control** instead. For more information, see the next paragraph.

Hide code checking This function is available in the context menu.

If you have the same control multiple times in the course, and (only) the first of them is missing, then the numbering of the correct punches gets somewhat puzzled since OS2010 takes the next (existing) punch of this control as the correct one. There are also other situations where the wrong and correct punches can't be displayed in the right way. Hide code checking removes the numberings, so that you have all punches just in order and you can compare more easily to the correct course displayed at the right.

Notice: If you are using Replacement controls, they will be displayed in brackets (...) in the course panel. For more details see the Replacement controls reference

1	192 (105)
2	96
3	210 (87)
4	205 (108)
5	75
6	35

➖ Emit backup label

This feature is available for the ***Emit punching system only***.

Right of the course panel, the panel of the Emit backup label is displayed.

Emit backup label

13 (272/101)
Missing punch
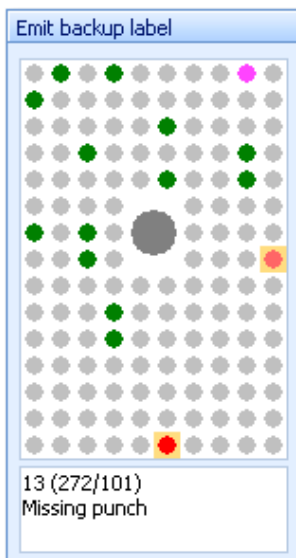
The pins are displayed how they they should look like on the competitor's backup label, based on what is saved from the chip. There are different colours used.

🟢	Green	Correct punches according to the course.
🔴	Red	Missing punches. If you click on a missing punch, then also the possible alternatives are displayed in a lighter red colour 🔴 if there are reserve controls defined.
🟣	Purple	Additional punches of the competitor which are not on the course. Mostly these may be wrong punches.

If you click on a pin, then this pin is highlighted in orange colour and there is a comment in the bottom text field. If there are possibly more than one punches represented by the same pin, then this is shown in the text.

You can also highlight a pin by clicking on the punch in the punch list.

The normal task will be to investigate the red pins (which are missing on the chip data), and look for them on the original paper backup label of the competitor.

Notice

The Emit backup label can also be *printed on the split time sheets*. When editing a split time sheet layout, you have an additional button 🔲 available to insert the Emit backup label. The pins are given in black and white:

⬤	Black	Correct punches according to the course.
◇	Ring	Missing punches

⬤ Gray   Additional punches of the competitor which are not on the course. Mostly these may be wrong punches.

➖ Inserting a Xtra runner manually

With OS2010, you have the possibility to compute simultaneous runners on the same leg. For more details, have a look into the Handling Xtra legs - Task based help. When downloading the chip, OS2010 looks for all parallel runners of the respective team/leg and inserts the (so far) fastest one into the team.

In the legs panel, the Xtra runners who don't count for the team are displayed in *light red colour with an italic font*. The leg number is marked by an asterisk *. If you need or decide to change the Xtra runner who should count for the team, then select this runner and perform the action by clicking the button *Insert Xtra runner into the team manually*

⬆. The runner who had been assigned to this leg previously, will then appear as an unassigned Xtra runner.

➖ Special functions

🔢 Assign current chip to another competitor

Assigns the current chip (read for the wrong competitor) to another competitor. It is also possible to *exchange* both chips. Follow the given instructions.

🗑 Delete current chip

Deletes the current chip. You can decide whether the chip number should be kept or not.

✅ Validate code checking

Performs the code checking for all competitors. This may help you, if you encountered errors in your course definitions or course assignments during the event. Fix the course definition/assignments and run this function. All competitors whose results had been changed will be reported.
You can keep this report window open and repeat this action when you need it. The new content will be added at the end of the report. Thus you can collect this all in a single report and print it at the end or save it in any publishing format.

📊 Insert missing control for all competitors

Inserts a defective or stolen control for all competitors concerned.
You can keep this report window open and repeat this action or insert additional controls when you need it. The new content will be added at the end of the report. Thus you can collect this all in a single report and print it at the end or save it in any publishing format.

🏷 Print result sheet

Prints the result sheet of the current competitor. The label print dialog will appear automatically. If you want to select another label layout, then Cancel this dialog, select the layout and print the label from the report menu.

🏷 Print multiple result sheets

Behaves like a report. You can select multiple competitors and then print their result sheets.
Notice: this is not the same as printing sheets from the Chips report! In the latter, the punch times are shown as clock times while on the "normal" result sheet they are shown as split times of the competitor.

➖ Reports

The **Chips report** supplies a list of all chips. Select Edited chips only to report only them.

The **Wrong punches report** gives a list of all chips with wrong punches.

The **Check check punches report** checks if all competitors had taken their check punch within the predetermined time. This may help you to detect irregular start times. Enter the right time margins in the settings panel. This report is available with *SportIdent only*. However, this may be of minor relevance at relays since there is no definite rule at which time one will clear and check his chip.
With some reports the following option is available.

Quick selection: These legs only   You can quick-select the runners of one or more specific legs.

Notice: If you had <u>read the backup memory of check stations</u>, then the punch times from those stations will be displayed and marked by **#**. This is a workaround to compensate a SportIdent design fault. If your finish stations were working in extended mode, then the finish punch had damaged the check punch time on the SICard5. To get the right results in this report, you must download the backup memory of all check stations. If you are sure that your finish stations worked in non-extended mode, then no download is necessary.

The **Emit code 99 report** shows a summary and a list of all punches which had generated a code 99 punch. This punch is issued by a control when its battery is running down. This report is available with *Emit only*.

For general information about reports, see the <u>reports reference</u>.

See also

<u>Read chips</u>

<u>Replacement controls</u>

<u>Manual input (f.ex. not started)</u>

<u>Late start</u>

<u>Restart</u>
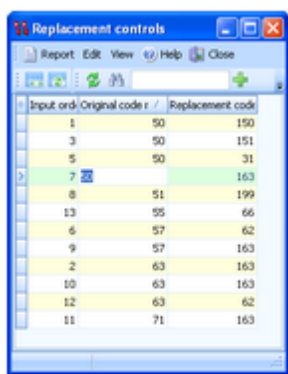
<u>Handling Xtra legs - Task based help</u>

5.7.3 Replacement controls

It may happen that controls get lost or stop working during the event.
With SportIdent, you have the possibility to prepare some reserve stations in advance and use them to replace the faulty stations quickly. These stations should carry code numbers which are not defined in the <u>controls</u> table.

With Emit, you may simply have reserve controls with other code numbers only.

After replacing a control, you have to enter this as quickly as possible into this table. Enter the original code number (as it is defined in the courses) and the replacing one. The code checking will now accept punches from both controls for the original code number.

If you need more details about editing in the data grid, have a look into the <u>data grid reference</u>.

Notice:

Normally a replacement should follow *two basic rules*: the *replacement code number should not be defined as an ordinary control* and there should be a *unique replacement code* for the original code number.

However, there are many possible reasons why this can't be fulfilled. So OS2010 allows any violation of these rules. The best known reason is that *Emit controls* are carrying fixed code numbers, so you have to use what you have available. You can have normal code numbers as replacement codes, multiple replacements for the same original code, and the opposite which is assigning the same replacement code to multiple original codes. The report will display such violations. For more details, see the paragraph below. Of course, you as the organiser are responsible to ensure that this will still allow a correct code checking!

There is one special indication where you could use a normal code number as a replacement. If you had exchanged two controls by mistake when putting them out, then just define each of both as the replacement of the other one. (Have in mind that this is surely a violation of competition rules...)

Reports

The report lists all replacement definitions together with a comment. This shows whether there are violations to the basic rules (see above). So don't forget to view the report after every change!

Possible comments are

- The replacement code number is a normal control.
- The replacement code number is assigned to multiple controls.
- The control is assigned to multiple replacement code numbers.

Please check out whether you can avoid such cases.

For general information about reports, see the reports reference.

See also

Running the competition - Task based help

Advanced competition day tasks - Task based help

Evaluate chips

5.7.4 Time taking

Besides the most common time taking method using the finish punch, you may have the need to enter finish times manually or use an external time taking system or the PC clock for time taking.
You find these functions under *Competition day - Time taking*. **It depends on your license whether you can use all functions here.**
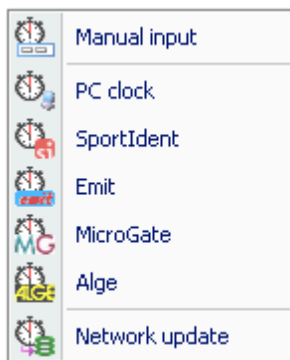
You can enter the times manually. This function can also be used for entering not started competitors quickly.
You can take the times by the PC clock or another external time taking system. So far the SportSoftware supports SportIdent, Emit, MicroGate and Alge. All of them can be used together with any of the two chip systems for identification. Before beginning with an external time taking system, be sure to understand the basic principles of time taking with the SportSoftware.
During a network break, you will have to record the times locally in emergency mode. After restoring network operation, you can upload those times to the server using the Network update function

See also

Time taking - Task based help

5.7.4.1 Manual input

For some reasons, it may be necessary to enter finish times manually, f.ex. if you are using an external time taking system which had a failure for some time. However, the best known purpose of this form is that you can *enter not started teams or competitors very quickly* here.
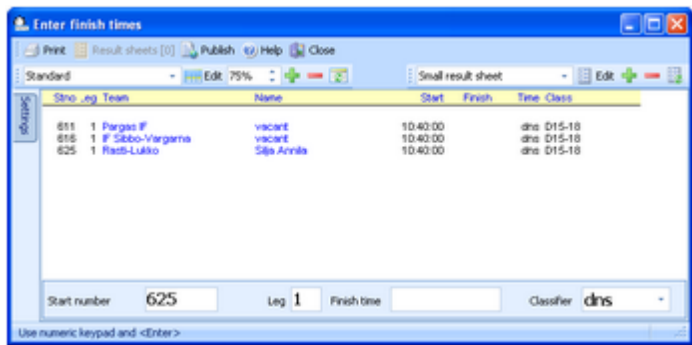
Enter the start number, the leg, the finish time and the classifier. To *enter not started* (or maybe disqualified...) competitors, just set the classifier to the right value, leave the finish time blank and enter the start numbers/legs.

For a quick input, switch the numerical keypad to "numerical" and use those keys. Instead of the colon (:), you may also use the dot or the comma on the num key pad. In this form, the **Enter key** is available for fast switching from one input field to the next.

The competitors will be listed above together with their finish and running times. If the competitor already had received a finish time, you will hear a warn beep and the previous finish time will be reported. Thus previous errors in entering start numbers will be noticed. At any time, you can correct a wrong finish time by entering the (correct) time again.

You will also receive a warning if the previous runner of this leg has no finish time yet or if he had finished later than the current runner. The latter case might be possible after a late start.

Customizing the settings

The Settings tab has two paragraphs.

Settings

Result sheets	OS2010 creates a result sheet for each competitor including his time. Select the desired print mode here.
	Automatic — Result sheets will be printed automatically. The number of sheets per page accords to the selected label layout. Only full pages will be printed automatically. To avoid delays, you may wish to print incomplete pages by button Result sheets.
	Spooled — Result sheets will be queued and be printed by pressing the Result sheets button. The current number of queued sheets is shown on the button.
	None — No sheets will be printed.

Report formats

Time format	The times will be displayed according to this setting.
Names	The names will be displayed according to this setting.

Handling Xtra legs

With OS2010, you have the possibility to compute simultaneous runners on the same leg. For more details, have a look into the Handling Xtra legs - Task based help.

If you enter the details for a team/leg which is a Xtra leg and which has simultaneous runners entered, then the bottom panel will pop up, which gives you the possibility to select the right one of those Xtra runners.

You can navigate using the arrow keys and select the right runner by the *Enter* key, a mouse *doubleclick* or clicking on the *Save* button [icon] at the right.
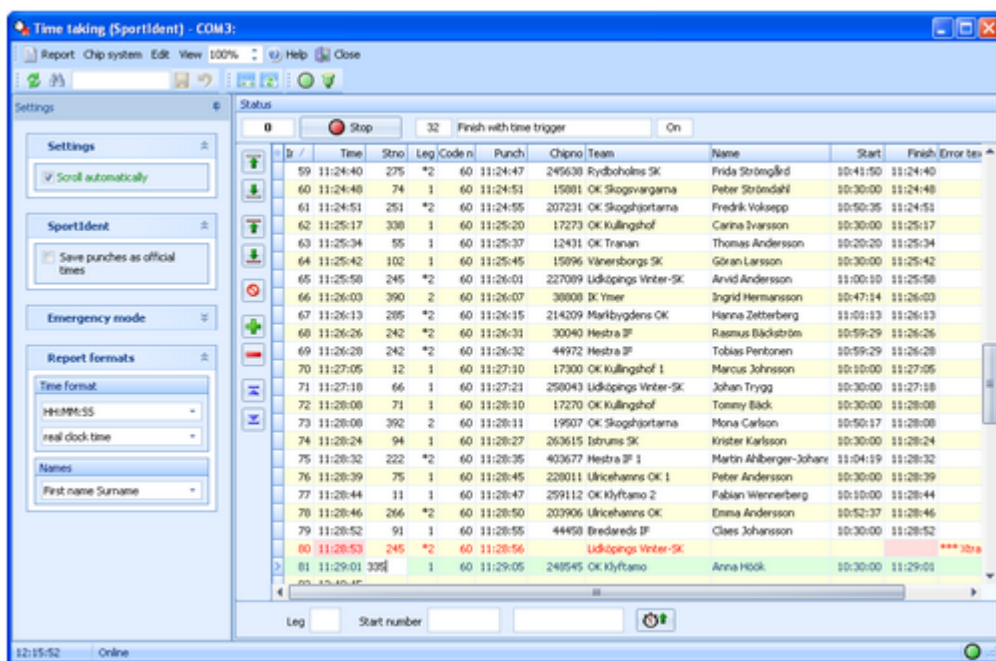
See also

Time taking - Task based help

Handling Xtra legs - Task based help

Evaluate chips

5.7.4.2 Time taking - Basic principles

The various time taking functions are working all in the same way. So the general working of the time taking will be described in this topic. As a sample, see the screenshot of the time taking using SportIdent below.

Basically it is possible to use each of the two punching systems *Emit* and *SportIdent* together with any of the supported time taking systems: the PC clock, SportIdent, Emit, MicroGate, and Alge. For the special features of each time taking system look into its specific help topic. Depending on the combination chip system - time taking system, mostly two devices have to be connected to the window, one of the chip system which delivers the identification punches and one of the time taking system which delivers the times.

The form has a variable layout depending on the chip system, mainly because with SportIdent you can identify the station and display its characteristics on the form.

See also Time taking - Task based help for a more task oriented description.

Notice

The time taking functions will only work reasonably **if the competitors are wearing start number bibs**.

⊟ Customizing the settings

The Settings tab has four paragraphs.

Settings

These settings define the behaviour of this function.

Scroll automatically

By default, this option is selected. This means that always the last received time or punch will be focused and displayed. If you had selected the sort order by input order or by time, then it will be displayed at the bottom or top after an automatic scroll.

Notice: You can select ascending or descending sort order. This way you can specify how you prefer to have the display: the last time at the top or at the bottom. If you had selected another sorting, f.ex. by start numbers, then the last received time/punch will be moved into view also but it will be not necessarily at the top or bottom.

SportIdent, Emit, MicroGate, or ALGE

This will display special options which belong to the time taking system. See the special topics for more details.

Emergency Mode

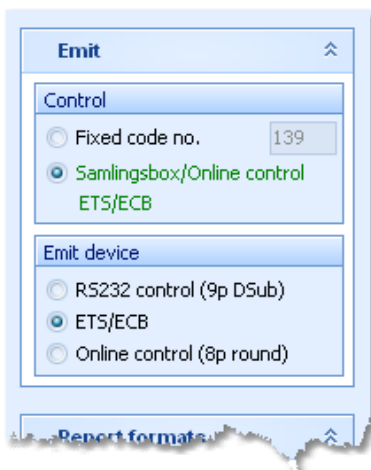See the paragraph below for more information.

Report formats

Time format

The times will be displayed according to this setting.

Names

The names will be displayed according to this setting.

Emit (options for the chip system)

This paragraph will only be shown if you are using the Emit chip system. The options specify the type of the online control which is used for identification.

Option Control
You can define the fixed code number for the connected control. If you are using the Samlingsbox, the Online control or the EmiTag devices ETS/ECB, then the code numbers will be included in the protocol. Thus you should select the second option.This allows to have different controls connected to the same Samlingsbox, or to send different online controls through the same Emit radio transmitter.

Option Emit device
Emit offers three alternatives, the normal RS232 control with its 9-pin DSub connector, the EmiTag devices ETS/ECB and the special Online control which you can recognize by its 8-pin round connector.

Notice: From RS232 and Online controls, the punch time is calculated from the PC clock. **Please take care of having set the PC clock correctly!** ETS/ECB deliver their own device times.

The code number is of minor importance since the incoming punches will be inserted as start or finish identification punches according to the selection at the bottom panel.

Before you begin

There are some preconditions which must be checked out before beginning with the time taking.

- **Check the Chip system settings**
  The option Use finish station must not be checked. This option means that the finish time will be read from the according punch which is saved on the chip. Exactly that is what you do not want to have here! Instead, you want to take the times by an external time taking system. Those times shall not be overwritten by downloading the chip data in the finish. For more information about those settings, see the SportIdent settings or the Emit settings references.

- **Set the right time format**
  Only the time format by tenths or hundreds will record the times with that accuracy. All other time formats will

imply recording the times by seconds. This is independent of the time format which the time taking system is sending. However, current IOF rules are telling that any other resolution than seconds *"has no meaning for orienteering"*.

- In some cases, it is necessary that the **PC clock is synchronized to the event time**. See the specific topics for each time taking system for more information.
- For both devices, **set the serial port** in the right way! For more details, see the <u>Serial port settings reference</u>.

Working in the time taking window

Incoming times and identification punches will be recorded and displayed continuously.

If you have enough time, then you can enter the start number and leg of the incoming competitor (next time) in advance. Normally this is not possible all the time and the times will be saved "standalone" for now. You can then add the start numbers/legs later directly in the grid. Save a record using the ***Save button*** or the ***Enter*** key.
Notice: a start number sent by the time taking system has a higher priority than a manually entered one!

In the table you see the competitor with his time. Errors will be coloured and be documented by an error text.
On the right side, you can compare the current official start and finish time of the competitor. If there is a difference to the time sent by the time taking system (left), then this will be highlighted in red colour. A possible reason may be that a single competitor had got several times assigned. In this case, only the latest assignment is valid and the others are highlighted as errors. Delete those faulty assignments. Normally those times will belong to other competitors.

At the left button bar, you find some special functions to handle errors.

Assign competitor to previous time
The competitor will be moved one time up and be assigned to that time. Only unassigned times with the right flag will be computed.

Assign competitor to next time
The competitor will be moved one time down and be assigned to that time. Only unassigned times with the right flag will be computed.

Swap time with previous competitor
The competitor will be moved one time up and be assigned to that time. If this time had already been assigned to another competitor, then the times will be swapped.

Swap time with next competitor
The competitor will be moved one time down and be assigned to that time. If this time had already been assigned to another competitor, then the times will be swapped.

Clear assignment of competitor to this time
The time will be kept in the table but cleared for that competitor. If this was a faulty assignment (light red) then this has no effect on the competitor's official time.

Duplicate time
Duplicates the highlighted time.

Remove time
The time will be removed from the table. This is only possible if it is not assigned to a competitor.

Jump to the first record

Jump to the last record

You can also insert times manually. To do this, enter the missing time into the Manual input field at the bottom right

and save it by clicking the button ⏱️ or pressing the ***Enter*** key. As an option, you can enter the right start number/leg into the input fields.
Notice: If you had entered times manually then the input order may no longer correspond to the order by times.

Interrupt automatic receiving

If necessary, you can interrupt the automatic receiving using the ***Stop button***. All subsequent times and punches will be queued. Click on the ***Start button*** to restart the automatic receiving.
Normally, you should not need to use this feature. If you have a high frequency of incoming times, then receive the punches and times in one window. Open another window in offline mode (which shows the same data) and handle all

errors there.

Notice

When opening the form or refreshing the table, all recorded finish and start times will be displayed. During operation, only those times will be added which had been received by the window. This is designed to get a better overview when recording from multiple devices in multiple windows.

➖ How the identification works

At the *finish*, first the time taking system sends the accurate time from the finish light bar (or the PC clock). After that, the competitor punches at the SportIdent station or the Emit control. Using the chip number, the first unassigned time will be assigned to this competitor.

The search algorithm begins with the last previously assigned time.

If you had entered a start number/leg for quick assignment, then this has priority. The punch will be added to the already assigned time. So it would even be possible to work without any identification punch.

Some time taking systems are supporting this preassignment by themselves. A preassignment done by the time taking system overwrites any input in OS2010.

➖ Network break - Emergency mode

The Emergency mode helps you to overcome network breaks. The basic idea is that during a network break the clients which collect the times and punches can switch to local mode and just continue working locally. Later those times can easily be uploaded into the main event, after the network is up again.
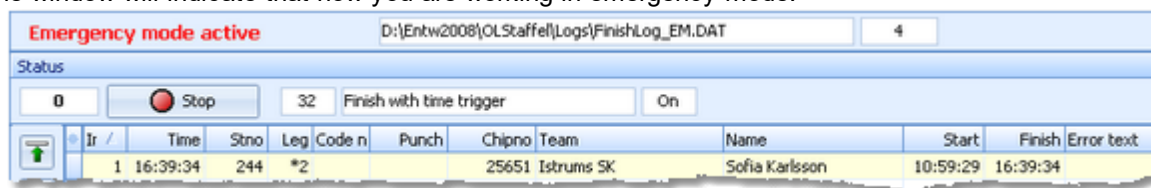
Since the emergency mode is a task which makes sense in local mode only, it is not available when working on a remote event in the network.

Preparations

On every time taking client PC, prepare a local event to which you can switch back for local operation. It makes sense if this is a local copy of the original event.

What to do during a network break

- If the network is down, you will be notified by somebody of your staff or OS2010 will notify you by the network lost dialog.
- Close OS2010 and restart it. Now it will switch back to local mode and select your prepared local event if you had it open as the last local event.
- Open the right time taking form.
- Pop down the Emergency mode tab in Settings and click on the *Start* button.
- The window will indicate that now you are working in emergency mode:

Emergency mode active			D:\Entw2008\OLStaffel\Logs\FinishLog_EM.DAT			4					
Status											
0		🔴 Stop	32	Finish with time trigger		On					
⬆	Ir /	Time	Stno	Leg	Code n	Punch	Chipno	Team	Name	Start	Finish	Error text
	1	16:39:34	244	*2			25651	Istrums SK	Sofia Karlsson	10:59:29	16:39:34

  The top panel also shows the name of the extra log file of emergency mode and the number of times saved there.

- Just continue recording the punches and times. They will be saved into the local event. If this is a local copy of the main event, then known chips or start numbers will be handled like in the original event and the times will be assigned automatically.

What to do after the network is up again

- Close the time taking window.
- Switch back to the main event from the network.
- In this event, reopen the right time taking form and continue recording as usual.
- Additionally, open the Time taking - Network update function.

- Upload all times which had been saved during the emergency mode. For more information see the Network update reference.

More details about the emergency log files

The emergency log files will be saved into the *Logs* subfolder of your Application settings folder. For more details look at the Application folders reference. They consist of two files which are named *FinishLog_EM.dat* and *FinishLog_EM. idx*. If you like to upload them at a central place (maybe directly on the server), then collect them from the time taking PCs and copy them into a central place. You can then load the right times into the main event using the Network update function.

For every event the same emergency log file will be used. If OS2010 finds times from previous dates in the emergency log file, you will be asked to remove them when switching to emergency mode.

━ Assigning times to Xtra runners

With OS2010, you have the possibility to compute simultaneous runners on the same leg. For more details, have a look into the Handling Xtra legs - Task based help.

A Xtra runner will be assigned to his finish time using the identification punch in the same way like any other runner. As usual, Xtra legs will be displayed with a preceding * (star) in the table, like *2. However, there is a special handling when it comes to edit an assignment. This works similar to other functions like the Manual input of times.

If you click into the leg column, then this will show the Select Xtra button *2 . Click on the button and the bottom panel will pop up, which gives you the possibility to select one of those Xtra runners.

	Start r /	Leg /	Surname	First name	Finish	Chipno	Team	Class	
	285	*2	Högstrand	Elin	11:21:31	940616	Markbygdens OK	D12	
	285	*2	Wallin	Lisa	11:21:31	10568	Markbygdens OK	D12	
>	285	*2	Zetterberg	Hanna	11:26:13	214209	Markbygdens OK	D12	

Xtra leg: Please select the right runner!

You can navigate using the arrow keys and select the right runner by the *Enter* key, a mouse *doubleclick* or clicking on the *Save* button at the right.

Notice: When editing the leg no and changing from a "normal" leg to a Xtra leg, then the panel will pop up automatically.

If you had preassigned a Xtra leg using the input fields, then the nextcoming time will be assigned to the leg but it will be displayed with an error message telling you that you still have to assign it to the right runner. You can do this when there is time or another operator may do this at another PC.

━ Reports

The report shows all times and to whom they had been assigned, together with a self-explaining comment if necessary.
For general information about reports, see the reports reference.

See also

Time taking - Task based help

Time taking - Network update

Time taking - PC clock

Time taking - SportIdent

Time taking - Emit

Time taking - MicroGate

Time taking - Alge

Results

SportIdent settings

Emit settings

Serial port settings

Handling Xtra legs - Task based help

5.7.4.3 Time taking - PC clock

You can use the **PC clock** together with any of the two punching systems Emit and SportIdent for the identification punch.

The various time taking functions are working all in the same way. The general working of the time taking is described in the Time taking - Basic principles reference. Be sure to read this first if you are not yet familiar with time taking in OS2010.

This topic only adds the specific handlings of using the PC clock for time taking.

The times are calculated from the PC clock. **Please take care of having set the PC clock correctly!**
The time field shows the running PC clock time. Pressing the **space bar** saves the current time in the table.

See also

Time taking - Task based help

Time taking - Network update

Serial port settings

5.7.4.4 Time taking - SportIdent

You can use the **SportIdent sprinter station** or even the punch of an **ordinary station** for time taking.

The various time taking functions are working all in the same way. The general working of the time taking is described in the Time taking - Basic principles reference. Be sure to read this first if you are not yet familiar with time taking in OS2010.

This topic only adds the specific handlings of the time taking using SportIdent.
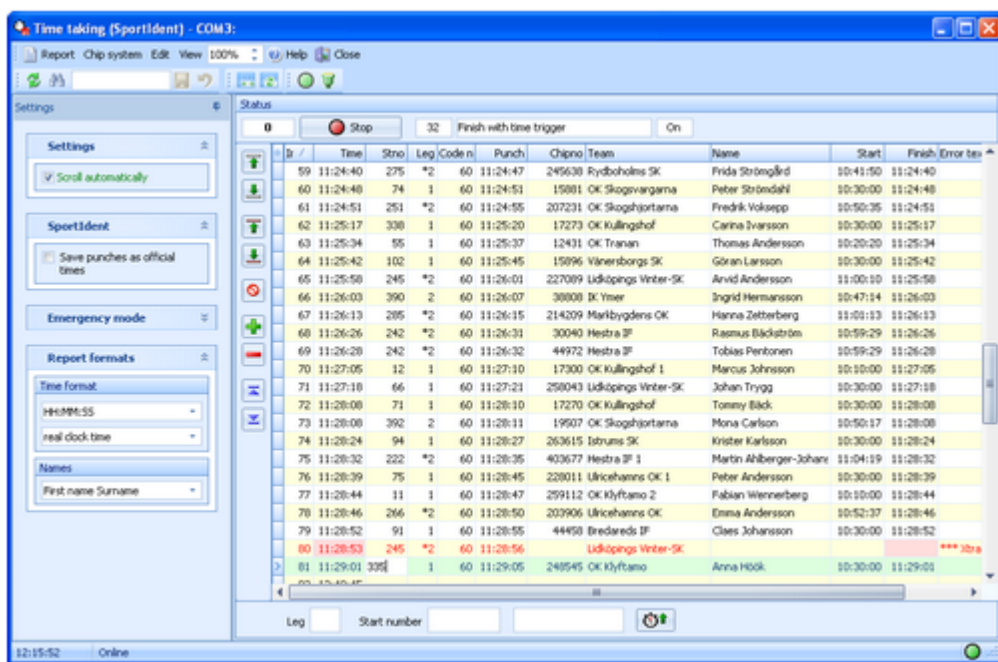
This function is designed for the SportIdent sprinter stations in the special finish mode with time trigger. Those stations send both the times from the light bar and the identification punches.

By the option *Save punches as official times*, you can use any ordinary SI station (finish or control) for time taking.

⊟ Customizing the settings

For a description of the basic options, see the Time taking - Basic principles reference.
There is a special paragraph with **SportIdent options**.

 Save punches as official times   Check this option if you are using normal stations for time taking.

See also

> Time taking - Task based help
>
> Time taking - Network update
>
> SportIdent settings
>
> Serial port settings

5.7.4.5 Time taking - Emit

You can use the *Emit ETR/RTR* time taking device together with any of the two punching systems Emit and SportIdent for the identification punch. If you are using EmiTag, then you must use the *ETS/ECB* devices.

The various time taking functions are working all in the same way. The general working of the time taking is described in the Time taking - Basic principles reference. Be sure to read this first if you are not yet familiar with time taking in OS2010.

This topic only adds the specific handlings of the Emit time taking devices.
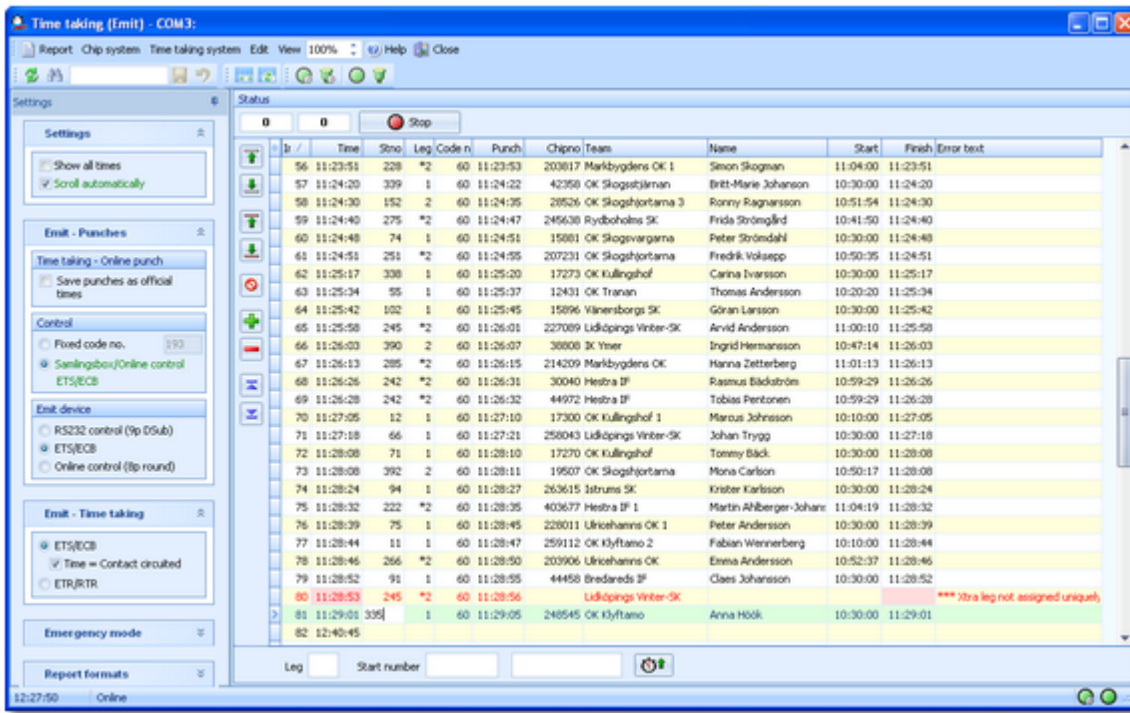
The times will be recorded by the ETR/RTR or ETS/ECB and they will be identified by the punches from the control.

By the option *Save punches as official times*, you can use any ordinary Emit control for time taking. Use this option if you have set the Emit option Time taking - Online punch. This is also the right setting if you are using ETS/ECB and a loop which records the EmiTags. See the Emit settings reference for more details.

Notice:

It is also possible to collect the online finish punches via the Speaker functions. For more details see the Online monitor for intermediate times (Client) and Online monitor for intermediate times (Server) references. However, it is recommended to use this time taking function for that purpose since here you have more possibilities to interfere manually and you don't need to care about Winsock ports etc.

▬ Customizing the settings

For a description of the basic options, see the Time taking - Basic principles reference.
There are two special paragraphs with **Emit options**.

Save punches as official times	Check this option if you are using the online punch from the normal finish control for time taking.
ETS/ECB or ETR/RTR	Select the right time taking device.
Time = Contact circuited	This is a special option for using the ETS/ECB with a light bar or a manual time trigger. These devices do always issue two times: one when the contact is broken and one when it is closed (circuited). According to Emit, their order is different with different trigger devices. *But for the time taking, always the first time must be used.* With a trigger button, you can check this out easily. Press the button, keep it pressed for a while and finally release it. If you got the time when pressing the button, then the setting is correct. If you got the time when releasing the button, then you have to change the setting. A similar procedure can be done with a light bar.

The remaining Emit settings apply to Emit as the chip system and they are described in the Time taking - Basic principles reference.

▬ How to set up the ETR/RTR to work together with OS2010

Select program 10 for time taking and record the times. For more information, read the Emit handbook.

Set the time taking port to 1200bps, 8 data bits, no parity, 1 stop bit. **Note:** this is different to using the ETR for

---

downloading chips!

How to set up the ETS/ECB to work together with OS2010

Connect the device to an USB port and set the respective virtual COM port to 115200bps, 8 data bits, no parity, 1 stop bit.

Set up the device and the loops/time triggers like you need them. For more information, read the Emit handbook.

See also

Time taking - Task based help

Time taking - Network update

Emit settings

Online monitor for intermediate times (Client)

Online monitor for intermediate times (Server)

Serial port settings

5.7.4.6 Time taking - MicroGate

You can use a time taking device from *MicroGate* together with any of the two punching systems Emit and SportIdent for the identification punch.

The various time taking functions are working all in the same way. The general working of the time taking is described in the Time taking - Basic principles reference. Be sure to read this first if you are not yet familiar with time taking in OS2010.

This topic only adds the specific handlings of the MicroGate time taking system.
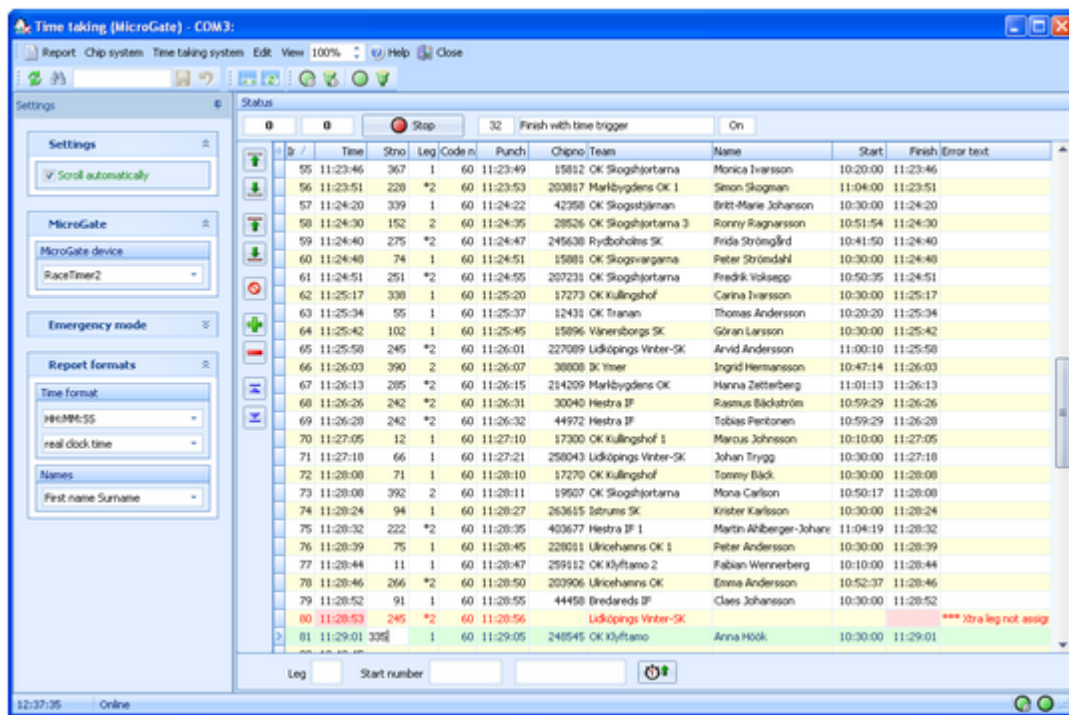
Select your MicroGate device from the listbox.
MicroGate-REI2 and MicroGate-RaceTimer2 support the real start times which are sent via the start line. However, OS2010 considers all incoming times to be finish times.
You can assign the times to start numbers/legs with REI2/RaceTimer2 and afterwards transfer them to OS2010.

Customizing the settings

For a description of the basic options, see the Time taking - Basic principles reference.

There is a special paragraph with **MicroGate options**.

MicroGate device   Select the right device, *REI2* or *RaceTimer2*.

➖ How to set up the MicroGate devices to work together with OS2010

REI2

Use the PC-Online application.

In the software configuration, set *Time to enter* to 0 seconds.

In the REI2 configuration, set the right *serial port* (computer A or B) to 38400bps, Online=Yes, Offline=Yes, Tick=Off.

In this form, set the time taking port to 38400bps, 8 data bits, no parity, 1 stop bit.

RaceTimer2

Use the PC-Online application.

In this form, set the time taking port to 2400bps, 8 data bits, no parity, 1 stop bit.

See also

Time taking - Task based help

Time taking - Network update

Serial port settings

5.7.4.7 Time taking - Alge

You can use a time taking device from *ALGE* together with any of the two punching systems Emit and SportIdent for the identification punch.

The various time taking functions are working all in the same way. The general working of the time taking is described in the Time taking - Basic principles reference. Be sure to read this first if you are not yet familiar with time taking in OS2010.

This topic only adds the specific handlings of the ALGE time taking system.
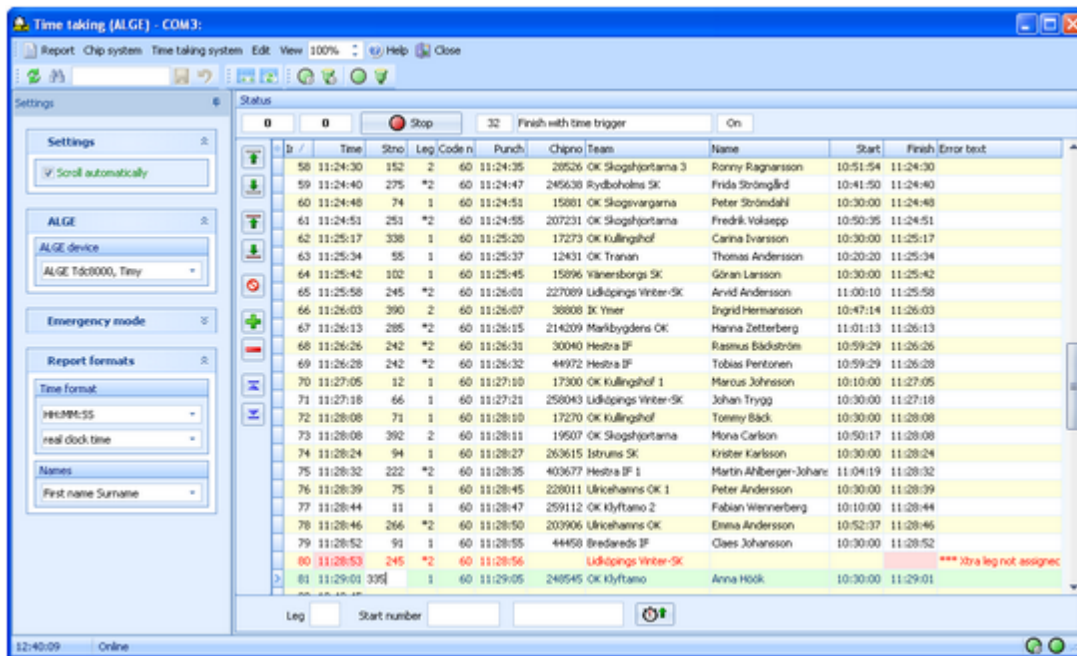
Select your ALGE device from the listbox.

Except ALGE S3, all types support the real start times which are sent via the start channel. However, OS2010 considers all incoming times to be finish times.

With TDC8000 and newer, and Timy, you can assign the times to start numbers/legs and afterwards transfer them to OS2010.

▬ Customizing the settings

For a description of the basic options, see the Time taking - Basic principles reference.
There is a special paragraph with **ALGE options**.

ALGE device   Select the right device, *ALGE TdC800*, *Timy*, *ALGE S3*, or *ALGE S4*.

▬ How to set up the ALGE devices to work together with OS2010

ALGE TdC8000 and compatibles, Timy

Use the Split application (not with Timy).
You can set the speed to 2400, 4800, 9600, 19200 bps. The device setting must match the according time taking setting in this form. Additionally 8 data bits, no parity, 1 stop bit must be set.

ALGE S3

Set the serial port to 2400bps, 7 data bits, no parity, 2 stop bits.

ALGE S4

Set the serial port to 2400bps, 8 data bits, no parity, 1 stop bit
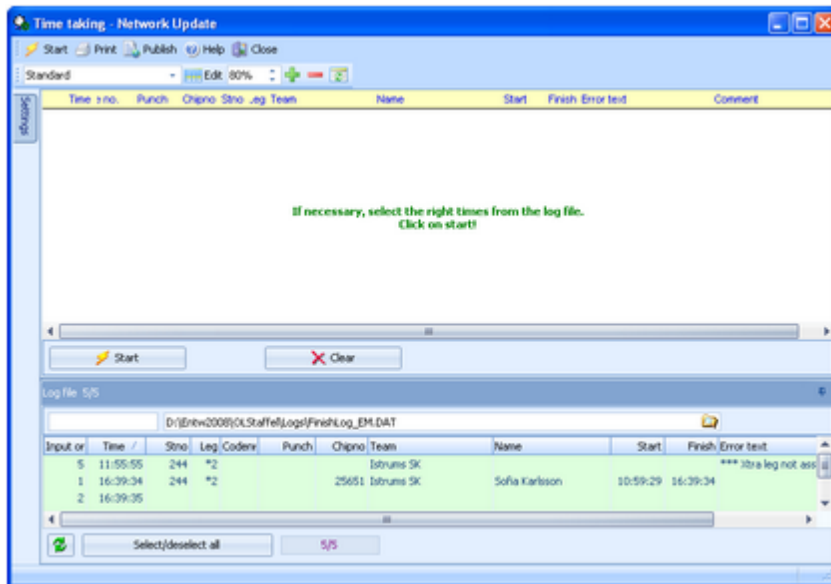
See also

Time taking - Task based help

Time taking - Network update

Serial port settings

5.7.4.8 Time taking - Network update

In Emergency mode, the times will be saved into a local log file. If you need more information about the emergency mode, see the Time taking - Basic principles reference.

The form opens the emergency log file of this PC automatically.

When the network is up again after a break, you can quickly upload all times to the main event which had been saved locally only in emergency mode. The local emergency log file should contain those times only which had been recorded during the network break. Just click on *Start* to insert them into the event.
In extraordinary cases, you may have to select singular times or a range, f.ex. if there were several breaks during the competition. Use a suitable sort order and select the right times.

With button *Clear* you can clear the log file.

Since the form loads the local emergency log file automatically, it is recommended to process this log file at each client locally. One more reason to do so is that the operator on this PC has the best knowledge to decide in case of uncertainties. However, you may prefer to collect the log files and process them from a central place. The finish emergency log files are saved into the *Logs* subfolder of your Application settings folder. For more details look at the Application folders reference. They consist of two files which are named *FinishLog_EM.dat* and *FinishLog_EM.idx*.

Customizing the settings

The Settings tab has a format paragraph.

Report formats

|	
Time format	The times will be displayed according to this setting.
Names	The names will be displayed according to this setting.

See also

    Time taking - Task based help

    Time taking - Basic principles

5.7.5 Reading device backup

You can download the backup memory of a SportIdent or Emit reading device and insert the chips into the event. This function is often used if you had downloaded the chips into a standalone reading device, f.ex. the SportIdent printer set, and afterwards you want to load them into OS2010 to be able to publish the results. However, at relays this does not look reasonable, so the main purpose of this function will be restoring lost chips.

The working mode of this form is similar to the Log files function, with the main difference that you get the chips from the device memory instead of the log file.
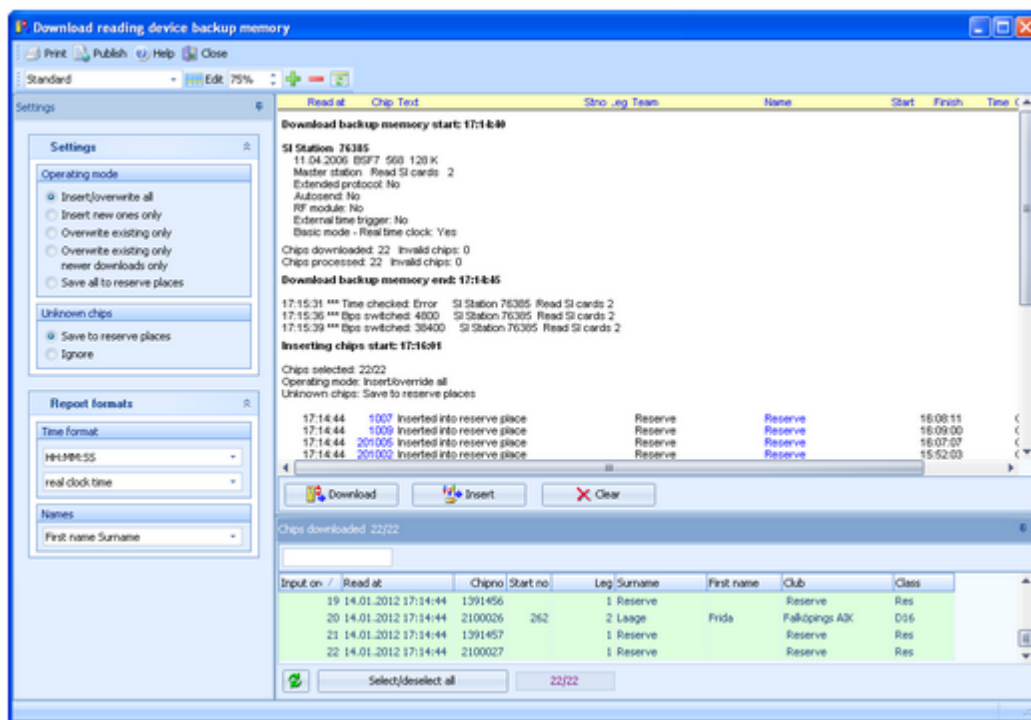
Click on *Download*. This will open either the Download SI station backup, the Download Emit MTR backup, or the Download Emit ECU/MTR5 backup dialog, depending on the chip system which you are using. This dialog will stay on top of this form. You can work with the devices (maybe download several devices). Every action will be protocolled in the log window. All chips downloaded will be collected in the list at the bottom. If necessary, you can close the device dialog and reopen it later with a click on the *Download* button. Besides their main purpose (downloading), the device dialogs offer some additional maintenance functions. Before continuing reading in this topic, it is recommended to look at the Download SI station backup reference, the Download Emit MTR backup reference or

the Download Emit ECU/MTR5 backup reference for more details.

You can select the desired competitors or chips from the list of chips downloaded at the bottom.. Use a suitable sort order and the quick search field at the top left of the selection table. Click on *Insert* and watch the log report window. **Notice:** the sort order of the selection table will be changed automatically to input order. This is necessary to handle multiple assignments of the same chip in the right order. Well, if you had downloaded from several devices, then you are responsible yourself what happens with multiple chips.

With button *Clear* you can clear the list of chips downloaded.

Customizing the settings

The Settings tab has two paragraphs.

Settings

These settings define how the chips should be computed when uploading them into the event.

Operating mode		This defines how the chips will be saved.
	Insert/overwrite all	Existing chips will be overwritten and new ones be inserted.
	Insert new ones only	Only new ones will be inserted, existing ones won't be touched.
	Overwrite existing only	Only existing chips will be overwritten, new ones will be ignored.
	Overwrite existing only, newer downloads only	Existing chips will be overwritten with the same chip only if this has a later reading time.
	Save all to reserve places	All chips will be saved to reserve places.
Unknown chips	Save to reserve places	Unknown chips will be saved to reserve places.
	Ignore	Unknown chips will be ignored.

Report formats

Time format	The times will be displayed according to this setting.
Names	The names will be displayed according to this setting.

Automatic assignments

When downloading the chips, OS2010 tries do fix wrong chip pre-assignments automatically. With downloading the chips from a backup memory, the same algorithms will be performed.

Also, Xtra runners will be computed as usual (inserted for the team or not). If you are unsure whether the Xtra runners had been inserted in the right way by this function, then display a report about the Xtra assignments and examine this one.

See the Read chips reference for more details about the automatic assignments.

See also

Running the competition - Task based help

Handling Xtra legs - Task based help

Evaluate chips

Read chips

Log files

Download SI station backup

Download Emit MTR backup

Download Emit ECU/MTR5 backup

5.7.6 Log files

For backup reasons, all downloaded chips will be saved in a local log file. This is useful for restoring after a crash or network problems. In the most cases, you may look for a single chip which may have become lost in Chip evaluation by removing it accidentally. The working mode of this form is similar to the Reading device backup function, with the difference that you get the chips from the log file instead of the device memory. There is also a difference regarding the automatic assignments to the legs, see below.

The Process log files form opens the local log file of the current event automatically.
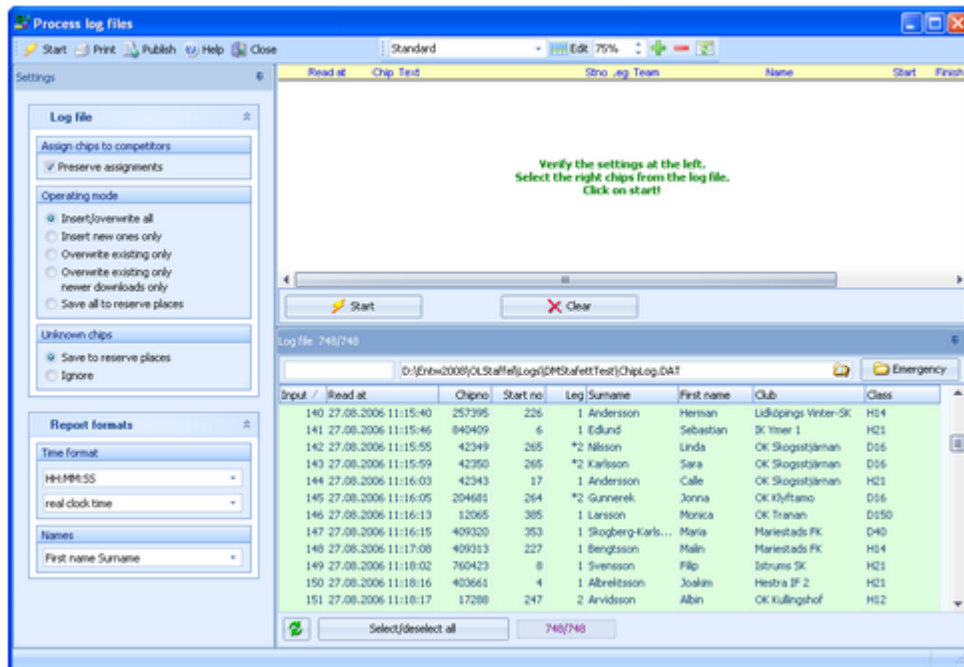
You can select the desired competitors from the log file. Use a suitable sort order and the quick search field at the top left of the selection table. Click on **Start** and watch the log report window. **Notice:** the sort order of the selection table will be changed automatically to input order. This is necessary to handle multiple assignments of the same chip in the same way as it had been done when reading the chip.

By default, the current active log file is displayed. You can also select another log file and load its chips into the event. You may collect the log files from all clients in a network, which you want to process from a central place. The files are saved into the *Logs* subfolder of your Application settings folder. For more details look at the Application folders reference. In the *Logs* folder, you will find subfolders which have the same names as the event data folders. For remote events on the server, the local folder name is the event folder name plus _R (for remote). Inside every *Logs\<Event folder>*, you find the log files of that event. They consist of two files which are named *ChipLog.dat* and *ChipLog.idx*.

With button **Clear** you can clear the log file.

A special case is processing the emergency log file. See below for more details.

➖ Customizing the settings

The Settings tab has two paragraphs.

Log file

These settings define how the chips should be computed when uploading them into the event.

Assign chips to competitors	Preserve assignments	If the competitor exists, the same assignment will be done as in the log file. This option does only work properly with the same event as the log file comes from. Using this option to upload a log file from another event will cause inpredictable results! If you uncheck this option, then the assignments will be done just like reading the chip, using the chip number.

Operating mode		This defines how the chips will be saved.
	Insert/overwrite all	Existing chips will be overwritten and new ones be inserted.
	Insert new ones only	Only new ones will be inserted, existing ones won't be touched.
	Overwrite existing only	Only existing chips will be overwritten, new ones will be ignored.
	Overwrite existing only, newer downloads only	Existing chips will be overwritten with the same chip only if this has a later reading time.
	Save all to reserve places	All chips will be saved to reserve places.
Unknown chips	Save to reserve places	Unknown chips will be saved to reserve places.
	Ignore	Unknown chips will be ignored.

Report formats

Time format	The times will be displayed according to this setting.
Names	The names will be displayed according to this setting.

▬ Emergency mode log file

If you need more information about the emergency mode, see the Read chips reference.

When the network is up again after a break, you can quickly upload all chips to the main event which had been saved locally only in emergency mode. Click on the *Emergency* button at the top right of the log file table. This will load the local emergency log file which should contain those chips only which had been downloaded during the network break. Just click on *Start* to insert them into the event.

Notice: the log file settings are not used for these chips. These chips will be handled like at the download: the right competitor will be searched by the chip number and the chip will be assigned to this competitor. If there is any problem (unknown etc.), then the chip will be saved to a reserve place.

Since the emergency button works only with the local emergency log file, it is recommended to process this log file at each client locally. One more reason to do so is that the operator on this PC has the best knowledge to decide in case of uncertainties. However, you may prefer to collect the log files and process them from a central place. The emergency log files are saved into the *Logs* subfolder of your Application settings folder. For more details look at the Application folders reference. They consist of two files which are named *ChipLog_EM.dat* and *ChipLog_EM.idx*.

▬ Automatic assignments

When downloading the chips, OS2010 tries to fix wrong chip pre-assignments automatically. Those algorithms will be not active here since the log file already has the right assignment saved (which already had been found by the Read chips function).

Only if a chip in the log file stems from an *emergency mode* or if *Preserve assignments* is unchecked, then the automatic algorithms will be performed.

Xtra runners will be computed in the normal way in both cases (inserted for the team or not). If you are unsure whether the Xtra runners had been inserted in the right way by this function, then display a report about the Xtra assignments and examine this one.

See the Read chips reference for more details about the automatic assignments.

See also

Running the competition - Task based help

Handling Xtra legs - Task based help

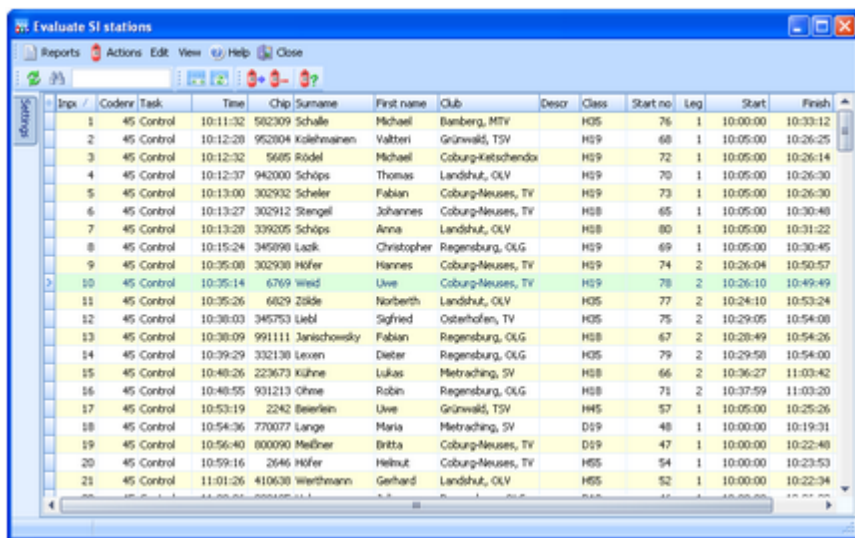Evaluate chips

Read chips

Reading device backup

5.7.7 Evaluate SI stations

You can download the punches from the backup memory of a SportIdent control station. This is mainly used to find not started competitors from missing check or start punches but also to solve complaints about missing punches etc.

Under the menu item *Actions* you find the main functions of this form: *download punches* and *find not started competitors*. See the paragraph about special functions below for more details. However, at relays there should be a well-defined start protocol which should be used to determine the not started teams. Normally you will just check the maps left at the mass start and the changeover.

One other task which you can perform here is to *solve complaints about mispunches*. If the competitor did not wait for the feedback signal when punching, there will be no punch saved into the SI card. However, this punch will be saved in the station's backup memory with an error code. Usually the competitor will complain and assert that he had waited for the signal and thus should have this punch.

You can download the stations from that control and search for this punch using the SI card number. Two cases are possible.

- There is a punch with an error code
  Those punches are shown in the form ErrA to ErrF, where the last character tells you when the SI card had been removed from the station. An error code proves that the runner did not wait for the signal. This means, he does not have a valid punch from that control.
- There is no punch found
  Then the runner did not punch at all here.

However, the IOF rules and almost all national competition rules do strictly stick to what is found on the chip and they do not allow any evaluation by downloading punches from controls. But showing the evidence to the mispunched competitor may raise his confidence in electronic punching and in your competence as an O organiser.

⊟ Customizing the settings

Set the time format here. The times will be displayed according to this setting. The time format plays also an important role when downloading punches. When saving the punch times, the current format will be used to truncate them down from a higher resolution which may be found in the station.

In the normal case, you will always have a resolution of seconds and you don't have to care about that since all station types carry at least the same resolution. However, control stations in extended mode are saving the punches in a resolution of 1/256 seconds. To save this, set the time format to tenths or hundreds before you download the punches. If you made a mistake, then just remove the wrongly saved punches (see special functions below).

Special functions

Download punches

This will open the Download SI station backup dialog. This dialog will stay on top of this form. You can work with the devices (maybe download several devices). Punches downloaded from the backup memory will be saved into the table. If necessary, you can close the device dialog and reopen it later with a click on the button. Besides its main purpose (downloading), the device dialog offers some additional maintenance functions. It is recommended to look at the Download SI station backup reference for more details.

Remove punches

You can remove unwanted punches. F.ex. if punches had been downloaded and truncated to the wrong resolution.
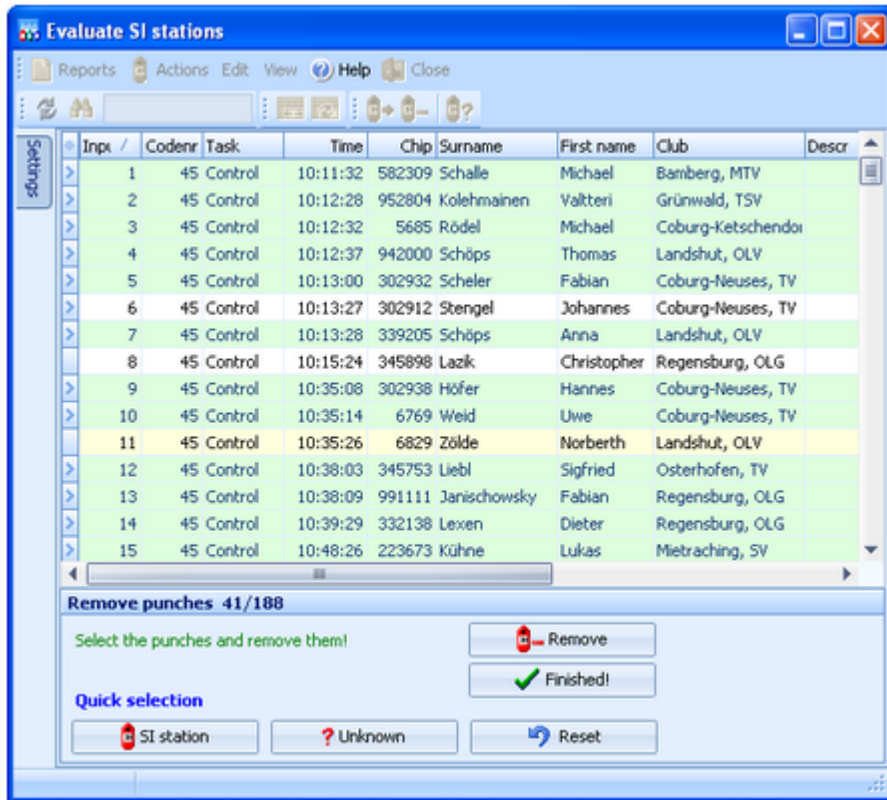
In this mode, you can select multiple punches. Unlike with the report selection, you have to *Ctrl-Click* to select the records. Normally, you will use the Quick selection buttons. *SI station* selects all punches from the same station like the currently selected punch. *Unknown* selects all punches with unknown SICards which may stem from previous events. Use *Reset* to unselect the punches and try again.

Click on *Remove* to remove the selected punches. It is recommended to remove the punches in several steps using the quick selection, so there is no need to select all at once manually.

If you are finished with that, then click the *Finished!* button to return to normal working mode.

Find not started competitors

As usual, every competitor must do a check punch before the start to ensure that his SI card had been cleared properly. You can use this to find the not started competitors. Look at the Find competitors who did not start reference for more details.

Reports

The **Punches report** supplies a list of all downloaded punches.

The **SI stations report** gives a list of all download actions.

For general information about reports, see the reports reference.

See also

5.7.7.1 Find competitors who did not start

As usual, every competitor must do a check punch before the start to ensure that his SI card had been cleared properly. You can use this to find the not started competitors.

However, at relays there should be a well-defined start protocol which should be used to determine the not started competitors. Normally you will just check the maps left at the mass start and the changeover.
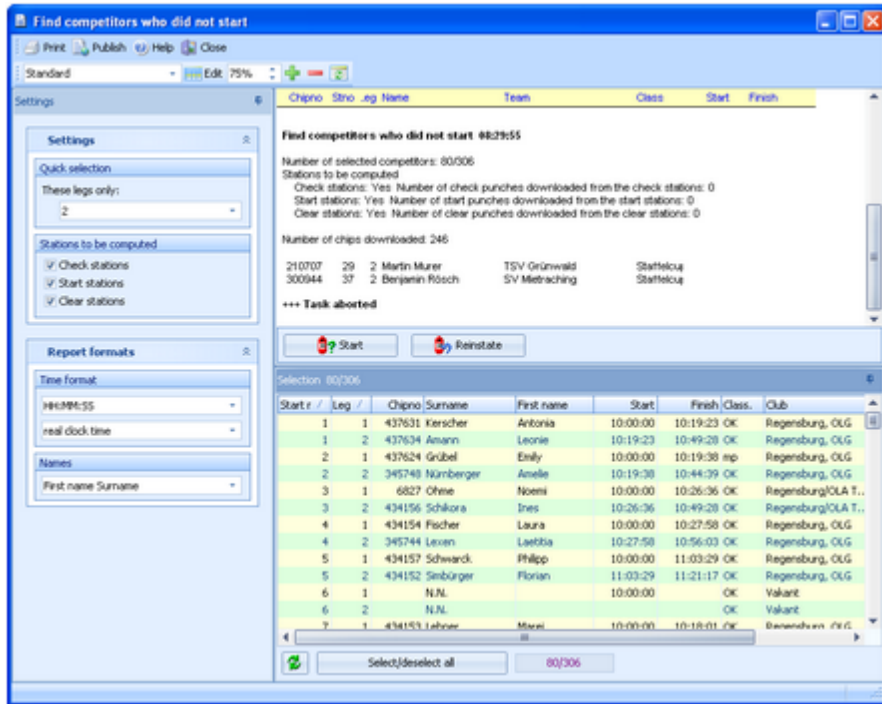
In addition or as an alternative to the check punches, you can also use the clear and start punches for this function.

When the start is over, *download the punches* of all required stations. See the Evaluate SI stations reference for more details. If necessary, you can narrow down the procedure by selecting the desired competitors at the bottom. Perhaps only competitors of a specific leg should be checked. You can select then using the *Quick selection listbox*. Click on *Start*. You will get a report of all competitors who do not have a check/clear/start punch together with some overall numbers of downloaded punches.

Cancel this action if you are not sure if you had downloaded all required stations. You can print the report and check it out. If you continue with *Yes*, then all reported competitors will be *set to Not started*. Print the report.

Of course, it is no problem if competitors had been caught by this function by mistake. If you download more stations later and repeat this function, then all actually started competitors will be reset to OK.

The final status of a competitor will be defined when downloading his SI card in the finish.

Of course, there is an *Undo* function available. Click on *Reinstate* to reinstate those competitors to OK, who had been previously set to Not started (may be by mistake). This task affects all competitors who don't have the required punch and did not download their SICard, but are set to Not started.

⊟ Customizing the settings

The Settings tab has two paragraphs.

Settings

Quick selection: These legs   You can quick-select the runners of one or more specific legs.

only

Stations to be computed	Select the types of stations which you want to compute here. By default, all 3 types are preselected.

Report formats

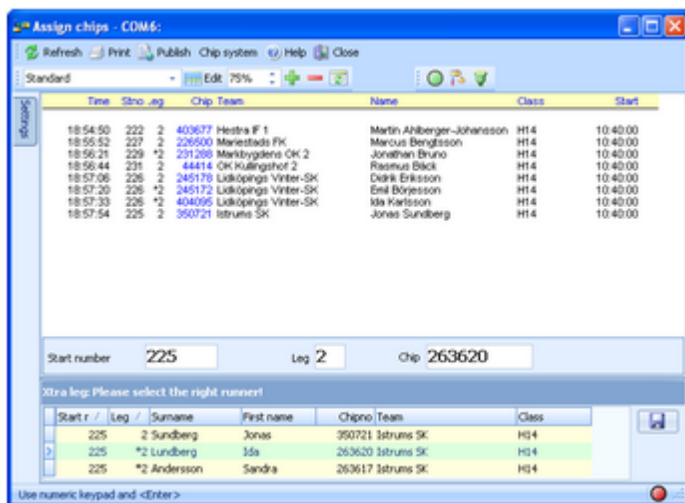|	
Time format	The times will be displayed according to this setting.
Names	The names will be displayed according to this setting.

See also

5.7.8 Assign chips

This function allows to assign the chip numbers to the runners during the race.

Enter the start number and the leg of the competitor. The competitor inserts his chip into the reading device, and the assignment will be saved. You can also enter the chip number manually.

For a quick input, switch the numerical keypad to "numerical" and use those keys. In this form, the *Enter key* is available for fast switching from one input field to the next.

The competitors will be listed above together with their assigned chip numbers. It is no problem if the competitor had preassigned the same chip number. If there is a different chip number entered, then you will be prompted to confirm this. OS2010 accepts the multiple use of the same chip number with in the same team. If there would be a wrong assignment, then OS2010 will correct this with the automatic correction when downloading the chip in the finish.

The functions for the handling of the chip reading device are provided by the menu item *Chip system* and the Chip system toolbar. See the Handling the chip system devices reference for more details.

As an option, this function can accept the input from a bar code reader. See the paragraph below.

⊟ Customizing the settings

The Settings tab has two paragraphs.

Settings

Use bar code reader	Select this option if you are using a bar code reader. OS2010 will display a bar code input field instead of start no and leg. For more details, see the paragraph below.

Report formats

Time format	The times will be displayed according to this setting.
Names	The names will be displayed according to this setting.

Handling Xtra legs

With OS2010, you have the possibility to compute simultaneous runners on the same leg. For more details, have a look into the Handling Xtra legs - Task based help.

If you enter the details for a team/leg which is a Xtra leg and which has simultaneous runners entered, then the bottom panel will pop up, which gives you the possibility to select the right one of those Xtra runners.

Xtra leg: Please select the right runner!						
Start r /	Leg /	Surname	First name	Chipno	Team	Class
225	2	Sundberg	Jonas	350721	Istrums SK	H14
225	*2	Lundberg	Ida	263620	Istrums SK	H14
225	*2	Andersson	Sandra	263617	Istrums SK	H14

You can navigate using the arrow keys and select the right runner by the *Enter* key, a mouse *doubleclick* or clicking

on the *Save* button at the right.

Using a bar code reader

As an option, this function can work *using a bar code reader*. If you select the respective option, then a Bar code input field will be displayed instead of start no and leg. You have to *focus* on the *Bar code* field to get the start number/leg filled into this field. After that, you can read the chip number from the chip system device.

The bar code reader must deliver the start number/leg in the format <ssss>ll, where *sssss* is the start number and *ll* is the leg number. ll must be two digits while the start number can have as many digits as it is necessary, at least one.

Some readers deliver a preceding percent % sign, which will also be accepted by this input field.
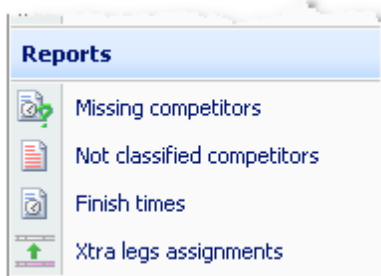
See also

Read chips

Evaluate chips

Entries

5.7.9 Reports (Finish)

There are some check reports which help you mainly towards the end of the competition. You find them in the main menu under *Competition day*.

Reports

- Missing competitors
- Not classified competitors
- Finish times
- Xtra legs assignments

There are some special options in the reports which should be explained here.

Quick selection: These legs only	You can quick-select the runners of one or more specific legs.

Time format   The times in the report will be displayed according to this setting.
Names   The names in the report will be displayed according to this setting.

For general information about reports, see the reports reference.

Please observe some special hints for the reports.

Missing competitors

This report shows which competitors are still missing at the finish. At the beginning you will get a summary by classes, below a list of those competitors. A complete result list must also include them. If you *set them to dns or dnf*, then they will no longer appear in this report. For more details see the Evaluate chips or Finish times (independent) references.

In addition to this main section, there are four other sections which show competitors with missing start or finish times, competitors with a finish time but no chip downloaded and completely not registered chips which had punched one of the stations at the start (check, clear).
Notice: A missing start time at relays will normally mean that something is wrong with the finish time of the pre-runner of this competitor.

SportIdent only: If you had read the backup memory of start or finish stations, then the punch times from those stations will be displayed and marked by **#**. From the start, start stations and/or check stations will be computed.

Not classified competitors

This is a report about those competitors (not only mispunched).

Finish times

This report gives a simple list about the finished competitors. You may select the right sort order and select the required range. F.ex., if you are interested what happened in a specific time range, just sort by finish times and select the right times.

Xtra legs assignments

If you have classes with Xtra legs, then this report gives you an overview about which runners had been inserted into their team. By default, the report only displays possible errors. Their reasons may be f.ex. the *Xtra leg had not finished yet*, the *runner inserted is not classified* (mp), or the *inserted time is not the fastest* of all Xtra runners (which may have been assigned manually in chip evaluation). If you want to display all teams with their assignments, then uncheck the option *Teams: Possible errors only*.
For more details about Xtra legs, have a look into the Handling Xtra legs - Task based help.

See also

Evaluate chips

Evaluate SI stations

Finish times (independent)

5.7.10 Download SI station backup

SI controls and master stations have an internal backup memory to save punches and SI cards there. You can download them and insert them into the event. Depending on the context, this dialog accepts either master stations (Read SI cards) or ordinary stations (controls, start, finish, check stations) only. For more information about the forms from where this dialog can be invoked, see the Reading device backup reference or the Evaluate SI stations reference.
Although the dialog keeps staying on top of the invoking form, you can keep it open, download here and work alternatively in the underlying form with the insert operations.
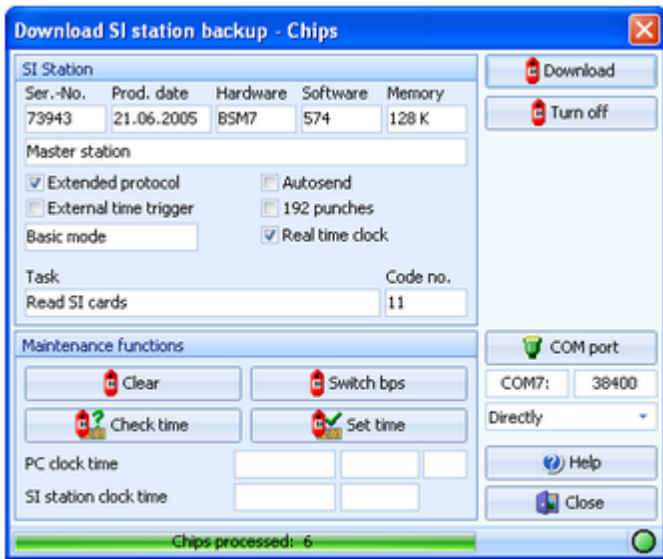
The main purpose of this dialog is to download the contents of the backup memory. However, there are also some maintenance functions available. Every function first reads and displays the SI device characteristics and then continues with its special task. All actions will be protocolled in the form from where you had invoked the dialog.

Download
Depending on the context, the chips or the punches will be downloaded from the station's memory and they will be sent to the form from where the dialog had been invoked.
Notice: At the end, the underlying protocol shows the number of downloaded chips and the number of invalid chips. Those may be the result of frequent read errors which may one of the following reasons.
1. You are downloading an old BS6 or earlier through a new BS7/8 master station. Then switch the speed of the master station, see below.
2. If your master station and the downloaded one are of the same version or you are downloading the master station directly, then this could be caused by connection problems and/or USB- or COM port driver problems. First try at another PC if there is the same problem. Perhaps you will have to check and reinstall your driver. Also check out if there are unnecessary programs running in the background which may slow down the computer's performance.

Turn off
Since in most cases you don't want to have the station running another couple of hours, you can turn it off, just like using the Off stick.

COM port
This invokes the Serial port settings dialog. Select the right port. The speed in bps should be adjusted automatically.

Directly/Master
Decide whether you want to read the connected SI station directly or whether to use it as master station to compute other (control) stations.

Clear
Clears the backup memory. In the normal case, this is useful for all stations BSF7 and newer.

Switch bps
Switches the speed of a BSM7/8 master station from 38400 to 4800 and vice versa. The lower speed will be recommended when downloading from old BS6 and previous stations in master mode, to avoid read errors.

Check time
Set time
Checks or sets the station's clock time with the PC clock time. The result will be displayed in green or red colour.


See also

Handling the chip system devices

Reading device backup

Evaluate SI stations

Serial port settings

5.7.11 Download Emit MTR backup

The Emit MTR has an internal backup memory to save ECards there. You can download them and insert them into the event. This dialog is invoked by the Reading device backup function if you are using the Emit chip system. Although the dialog keeps staying on top of the invoking form, you can keep it open, download here and work alternatively in the underlying form with the insert operations.
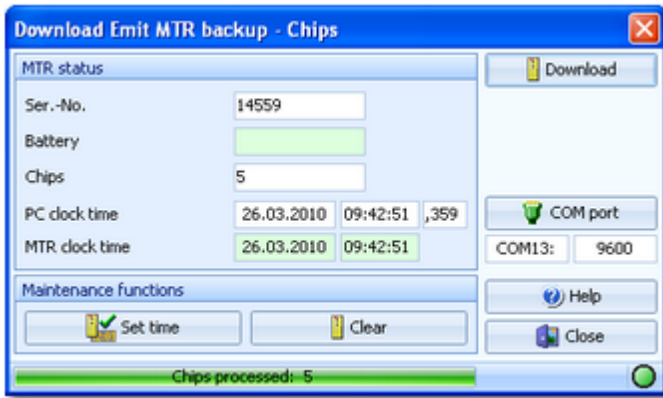
The main purpose of this dialog is to download the contents of the backup memory. However, there are also some maintenance functions available. Every function first reads and displays the MTR characteristics and then continues with its special task. All actions will be protocolled in the log window of the form from where you had invoked the dialog.

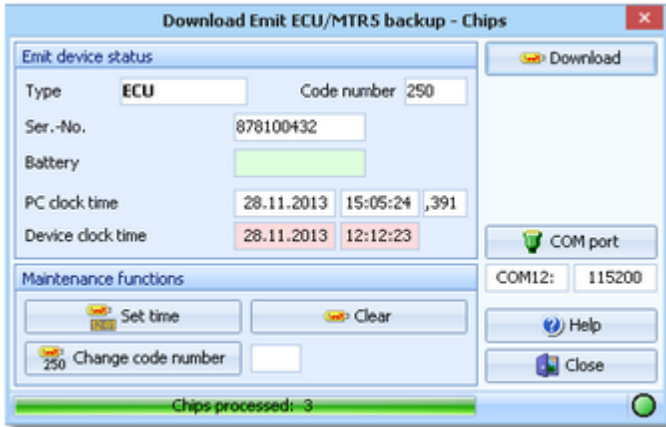|	
Download	The chips will be downloaded from the MTR's memory and they will be sent to the form from where the dialog had been invoked. **Notice:** At the end, the underlying protocol shows the number of downloaded chips and the number of invalid chips. Those may be the result of frequent read errors which may be caused by connection problems and/or USB- or COM port driver problems. If you have many read errors, then first try at another PC if there is the same problem. Perhaps you will have to check and reinstall your driver. Also check out if there are unnecessary programs running in the background which may slow down the computer's performance.
COM port	This invokes the Serial port settings dialog. Select the right port. The speed in bps should be preset automatically.
Clear	Clears the backup memory.
Set time	The MTR clock time is checked against the PC clock time when its properties are read. The result will be displayed in green or red colour. If necessary, you can set the MTR clock time.

See also

Handling the chip system devices

Reading device backup

Serial port settings

5.7.12 Download Emit ECU/MTR5 backup

The Emit ECU/MTR5 has an internal backup memory to save EmiTags there. You can download them and insert them into the event. This dialog is invoked by the Reading device backup function if you are using the Emit chip system and EmiTag.

Although the dialog keeps staying on top of the invoking form, you can keep it open, download here and work alternatively in the underlying form with the insert operations.

The main purpose of this dialog is to download the contents of the backup memory. However, there are also some maintenance functions available. Every function first reads and displays the ECU/MTR5 characteristics and then continues with its special task. All actions will be protocolled in the log window of the form from where you had invoked the dialog.

Download	The chips will be downloaded from the ECU/MTR5's memory and they will be sent to the form from where the dialog had been invoked. **Notice:** At the end, the underlying protocol shows the number of downloaded chips and the number of invalid chips. Those may be the result of frequent read errors which may be caused by connection problems and/or USB- or COM port driver problems. If you have many read errors, then first try at another PC if there is the same problem. Perhaps you will have to check and reinstall your driver. Also check out if there are unnecessary programs running in the background which may slow down the computer's performance.
COM port	This invokes the Serial port settings dialog. Select the right port. The speed in bps should be preset automatically.
Clear	Clears the backup memory.
Set time	The ECU/MTR5 clock time is checked against the PC clock time when its properties are read. The result will be displayed in green or red colour. If necessary, you can set the ECU/MTR5 clock time.
Change code number	For ECU/MTR5, the code number has a special meaning. It defines how the chip reading process behaves. For use with OS2010, the code number must be set to 250-253. Emit also defines numbers of 240-243, but this can't be used with OS2010.

See also

Handling the chip system devices
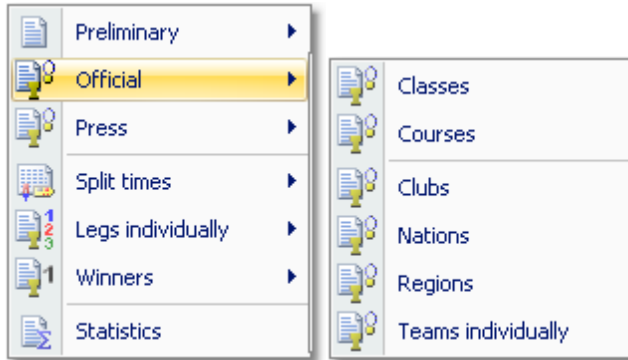
Reading device backup

Serial port settings

5.8 Results

You find the result reports under the main menu topic *Results*.

See more details in the next topic.

5.8.1 Result Reports

There are various result reports. You find them in the main menu under *Results*.

The titles should be self-explaining.

Notice: Use only the Preliminary results during the competition. Only those have an indication at the top of each class/course, how many teams are still missing. Use the other formats after the competition only.

Since the results by classes are the most popular ones, they are also available via the results toolbar button .

There are some special options in the reports which should be explained here.

Classification: Late starters at the end	In many countries especially in Scandinavia it is common to place late starters behind the non-late starters even if their overall time is faster. The idea behind that is that those late started runners may have got an advantage from their mass start. Uncheck this option if you don't want to take late starts into account. **Notice:** This setting should be defined in advance and you should not change it during the event.
Teams: Include runners	The result report includes all legs/runners of every team. If you uncheck this option, you will get a shortened report with the team names only.
Time format	The times in the report will be displayed according to this setting.
Names	The names in the report will be displayed according to this setting.
Teams sorted by	This is available for club results. Within a club the teams will be sorted by the selected field.
Preliminary results: Overall result after leg n	Select which standing you want to display. If the leg no. given is higher than a classes' number of legs, then its overall result will be displayed.
Preliminary results: Overall result Extended format	This format contains all teams of a class and it shows the last finisher of every team. The ranking is first by number of legs finished and then by time. So you get a complete overview about the current class status in a single list.
Preliminary results: Large format (2 lines)	There are two lines per team to allow very large font sizes.
Official class or course results: Extended format	For each runner, his place on his combination and leg is shown. You can also display the change over times and places.
Official club results: Extended format	The extended format displays the leading teams per class together with the teams of the club. You can define how many leading teams should be shown. The official results by nations or regions are displayed in the same extended format and include all teams of all clubs of the respective country or region.

	For more information about nations and regions, see the Clubs reference.
Quick selection: type 1 or type 2	This is available for class reports. You can use this to select all classes with the desired class types by checking them. For more information about class types see the Classes reference.
How many teams?	Set those options to get shortened results for the press etc.
Seperate combinations	This is available for leg and split time results by courses. If checked, then a seperate result for each combination will be shown, otherwise all runners of the course will be ranked in a single list.
Seperate legs These legs only	This is available for leg and split time results by classes. If checked, then a seperate result for each leg will be shown, otherwise all runners of the class will be ranked in a single list. You can also select which legs should be included at all.

For general information about reports, see the reports reference.

Press results

This format is available by clubs, regions and nations. It is similar to the respective official extended formats (see above). The difference is that the result is shown by classes including all teams of the selected clubs/regions/ countries in the same class list plus the specified number of leading teams. These extended reports are especially designed to create *customized result reports for the press*.

Automatic reports

With results by classes or courses, there is an additional option panel available: .
Click on the title to expand it:

Set the right Refresh interval. The sample report will be refreshed every 10 seconds. However, this is not recommended to avoid huge workloads on the server and the network... Additionally, you can define which action(s) should be performed after every refresh. You can print the report, print it on labels and create PDF, publish or export files. The appropriate setup dialogs will appear only once at the beginning. It is even possible to activate or deactivate those options during the running automatic task.

You can also have the report scrolling automatically, f.ex. if you want to expose a running PC screen to the public. Since the report always jumps to the beginning when it is refreshed, it is wise to have the refresh interval large enough so that the whole report can be displayed.

Click on the *Start* button to start the automatic report.

Preliminary results by classes provide the additional *Display* option.

If checked, then only those classes will be included in the report where there had been a change since the las printout. Click on the *Reset* button to include all classes again with the next printout.

Label layouts

All result reports of the same kind are using the same pool of label layouts. F.ex. all split results are using the same split time sheet layouts. That means f.ex., if you modify a layout in the split times by classes report, this will also be used in all other split results.

CSV export

All reports can be exported to CSV format. The record structure is given in the header line within the output file (format header). This file has the same structure as the input file required by the event import. Thus it is possible to export and re-import the event as often as it is required. Split times can't be reimported into the event.

Notice: The CSV file format has been changed from V.10.x to V.11.0!!

XML export

You can export the result reports into the IOF standard, document type ResultList. You can select between XML V2

and V3. If possible, then the newer format is to be preferred. This export is possible with the report sorted by classes only, because this IOF document type requires that sort order. However, OS2010 also allows the reports by courses to be exported into that format. The courses will appear as "classes" in that XML document.

For more details, see the exports reference.

Special export formats

For some reports, there are special formats available.

Compressed text for press (txt)

This format is available from the press results and the official results by classes or courses. This output can be easily used by the press or for other purposes to embed the results in a compressed text format into a surrounding text by copy and paste. Be sure to select the classified only, which should be reasonable for press results. Runners are included or not according to the setting *Include runners*.

Special format: Finland

This format is available from the official result by classes. It is required by the Finnish O fed. Be sure to select all teams here since this file must include the mispunched etc.

Sending emails

Display a result report by clubs. In the report's menu, you will then find the Send EMail button . Click on it to send each club its own results. It would be even possible to send the split time sheets (printed to PDF labels) to every club after the event. This requires an email address to be entered with the club address. For more details, see the Send EMails reference.

See also

Reports reference

5.9 Speaker

The *Speaker* main menu topic offers you all functions which you need to operate for the speaker support and the handling of the online controls.
This main menu item is available only if your license allows that, f.ex. OS2010 *Pro* version.
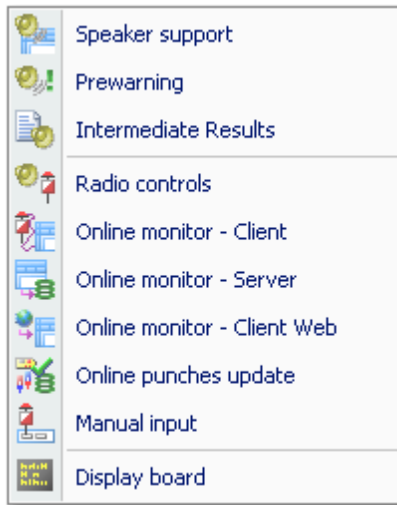
The main purpose of this function group is the Speaker support window. To watch the competitors' flow at a specific point, the Prewarning function is designed for. This function is also the best choice for announcing the changeovers.

You can print intermediate results from each radio control and publish them in the finish area.

To retrieve any online information for the speaker, you need to define the Radio controls, set up those controls and collect the punches from there. For performance and reliability reasons, the online monitor is split into a direct client, a web client and a server part. There is a flexible function available which you can use to update and validate the online punches against the chips after they had been downloaded in the finish.

You can also enter intermediate times manually from (radio-) controls which are not connected online.

OS2010 provides a DLL interface which 3rd party developers can implement to drive an external display board.

See also

Speaker support - Task based help

Running the competition - Task based help

Time taking - Task based help

5.9.1 Speaker support

This function provides online information for the speaker.

Select the class and the leg on the top panel. You can open multiple windows for different classes/legs and watch them. See the paragraph below for more details.

Adjust the table layout as usual to meet your requirements. You can use any sort order to find a team quickly. However, the most time you will have the table sorted by times. After having the columns in the right order, it is a good practice to use the *Optimize* button to adjust the column widths. If you feel unsure about how to adjust the table layout, have a look into the Data grid reference.

On the top panel, the running overall time of this class is shown. Before the start, this time is negative and it displays the countdown until the start. Next to that, you see the running time of the current leg and the current time behind the leading team, that means the time which had elapsed since the first change over from this leg to the next one. The number of teams which had finished this leg is shown as well.

In the table, all teams are shown with their times, intermediate times and the respective placings. Not finished teams will be sorted to the end of the list. If the option *Late starters at the end* is selected, then all teams with one or more late starts will be sorted to the end of the list and they will get no places.

For Xtra legs, only the runner who had been inserted into the leg will be shown for the team. As long as the team has not finished the leg, the name will be most likely N.N. OS2010 will always display the fastest intermediate times of the team. If necessary, you can display the names in the team panel. For more details about Xtra legs, have a look into the Handling Xtra legs - Task based help.

If you check the option *Display teams*, then you can click on a team to display its runners in the team panel at the bottom.

If you are collecting the finish punches by the Online Monitor, you will see time and place of a team immediately after it had finished this leg. As long as this time is unofficial (only from the finish punch), it is marked with orange colour. After the code checking (reading the chip), the colour will disappear indicating that now the time is official.

Because the speaker will talk about final results the most time, it is a good idea to *sort the table by time*.

If there is a new time (of any kind) for a team, it will be highlighted. Use the Highlighting setting to define a maximum place up to which the times should be highlighted. This gives you a better overview with large classes.

The speaker can talk about the highlighted information and afterwards the operator can *clear the marking* by doubleclick. You can also *highlight a team* manually to direct the speaker's attention to this incoming team. You can define a time interval after which the highlightings should be *cleared automatically*.

Use the *Highlighted* button to clear all markings quickly.

Notice

It is most important that the **PC clock is exactly synchronized to the official event time**! The displayed running times are calculated using the PC clock. When calculating the running times, the restarts are taken into account. In this case, the running class time is not simply the time elapsed since the mass start time.

If you are running multiple speaker windows concurrently, a high performance PC is required (minimum recommendation: 1GHz with 1GB memory).

After reading a chip, the online punches of this competitor will be updated by the Online punches update process.

▬ Customizing the settings

The Settings tab has three paragraphs.

View

Refresh intervals Finish times Split times	Define how often the table should be updated automatically. Use a low value for the finish times and a larger interval for the split times from the radio controls. Note that the split times value must be a multiple of the finish times value. OS2010 will adjust the split times value if necessary. Press *Apply* to get the new values into effect.
	The default values are 3 seconds for the finish times and punches and 9 seconds for the split times. Shorter intervals will grant faster information for the speaker in the finish but this will increase the workload on the network and the PC. Increasing the intervals will have the reverse effect. You may test and decide what are the best values for you. The standard values have proved to be suitable at large events. Shorter intervals will be better f.ex. at sprint events.
Highlighting Only first Clear after	You can define a maximum place up to which new incoming times should be highlighted. This gives you a better overview with large classes.
	The highlightings will be cleared automatically after the period you have entered
Display teams	Checking this option will display a sliding panel at the bottom where you can see the marked team's details.
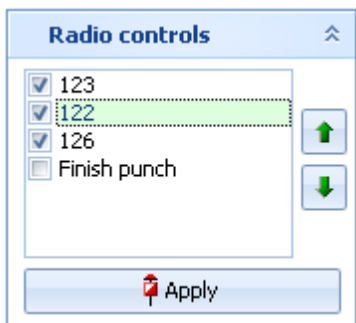
Radio controls

Select the controls which you want to watch for this class. By default, the radio controls are sorted by their code numbers. This does not need to be their right order in the course. Click on the control which you want to move and use the *Up* and *Down* buttons to modify the order. **Notice:** this order of the radio controls will be used for Intermediate results also.
Press *Apply* to get this into effect.

There will be all controls in this list which you had defined in the Radio controls dialog and which are actually on at least one of the courses of this class/leg.

Report formats

Time format	The times will be displayed according to this setting.
Names	The names will be displayed according to this setting.

▬ Special functions

Selecting teams to watch

If the class has many teams, you can reduce the view on the interesting ones. Check them in the leftmost column. Then check *Show selected teams only* on the top panel. To return to the whole class (or to select additional teams), deselect this option.

Start number quick search

Enter the start number of an announced team and press *Enter*. Then this team will be highlighted in the table.

Highlighting a team

To highlight or reset a team manually, *doubleclick* it.

Clear invalid intermediate time

Due to mispunch, sometimes an invalid intermediate time can appear in the table which puzzles the speaker. To

remove such a time, click on the *Clear* button [icon] at the top panel. Then you are asked to click on the invalid time to clear it. You have to confirm this action explicitly. To abort the task, simply click elsewhere in the table, press the *Esc*-key or cancel the confirmation prompt.

Working with multiple speaker windows

You can open multiple windows for different classes and legs and watch them. Arrange them on the screen like you need.

OS2010 will save the properties of each window seperately. This means, after closing and reopening the speaker windows, they will be arranged in the same manner and they will display the same class/leg again. Of course not all settings are seperate, like the order of the columns and the update intervals. Just try yourself to experience this.

Please have in mind that both the update interval and the number of open speaker windows determine your PC's performance. See also on top of this topic.

See also

> [Prewarning](#)
>
> [Restart](#)
>
> [Speaker support - Task based help](#)
>
> [Handling Xtra legs - Task based help](#)
>
> [Working in a network - Task based help](#)

5.9.2 Prewarning

With this function, the speaker can watch a particular control, preferably one near the finish area. At relays, you can use this function to announce the nextcoming changeovers. Using the [OSDisplay.DLL](#), those runners can be displayed at an external display board. See also the paragraph below.

This function is also **valuable if you don't have online radio controls**. Just watch the finish! The finish times will appear in the display after the competitor's chip had been downloaded.

Compared to the [normal speaker window](#), it is recommended to use this function if you want **to observe several classes simultaneously**. Just select the right classes and display the quick result when it becomes necessary.
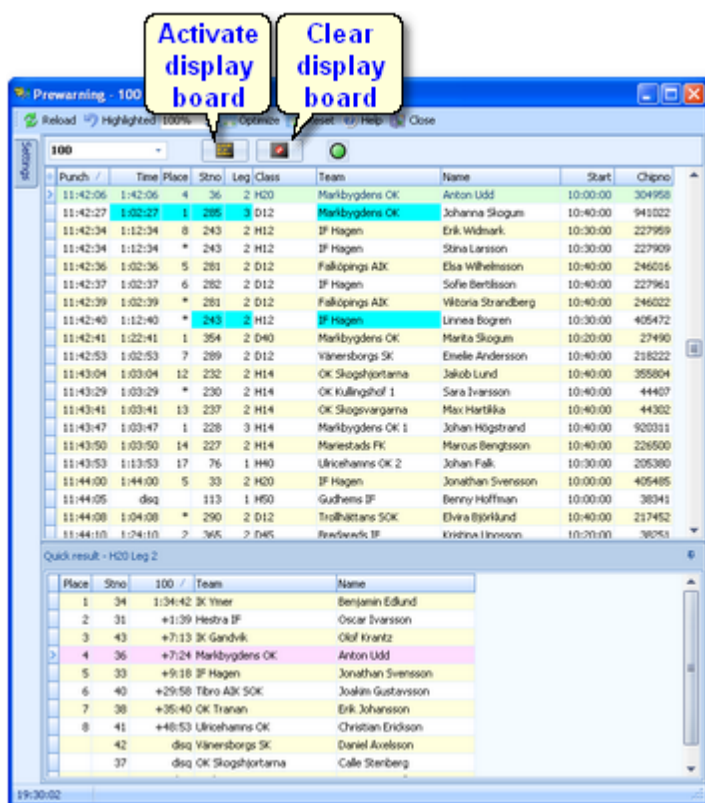
Select the control on the top panel. You can open multiple windows for different controls and watch them. If necessary, select the classes which you want to observe in the settings tab at the left. See the paragraphs below for more details.

Adjust the table layout as usual to meet your requirements. Normally the table should be sorted by the punch time. However, you can use *other sort orders* to get *special overviews*, f.ex. by class and time. But if you want to watch a class in this manner, then the Speaker window would be the better tool for that. After having the columns in the right order, it is a good practice to use the **Optimize** button to adjust the column widths. If you feel unsure about how to adjust the table layout, have a look into the Data grid reference.

In the table you see all punches of the selected control which are inside your defined time slot backwards from now. Punches which get beyond the time limit will be swapped out of the view automatically.

If there is a new punch for a competitor, his name, his team's current place and the time will be highlighted. Use the Highlighting setting to define a maximum place per class up to which the times should be highlighted. This gives you a better overview.

The speaker can talk about the highlighted information and afterwards the operator can *clear the marking* by doubleclick. You can also *highlight a competitor* manually to direct the speaker's attention to this incoming competitor.

Use the **Highlighted** button to clear all markings quickly.

By option, you can click on a competitor and display a quick result list of his class and leg in the bottom panel. For more details, see the paragraph below.

Notice

It is most important that the **PC clock is exactly synchronized to the official event time**! Otherwise the time slot will not work in the desired way.

The times shown are the overall times of the teams according to the punch times. Breaks and restarts are computed correctly here.

If you are *viewing an older event* just for test purposes, you may not see anything in this window. That's because for calculating the time slot, OS2010 must use the event date. To see the punches, you will have to adjust the event date to the current day and maybe enlarge the time slot.

The places of the competitors at this control will not be updated automatically for performance reasons. If you wish that, then just **Refresh** the table.

For Xtra legs, only the best runner at this point will get the placing for his team. The others will get a star * for the

place to indicate their Xtra status. In the quick result, they will be sorted in according to their time. For more details about Xtra legs, have a look into the Handling Xtra legs - Task based help.

Customizing the settings

The Settings tab has four paragraphs.

Classes

This selection works just like the selection for reports. By default all classes are selected. You may select a few classes only to get a better overview, especially if you are watching the last control or the finish.

View

Update interval Time slot	Define how often the table should be updated automatically and how long backwards the punches should be displayed. Press **Apply** to get the new values into effect. The default values are an update interval of 5 seconds and a time slot of 30 minutes. A shorter interval will grant faster information for the speaker, especially for controls near the finish, but this will increase the workload on the network and the PC. Increasing the interval will have the reverse effect. Increasing the time slot will have a negative effect when refreshing the view, since the placing of every competitor at that control will be recalculated. You may test and decide what are the best values for you. The standard values have proved to be suitable at large events.
Scroll automatically	If there was a new punch, then the display scrolls to show that punch. **Notice:** This is independent of the quick result, see below.
Highlighting Only first	You can define a maximum place up to which new incoming times should be highlighted.
Clear after	The highlightings will be cleared automatically after the period you have entered.

Quick result

Display Only first NN	Checking this option will display a sliding panel at the bottom where you can see the quick result of the current competitor's class/leg. To improve performance and get a good overview, set the Only first value appropriately. See the paragraph below for more information.
Last punch automatically	If there was a new punch, then this record is focused and the right Quick result is displayed automatically.

Report formats

Time format	The times will be displayed according to this setting.
Names	The names will be displayed according to this setting.

Quick result

Checking the option **Quick result - Display** will display a sliding panel at the bottom where you can see the quick result of the current competitor's class and leg at this control.
You can *click on any competitor* in the upper table to get the quick result of his class/leg. There will be the first n places displayed which you had defined by Only first plus the competitor himself if he is outside this range. He will be highlighted in purple.
.

Working with multiple prewarning windows

You can open multiple windows for different controls and different classes and watch them. Arrange them on the screen like you need.

OS2010 will save the properties of each window seperately. This means, after closing and reopening the prewarning windows, they will be arranged in the same manner and they will display the same control and classes again. Of course not all settings are seperate, like the order of the columns and the update intervals. Just try yourself to experience this.

Please have in mind that both the update interval and the number of open prewarning windows determine your PC's performance. See also on top of this topic.

Special functions

Highlighting a competitor
To highlight or reset a competitor manually, *doubleclick* him.

Driving an external display board

Using the OSDisplay.DLL, you can drive an external display board.

All runners who pass the control being watched, will be sent to the display board where they can be displayed to the public in a suitable manner. A display board window can be run together with a prewarning window to serve for the same display board DLL.

To drive the display board, there are two functions available.

Activate display board
All competitors currently displayed in the window are sent to the display board. Every new additional punch will be sent automatically.
If you don't drive a display board with the prewarning window, then just keep it deactivated. If there had been another prewarning window active on the board before then this one will keep running locally until it will be activated again.

Clear display
The display will be cleared and the communication to the board will be closed. The LED will show in purple.

See also
Speaker support

Display board

OSDisplay DLL

Handling Xtra legs - Task based help

Speaker support - Task based help

Working in a network - Task based help

5.9.3 Intermediate results

During the competition, you can display and print the intermediate results from the radio controls.
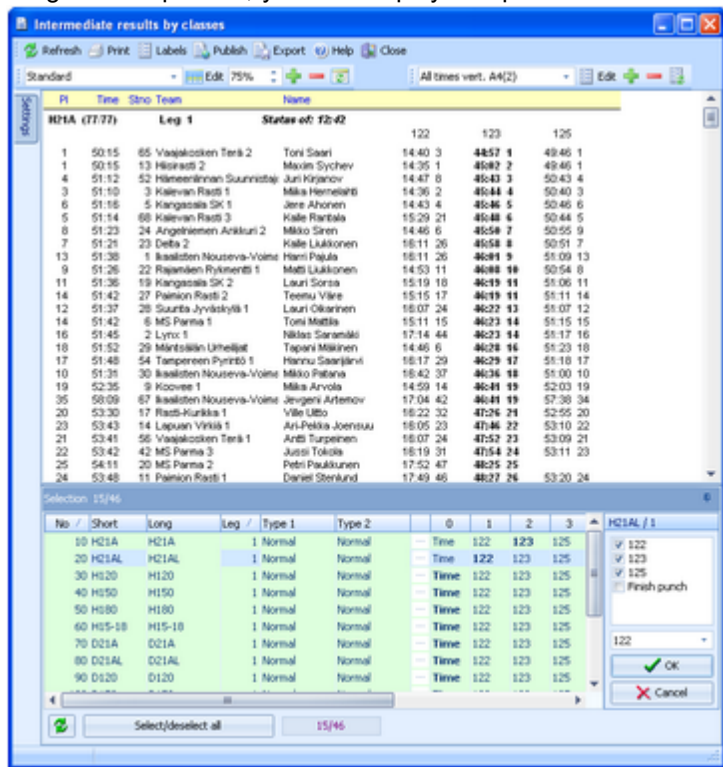
You have the possibility to show any selection, a single one or all radio times of all classes/legs, sorted by any column. Like with the normal results, you can display automatic reports including automatic uploads to a web site. For more details, see the paragraphs below.

Notice

The report selection table only shows those classes/legs which actually have radio controls defined. Since the finish punch is inserted by default for all classes/legs, and the finish punch does not matter here, those classes/legs with the finish punch only are not included.

The radio controls per class/leg are displayed in the order you had defined them in the speaker window.

⊟ Customizing the settings

The Settings tab has three paragraphs.

Automatic report

See the paragraph below.

Settings

Classification: Late starters at the end	In many countries especially in Scandinavia it is common to place late starters behind the non-late starters even if their overall time is faster. The idea behind that is that those late started runners may have got an advantage from their mass start. Uncheck this option if you don't want to take late starts into account. **Notice:** This setting should be defined in advance and you should not change it during the event.
How many teams?	The default setting is *Classified only* since the not classified may have irregular radio times if they gave up. At large events, you may want to *print the best n* at every radio control only.
Quick selection: type 1 or type 2	You can use this to select all classes with the desired class types by checking them. For more information about class types see the Classes reference.
Display these legs only	You can select which leg(s) you want to see in the report selection list. At a

given time during the race, you are normally interested in the leg which is
running currently.

Report formats

Time format   The times will be displayed according to this setting.

Names   The names will be displayed according to this setting.

Selecting radio controls for each class and leg
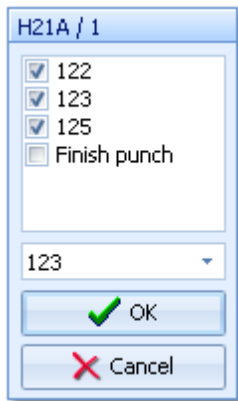
In the selection panel, the row for every class/leg provides the *Select radio controls* button
.Click on it to show the radio controls available for this class/leg. Select the columns which
you want to display and define the column by which the class/leg should be sorted. Don't
forget to save this by clicking *OK*.

Besides the Standard layout for multiple radio control columns, the report provides a second
default layout called Single Int. time Large. This may be the most appropriate one for
publishing intermediate results in the finish area. It displays the first selected radio time only.
Please make sure that this column is also defined as the sort order.

You may check out the label layouts which may be a help for fixed large result boards like
you have them at World championships.

Automatic reports

Click on the title to expand the Automatic report options:
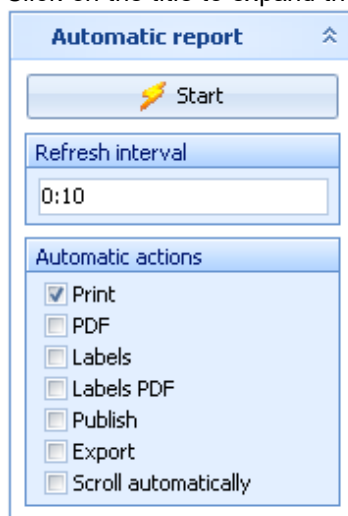
Set the right Refresh interval. The sample report will be refreshed every 10 seconds.
However, this is not recommended to avoid huge workloads on the server and the
network... Additionally, you can define which action(s) should be performed after
every refresh. You can print the report, print it on labels and create publish or export
files. The appropriate setup dialogs will appear only once at the beginning. It is even
possible to activate or deactivate those options during the running automatic task.

Click on the *Start* button to start the automatic report.

Exports

CSV export

The report can be exported to CSV format. The record structure is given in the header line within the output file
(format header).

Notice: The CSV file format has been changed from V.10.x to V.11.0!!

XML export

The current specifications of the IOF standard do not support an appropriate format for intermediate results of relays.
Thus this format is not available here.

For more details, see the exports reference.

See also

> Result Reports
>
> Reports reference
>
> Speaker support - Task based help

5.9.4 Radio controls

You have to define all the controls explicitly which you want to monitor. This need not only to be "classic" radio controls, but all controls which you want to display for any class in the speaker window.

Simply enter the code numbers one after each other and insert them into the list by the button ➡️ or *Enter*. Use the button ⬅️ or *Del* to remove a control from the list.

Refer to the functions linked at the bottom to see how this definition is used there.

Notice

Every control inserted into the list will **increase the work load** on the whole system! This means the the network traffic and each PC node which is running speaker functions. Thus define only those controls here which are actually needed.

See also

> Speaker support
>
> Online monitor for intermediate times (Server)
>
> Online punches update
>
> Display board
>
> Speaker support - Task based help

5.9.5 Online monitor for intermediate times (Client)

This is the function which collects the punches from the attached SportIdent or Emit (radio) controls. There must be the server monitor function active on the same or another PC in the network in order get the punches been saved into the event database. Read the description of the server monitor, how to set up a working system. See also Speaker support - Task based help for a more task oriented description.
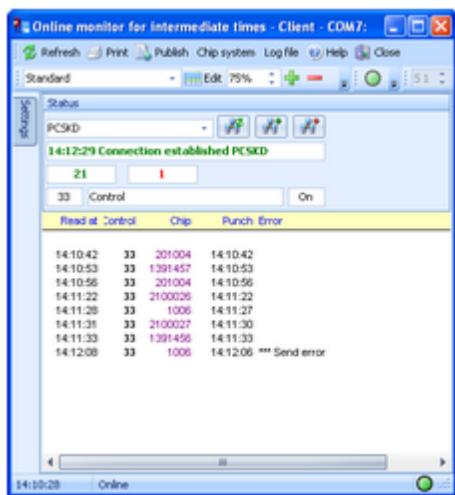
The form has a variable layout depending on the chip system, mainly because with SportIdent you can identify the station and display its characteristics on the form.

First, the client form tries to connect to the last used server. After that, it tries to activate the last used control device . Actually this is possible for SI devices only which are connected directly to the form. If OS2010 detects any error, you have to interfere here and solve the problem manually.

All punches received will be displayed in the form and saved into the local log file. If the server connection is running, then the punches will be sent to the server automatically. The accompanying server window will then save the punches into the event database.

If there is a communication break, then you will see a message in the window. There is also a display of the status, showing how many punches had been received and how many could not be sent to the server. Please watch this from time to time.

Notice: You can open as many client forms as you need for multiple devices. A limit is given only by your computer's performance and the number of available Com or USB ports. Every instance of the form saves its settings seperately. So each instance of the form will always use the port it had used the last time.

▬ Customizing the settings

The Settings tab has two paragraphs.
The first paragraph is chip system specific. See the paragraphs below for more details.

Report formats

Time format   The times will be displayed according to this setting.

▬ Selecting and connecting to the server

This client function requires an accompanying server function, running at another PC in the network. When starting, the client form tries to connect to the last used server. The result will be displayed in the status field at the top.
If there was an error or you are using this form the first time, then you have to connect to the right server manually. Enter the server name or select it from the listbox. The listbox shows a list of PCs in the network. This list will not be

updated automatically. To *update the list*, click on the *Refresh servers button*. *Connect* to the server with the

Connect button. Normally, you won't need the *Disconnect button*. This is available for emergency cases, to stop sending the punches to the server.
After a connection to the server had been established, then the form first sends all unsent punches from the log file and then it waits for new punches from the attached device.

Notice

It is highly recommended to have the server form running on another PC in the network. This gives you the best reliability and the best performance (of course provided the network is set up properly). Of course it is possible to run both forms on the same PC. Check out whether the performance is good enough at peak times.

If the connection fails, then first check whether the server PC is reachable at all. Use f.ex. Win explorer for that. Check whether the server form is actually running on the server PC. Finally check out the firewall. If there had been a blocking firewall at the server PC, then you will have to restart the server in the server form, although this form may show the server as working.

Handling of the log file

All punches will be saved in a local log file. At the top panel, you see the number of punches in the log file and the number of unsent punches.

Having solved a network problem, you can resend them to the server using *Log file - Send again*. You can select if you want to resend all punches or only those which had not been transferred to the server. If necessary, you can specify a time range for the punches.

You can also *clear* the whole log file if necessary.

The log files are saved into the *Logs* subfolder of your Application settings folder. For more details look at the Application folders reference. In the *Logs* folder, you will find subfolders which have the same names as the event data folders. For remote events on the server, the local folder name is the event folder name plus _R (for remote). Inside every *Logs\<Event folder>*, you find the log files of that event. They consist of two files which are named *PunchLog.dat* and *PunchLog.idx*.

You may collect the log files from all clients in a network, which you want to process from a central place. To resend them, use *Log file - Send again (other log file)*. Please be cautious not to overwrite existing log files when collecting them at a central place, since the file names are identical on all clients.

SportIdent specifics

At the top panel you see the properties of the station if it is connected directly to the PC. Validate the code number and the autosend status. This must be set to *On*, otherwise the station cannot send any punches to the client form.

If you are receiving the punch times from a (radio) multiplexer, the form will switch into Receive mode only. In this mode, it is not possible to display a station's properties at the top and to recognize the type of incoming punch times . You can define this explicitly with the option Finish punch in Receive mode. If checked, then all punches from code numbers below 31 will be computed as finish punches and all others as normal control punches. Deselect this option only if you expect to receive start or check punches here. By default, it is always selected.

If you encounter difficulties with the automatic Receive mode and/or the automatic Com port settings, then *check the option* Fix Receive mode. This allows to fix the Com port baudrate, and OS2010 will not change this by its own checks.

Emit specifics

Be sure to check out the Emit settings when opening the client form.

Option Control
You can define the fixed code number for the connected control. If you are using the Samlingsbox, the Online control or the EmiTag devices ETS/ECB, then the code numbers will be included in the protocol. Thus you should select the second option. This allows to have different controls connected to the same Samlingsbox, or to send different online controls through the same Emit radio transmitter.

Option Emit device
Emit offers three alternatives, the normal RS232 control with its 9-pin DSub connector, the EmiTag devices ETS/ECB and the special Online control which you can recognize by its 8-pin round connector.

Notice: From RS232 and Online controls, the punch time is calculated from the PC clock. **Please take care of having set the PC clock correctly!** ETS/ECB deliver their own device times.
Please have in mind that radio controls must have the original code number from the course definition. Normally the fixed code no. will do the job. **Replacement controls can't be computed here!**

▬ Interface to external applications

This client form sends the received punches to the server form using a specific Winsocket port. For external 3rd party applications, it is possible to open another port where the same information is sent to. This can be used for implementing additional tasks for which the punches are necessary, f.ex. live web updates, live reporting on a display board, etc.

Interested programmers may ask the author for a specification.

See also

Online monitor for intermediate times (Server)

Speaker support - Task based help

Working in a network - Task based help

5.9.6 Online monitor for intermediate times (Client Web)

This is another function which collects the punches, but from a web server. Some radio punch systems collect the radio punches from the control stations and then send them to a web server. From there they can be downloaded using this function. Currently the Swedish system ROC olresultat is supported. Except the way how the punches are retrieved, this client function works in the same way like the Online monitor for intermediate times (Client) for punch devices which are connected directly. You can drive both client windows simultaneously.

There must be the server monitor function active on the same or another PC in the network in order get the punches been saved into the event database. Read the description of the server monitor, how to set up a working system. See also Speaker support - Task based help for a more task oriented description.

Notice: Do not worry about the term *server* in this topic. You have to distinguish between the online monitor server as a function of OS2010 and the web server from where the radio punches are downloaded.
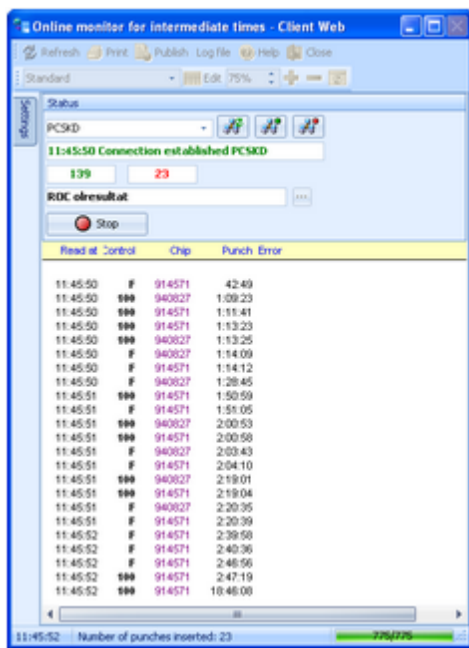
First, the client form tries to connect to the last used (speaker online monitor) server. After that, it begins to send the queries for downloading punches from the web server.

All punches received will be displayed in the form and saved into the local log file. If the server connection is running, then the punches will be sent to the server automatically. The accompanying server window will then save the punches into the event database.

If there is a communication break, then you will see a message in the window. There is also a display of the status, showing how many punches had been received and how many could not be sent to the server. Please watch this from time to time.

Errors and status messages of the downloads are displayed in the status line. You have to observe this and react if necessary.

Customizing the settings

The Settings tab has one paragraph.

Report formats

Time format   The times will be displayed according to this setting.

Selecting and connecting to the server

This client function requires an accompanying server function, running at another PC in the network. When starting, the client form tries to connect to the last used server. The result will be displayed in the status field at the top.
If there was an error or you are using this form the first time, then you have to connect to the right server manually. Enter the server name or select it from the listbox. The listbox shows a list of PCs in the network. This list will not be updated automatically. To *update the list*, click on the *Refresh servers button* . *Connect* to the server with the *Connect button* . Normally, you won't need the *Disconnect button* . This is available for emergency cases, to stop sending the punches to the server.
After a connection to the server had been established, then the form first sends all unsent punches from the log file and then it waits for new punches from the attached device.

Notice

It is highly recommended to have the server form running on another PC in the network. This gives you the best reliability and the best performance (of course provided the network is set up properly). Of course it is possible to run both forms on the same PC. Check out whether the performance is good enough at peak times.

If the connection fails, then first check whether the server PC is reachable at all. Use f.ex. Win explorer for that. Check whether the server form is actually running on the server PC. Finally check out the firewall. If there had been a blocking firewall at the server PC, then you will have to restart the server in the server form, although this form may show the server as working.

Handling of the log file

All punches will be saved in a local log file. At the top panel, you see the number of punches in the log file and the number of unsent punches.

Having solved a network problem, you can resend them to the server using *Log file - Send again*. You can select if you want to resend all punches or only those which had not been transferred to the server. If necessary, you can specify a time range for the punches.

You can also *clear* the whole log file if necessary.

The log files are saved into the *Logs* subfolder of your Application settings folder. For more details look at the Application folders reference. In the *Logs* folder, you will find subfolders which have the same names as the event data folders. For remote events on the server, the local folder name is the event folder name plus *_R* (for remote). Inside every *Logs\<Event folder>*, you find the log files of that event.They consist of two files which are named like *PunchLog1.dat* and *PunchLog1.idx* where 1-6 is the number of the stage (1 for single day events).

You may collect the log files from all clients in a network, which you want to process from a central place. To resend them, use *Log file - Send again (other log file)*. Please be cautious not to overwrite existing log files when collecting them at a central place, since the file names are identical on all clients.

Web service settings

The web service selected is displayed on the top panel. If you need to modify the options for the communication or simply to interrupt the automatic downloads, press the 🔴 *Stop* button. Then use the *Settings* button at the right to modify the options.
For more details see the ROC olresultat settings reference.

To resume the automatic downloads, press the 🟢 *Start* button.

➖ Interface to external applications

This client form sends the received punches to the server form using a specific Winsocket port. For external 3rd party applications, it is possible to open another port where the same information is sent to. This can be used for implementing additional tasks for which the punches are necessary, f.ex. live web updates, live reporting on a display board, etc.

Interested programmers may ask the author for a specification.

See also

    Online monitor for intermediate times (Server)

    ROC olresultat settings

    Speaker support - Task based help

    Working in a network - Task based help

5.9.6.1 ROC olresultat settings

To be able to retrieve the right radio punches of your event from the ROC olresultat web server, you have to define some options for the communication between OS2010 and ROC.
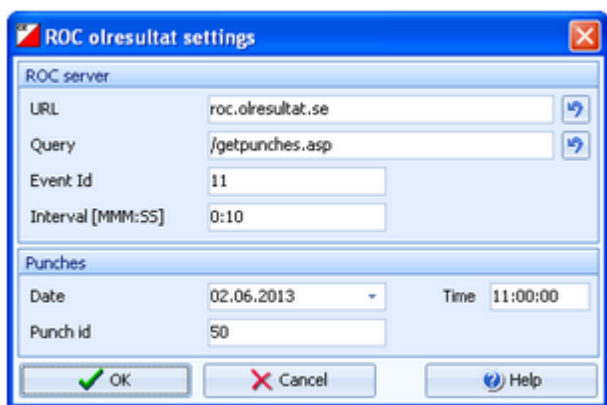
URL	This is the URL of the ROC web server. It will be preset with the right default value, so normally you don't need to modify this setting. If you had tried a wrong value accidentally, you can reset this to the default setting by the *Reset* 🔄 button.
Query	This is the query function which is sent to the ROC web server. It will be preset with the right default value, so normally you don't need to modify this setting. If you had tried a wrong value accidentally, you can reset this to the default setting by the *Reset* 🔄 button.
Event Id	The Event Id identifies your event on the ROC web server. You can see this in ROC's event configuration dialog. If necessary, consult the ROC documentation for more details.
Interval	OS2010 uses this interval to send the queries for the latest new punches to the ROC web server. Use the format *MMM:SS*. The default value of 10 seconds should be a good choice.
Date/Time	This is the first punch time which OS2010 will fetch from the ROC web server. By default, it is set to the date and zero time of the event. Normally this should be sufficient.
Punch Id	The radio punches saved by the ROC web server are identified by a unique Punch Id, which is specific for your event. Initially this value is set to 0, to begin with the first punch. OS2010 shows the id of the last punch downloaded in this field. Normally you don't need to modify this value. However, you can set it to a lower value to try to re-download older punches which seem to be missing.

For more information about how ROC olresultat and other radio punch web services work, see the Online monitor for intermediate times (Client - Web) reference.

See also

Online monitor for intermediate times (Client - Web)

5.9.7 Online monitor for intermediate times (Server)

This is the server monitor function which receives the punches from the client forms.
Normally, you will have several client monitor forms running on dedicated PCs, and a server form running on an extra PC. This PC needs not to be the database server, where the event data are saved! It can also be another (data) client.
Tests may show which is the best solution. You can also have more than one online server form running on several PCs. In this case, you must connect every client form to the right online punch server.

Read the description of the client monitor for more information about the clients. See also Speaker support - Task based help for a more task oriented description.

If a punch is sent from a client, then the right competitor/control no. will be calculated for it and it will be saved into the event database. The punches will appear automatically in a speaker window of the appropriate class.

Notice
Please set the correct time format! If you are using the time formats by tenths or hundreds of seconds, then the times will be recorded with that accuracy. All other time formats will record the times with an accuracy of seconds.

With SportIdent, the punch time is sent in absolute clock time from the SI control station. With Emit, the punch time is calculated from the PC clock. The punch times will be converted into running event time relative to the zero time.
Please take care of having the correct zero time set from the beginning on!

Please have in mind that radio controls must have the original code number from the course definition. **Replacement controls can't be computed here!**

▬ Customizing the settings

With SportIdent, the Settings tab has the paragraph for the report formats only. With Emit, there is an additional paragraph, see below.

Report formats

Time format	The times will be displayed according to this setting.
Names	The names will be displayed according to this setting.

▬ Starting the server

The form will start the server automatically. However, if you need to stop the server or restart it again, you can do that manually using the *Start server button* [icon] or the *Stop server button* [icon].

One situation where you may need to do so, would be if the server PC had been protected by a firewall. The server displayed as ready but no client could connect. In this case, first make sure that the firewall allows the PC to act as a server or simply disable the firewall. Then restart the server, although it may show itself as ready. Only after that the clients will be able to connect to this server.

▬ Emit specifics

At the top of the settings panel, you see the option Use Finish punch as official finish time. If checked (and if the incoming punch has a finish code number), then the finish punches will be saved as the official finish time.

This option can't be changed here since it must be defined with the Emit settings. If you had selected Time taking - Online punch for the finish punch there, then the finish time will be calculated from the punch.

Notice

This feature of the speaker functions had been taken over from the previous version OE2003 V10 to keep compatibilty. In OS2010, it is recommended to use the right time taking function for online punches. See the Time taking - Emit reference for more details.

See also

Online monitor for intermediate times (Client)

Speaker support - Task based help

Working in a network - Task based help

5.9.8 Online punches update

This function updates the online punches from the contents of the chips read in the finish. If there had been lost punches from the radio controls or entered wrongly, then this will be updated now by the information from the chips.
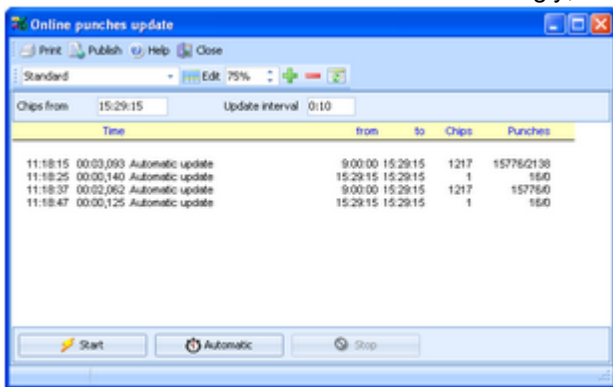
Click on *Start* to run the update process once. At the top left, you can enter the read time of the first chip which should be computed. All chips which had either been read or been manually edited after this time will be checked out. This field will show automatically the time of the last chip which had been checked before. You can *reset this value* by setting it to blank. Then all cards will be checked again.

A subsequent update begins with a tolerance of 15 seconds before the displayed time. Nevertheless, **you must take care that all clients in the network have synchronized clocks**!

You can also have automatic updates. Enter the update interval at the top right and click on *Automatic*. To stop the automatic updates, click on *Stop*.

Every update task will be reported in the log window.

Notice: This function needs not to be run on the (data) server directly. More, it is recommended to run it from a

client!

See also

Speaker support

Radio controls

Online monitor for intermediate times (Client)

Online monitor for intermediate times (Server)

Speaker support - Task based help

5.9.9 Enter intermediate times manually

In addition to online connected controls, you may have other radio controls, from where you receive intermediate times, f.ex. by phone. You can enter them here. They will appear automatically in a speaker window of the appropriate class.
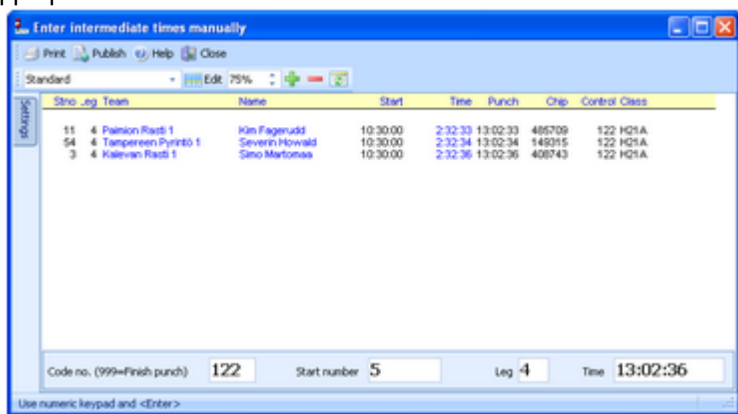
Enter the start number, the leg, the code number of the control and the time. The time must be given in running event time relative to zero time or as absolute clock time, depending on your preferred setting.

For a quick input, switch the numerical keypad to "numerical" and use those keys. Instead of the colon (:), you may also use the dot or the comma on the num key pad. In this form, the *Enter key* is available for fast switching from one input field to the next.

The competitors will be listed above together with their times. If the competitor already had received an intermediate time at this control, you will hear a warn beep and the previous time will be reported. At any time, you can correct a wrong input by repeating it correctly. Leave the time field blank to *remove* a wrongly entered time.

You can also enter an inofficial finish time (finish punch!) using the code number 999. Do not mix up this with the time taking input form where you can enter official finish times! See the Manual input reference for more details.

Customizing the settings

The Settings tab has two paragraphs.

Settings

Automatic times	If you check this option, then you can leave the time field blank. Each competitor will get the *current PC clock time automatically*. This is recommended if the operator has a phone connection to a manned control. Then this person can simply announce the start numbers which will be entered here immediately. In this case, the **PC clock must be synchronized to the running event time**!
	Uncheck this option, if you want to enter the times explicitly. Then your input into the time field will be validated and saved. Leave the time field blank to clear an existing (wrong) one.

Report formats

Time format	The times will be displayed according to this setting.
Names	The names will be displayed according to this setting.

Handling Xtra legs

With OS2010, you have the possibility to compute simultaneous runners on the same leg. For more details, have a look into the Handling Xtra legs - Task based help.

If you enter the details for a team/leg which is a Xtra leg and which has simultaneous runners entered, then the bottom panel will pop up, which gives you the possibility to select the right one of those Xtra runners.

Xtra leg: Please select the right runner!

Start r	Leg	Surname	First name	Chipno	Team	Class	
225	2	Sundberg	Jonas	350721	Istrums SK	H14	
225	*2	Lundberg	Ida	263620	Istrums SK	H14	
225	*2	Andersson	Sandra	263617	Istrums SK	H14	

You can navigate using the arrow keys and select the right runner by the *Enter* key, a mouse *doubleclick* or clicking on the *Save* button at the right.

See also

Speaker support

Manual input

Handling Xtra legs - Task based help

Speaker support - Task based help

5.9.10 Display board

Using this function, you can drive any display board.

An ancestor of this function had been used in 2002 at the Park World Tour for the live TV broadcasting from the races in Finland and Sweden. This is just a special kind of display board.

This function offers a well defined interface to external DLLs which can be implemented by any 3rd party. With OS2010, a sample Demo DLL is included which uses this interface and emulates a display in an extra window. Read the OSDisplay DLL description, if you are interested in that.

Select the class, the leg and the control on the top panel. The control listbox provides the start, finish and all radio controls which had been defined for the class/leg. You can select them from the listbox or use one of the shortcuts:

F6 Start

F7 1st intermediate time (mostly this is enough...)

F8 Finish

You can open multiple windows for different classes and watch them. See the paragraph below for more details.

The Display board panel at the top shows the running time of the class/leg, the leading team and some buttons to drive the display board. See the paragraph below for more details about how to drive the display board.

In the table below, all teams are shown with their time and place at this control. As long as a team did not pass the control, it will be sorted to the end of the list. To get a hint on when you can expect a particular team, the individual start time (changeover time) of the runner is shown.

If the option *Late starters at the end* is selected and you are *watching the finish*, then all teams with one or more late starts will be sorted to the end of the list and they will get no places. If a team is mped or otherwise not classified, its time will be marked with light red colour.

For Xtra legs, only the runner who had been inserted into the leg will be shown for the team. As long as the team has not finished the leg, the name will be most likely N.N. OS2010 will always display the fastest time of the team. For more details about Xtra legs, have a look into the Handling Xtra legs - Task based help.

To search for a team in large classes, you can use the Quick search field. Enter the start number of the team and press *Enter*. Then this team will be highlighted in the list.

Notice

It is most important that the **PC clock is exactly synchronized to the official event time**! The displayed running times are calculated using the PC clock.

⊟ Customizing the settings

The Settings tab has two paragraphs.

Results

Output folder	This is the folder where the output files of the list function should be placed. The display driver can fetch them from there and display the content. The files are named like *Class_Control_Date_Time.csv*.
	If the folder name is too long for the input field, then you can enlarge the settings tab which will enlarge this field also.

### Report formats

Time format	The times will be displayed according to this setting.

Names   The names will be displayed according to this setting.

☐ Working with the display board

In the top line, the running overall time of this class is shown. Before the start, this time is negative and it displays the countdown until the start. Next to that, you see the running time of the current leg and the current time behind the leading team, that means the time which had elapsed since the first change over from this leg to the next one. The number of teams which had finished this leg is shown as well.
The bottom line shows the details of the current leader.
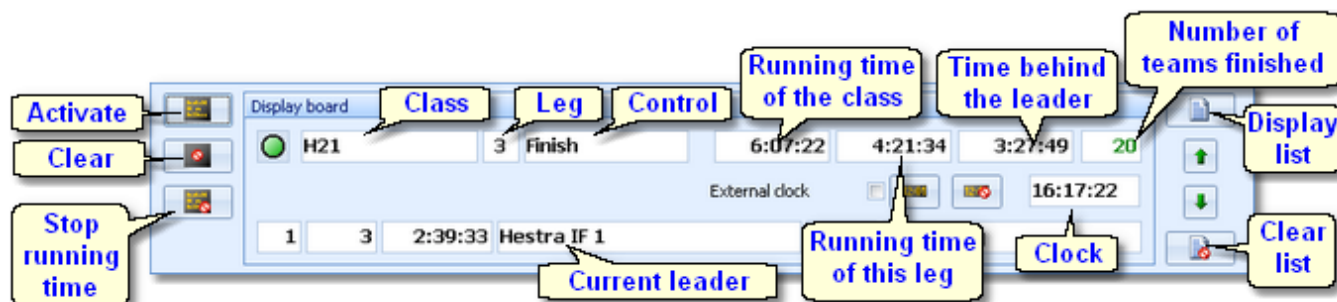
With every new team passing the control, the table below the display board panel will be updated and an updated list of all ranked teams will be sent to the display board. There they can be displayed in any manner. Normally you have a fixed number of lines available at the board and the list should always be scrolled up to show the last teams passed at the end. Additionally, there should be an extra line for the current leader, which corresponds to the line given in the display board panel.
Have a look at the sample DLL for how this had been implemented there.

To drive the display board, there are several functions available.

Clock time

Use the *Display clock time* or *Clear clock time* button to start/stop displaying the clock time on the display board. By default, the display on the board will be updated every second completely by OS2010. That means, also the clock times running there will be driven completely by OS2010. However, many display boards have their own built-in clock. Then check this option External clock. Then the clock of the board will be initialized by the correct value and afterwards it will continue independently.

Activate display board

The current panel contents and the list of teams passed will be displayed on the board. This function sends first a call to draw the basic frame on the screen and afterwards the details. They will be updated online on the screen as long as this window remains online. The LED will show in green.
If there had been another window active on the board before then this one will keep running locally until it will be activated again.

Clear display

The display will be cleared and the communication to the board will be closed. The LED will show in purple.

Stop time

You can stop the time running on the board manually for any reasons.

Display matching list

You can show the matching list on the board. This is either a start list or a list of the result which is currently watched in this window. This is independent of the online display.

Clear list

Remove the list from the board.

Scrolling up/down the list

Use the *Up/Down* buttons to scroll the list at the board.

Working with multiple display windows

You can open multiple windows for different classes, between which you can switch and show the display of the current window at the board. So you can easily prepare several views and change them on the board by a single mouseclick.

OS2010 will save the properties of each window seperately. This means, after closing and reopening the display board windows, they will be arranged in the same manner and they will display the same class again. Of course not all settings are seperate, like the order of the columns. Just try yourself to experience this.

See also

Speaker support

Prewarning

OSDisplay DLL

Radio controls

5.9.11 OSDisplay DLL

OS2010 provides a well defined interface to external DLLs. These can be implemented by any 3rd party to drive any display board.

With OS2010, a demo DLL named *OSDisplay.DLL* is included. This emulates an external display in an extra window. This will be loaded by default by the Display board function and the Prewarning function.

To drive a "real" display board, you must *replace this DLL* by a special one to drive your display board.

For backup reasons, you find a copy of the Demo DLL in the subfolder *Misc* of your OS2010 installation folder. From there you can copy it back into the installation folder if you need that.

Interested programmers or users can ask the author for the source code (Delphi 6 Pascal) of this DLL. This is easily to understand and the definitions may be converted to any other programming language, for example C++ or even C#. The external DLL can be written in any programming language.

Command description

See the demo DLL source code.

See also

Display board

Prewarning

5.10 Extras

Under the *Extras* main menu item you find some extra functions which are not just O organising tasks.

To be able to use your existing events from V.10.3, you must migrate the event data to the new data format of OS2010. Thus for V10 upgraders, the most important function is for the first time *Extras - Migrate data V10 -> V11*. See the Migrate data reference for more details.

Power users may want to perform changes on the event data outside of OS2010. They can do so by exporting the right report, performing the changes and finally reimporting this file into the event. This function can be found under *Extras - Import*, which is described in the Import event reference.

Extras - Report layouts offers you an administration function for report and label layouts. You can use it to exchange the layouts with other users or copy them to other clients in the network. See the Report layouts Manager reference for more information.

5.10.1 Migrate data V10 -> V11

Differently to previous SportSoftware versions, the SportSoftware V11 has a **new data organisation** which follows the standard which is defined by Windows XP, Vista, Win7 and newer Windows versions. Basically this means that the application settings like report layouts, the event data and also the archive data must not be saved in subfolders of the installation folder (like it had been the case with SportSoftware V10 and older). Instead, since Windows XP there are special user folders designed for that. With the SportSoftware V11, you can use predefined folder sets or define your own ones.

If you need more information about this subject, please read carefully the Application folders reference!

To be able to use your existing events from V.10.3, you must migrate the event data to the new data format of OS2010.

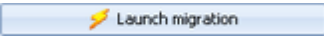In the left panel, select the source event from V.10.3. **Note:** the source event must be exactly in the data format of SportSoftware V.10.3, otherwise you will be asked to load it into OS2003 V.10.3 to update to this data format.

In the right destination panel, the OS2010 event root folder with its existing events of V11 will be displayed. It will be

possible to select another event root folder here if you are using several different folders for some reason. Below that, you must enter a folder name for the new event. By default, this is predefined from the V10 event's name. You can modify this manually, especially if you want to create the same event several times for test purposes.

Click on [⚡ Launch migration] to start this action. You will get a detailed report about this in the report tab. If necessary, you may print or publish this report.

Switch to the Migrate archive tab to migrate archives from V.10.3 to V11. This works just in the same way as with events.

You can migrate as many events or archives as you like in one row.

See also

    Application folders

    File selector

5.10.2 Imports into the event

You can import classes, clubs or teams directly into the event, using the appropriate CSV file format.
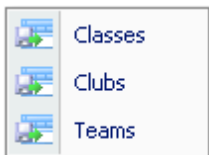
Basically, these imports are **designed for computer experts only** who have thorough experience with spread sheets. Such persons may export and re-import the data after some special evaluations. For example, they may need to draw the start list according to special rules and then re-import the data.

To get a sample of the right CSV file format, just export the right report. See the detailed sub-topics for more information.

Notice

The CSV file formats had been changed from V.10.x to V.11.0!!

If your import file contains errors then this may damage your event data.

See also

    Import classes into the event

    Import clubs into the event

    Import teams into the event

    Export dialog

5.10.2.1 Import classes into the event

You can import classes directly into the event, using the correct CSV file format or the IOF XML format. This is the same import function like the Entries classes import which can be invoked from the Entries main menu item.

Basically, this import is **designed for computer experts only** who have thorough experience with spread sheets. Such persons may export and re-import the class table after some special evaluations.

Classes	Select the right working mode of the import. Since *Clear and Create again* will lose all special class settings like start list definitions, be careful when using it!
Identify classes by	Define by which field existing classes should be identified. Obviously the class no. should be preferred.
File format	Select XML or CSV.
CSV	The record structure is given in a special header line at the beginning of the file. The first column is always empty, headed by a unique identification of the export file. To get a sample of the right CSV file format, just export a class report. When editing this export file or creating a new one, be sure to preserve the first (empty) column which identifies this file as the right one for this import.
XML	This import requires the IOF XML format, document type *ClassList*. For more information on the IOF XML formats, have a look at the IOF web site.
Delimiter, String delimiter	Normally you can leave the defaults *Semicolon* and *"* here. If the application which created this import file used other delimiters, then set them accordingly.
File name	Select the import file here. See the File selector reference for more details.

The import will create a comprehensive report about itself which will help you to fix possible errors.

Notice

The CSV file format had been changed from V.10.x to V.11.0!!

If your import file contains errors then this may damage your event data.

The XML format may have *created new class types* (class type 1). If this is the case, then you will get a reminder at the bottom of the log report. Since in OS2010 the names of the class types are terms which are subject to the language translation, please check out the Extra field names whether this is what you expected and exit this dialog by *OK* to get the new translations working.

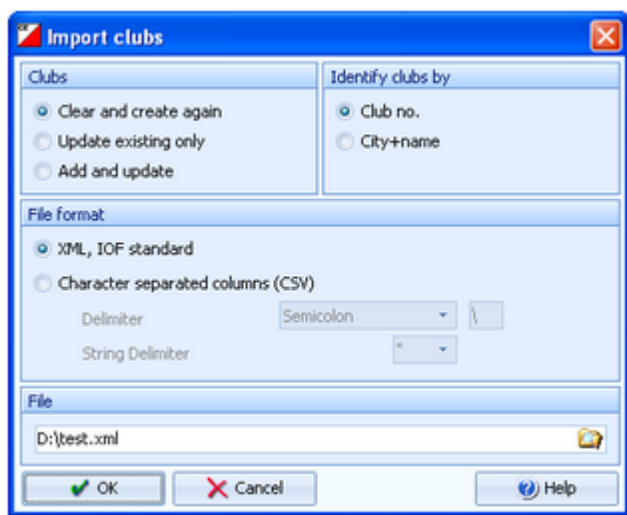### See also

Import teams into the event

Import clubs into the event

Import classes

Export dialog

5.10.2.2 Import clubs into the event

You can import clubs directly into the event, using the correct CSV file format or the IOF XML format.

Basically, this import is **designed for computer experts only** who have thorough experience with spread sheets. Such persons may export and re-import the club table after some special evaluations.

Clubs	Select the right working mode of the import. Since *Clear and Create again* will lose all special club settings like start list definitions, be careful when using it!
Identify clubs by	Define by which field existing clubs should be identified. Obviously the club no. should be preferred.
File format	Select XML or CSV.
CSV	The record structure is given in a special header line at the beginning of the file. The first column is always empty, headed by a unique identification of the export file. To get a sample of the right CSV file format, just export a clubs report. When editing this export file or creating a new one, be sure to preserve the first (empty) column which identifies this file as the right one for this import.
XML	This import requires the IOF XML format, document type *ClubList (V2.0.3)* or *OrganisationList (V3.0)*. For more information on the IOF XML formats, have a look at the IOF web site.
Delimiter, String delimiter	Normally you can leave the defaults *Semicolon* and *"* here. If the application which created this import file used other delimiters, then set them accordingly.
File name	Select the import file here. See the File selector reference for more details.

The import will create a comprehensive report about itself which will help you to fix possible errors.

Notice

The CSV file format had been changed from V.10.x to V.11.0!!

If your import file contains errors then this may damage your event data.

See also

Import teams into the event

Import classes into the event

Export dialog

5.10.2.3 Import teams into the event

You can import teams and competitors together with classes and clubs directly into the event, using the correct CSV file format.

Basically, this import is **designed for computer experts only** who have thorough experience with spread sheets. Such persons may export and re-import the complete event after some special evaluations. For example, they may need to draw the start list according to special rules and then re-import the data.

To get a sample of the right CSV file format, just export an entries or start list report. When editing this export file or creating a new one, be sure to preserve the first (empty) column which identifies this file as the right one for this import.
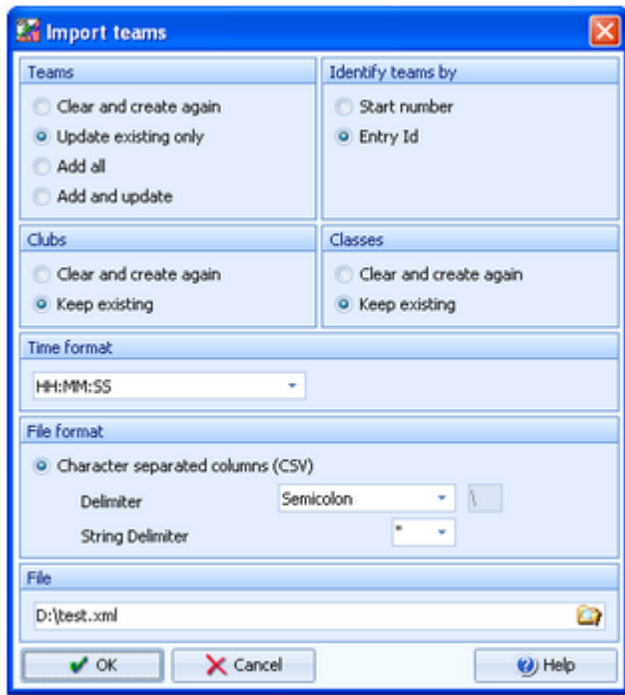
Teams	Select the right working mode of the import.
Identify teams by	Define by which field the teams should be identified. This can be the Start number or the Entry Id. Import files should provide the latter to keep independent of start number distribution. However, they are only necessary if one of the update modes is selected.
Clubs, Classes	Define how clubs and classes should be handled. *Keep existing* is to be preferred if the import file stems from a previous export. Thus you will not lose additional settings, f.ex. for start list organisation. With *Keep existing*, missing clubs or classes will always be inserted. They will be identified by the club or class number. Possible name conflicts will be bypassed by issuing suitable names. This will be shown in the report of this import.
Time format	Select the time format which is used by your import file. Start and finish times are expected to be in relative event time.
File format	Only CSV is available here.
Delimiter, String delimiter	Normally you can leave the defaults *Semicolon* and *"* here. If the application which created this import file used other delimiters, then set them accordingly.
File name	Select the import file here. See the File selector reference for more details.

Importing teams/classes with Xtra legs

If you need basic information about what are Xtra legs, then please first read the Handling Xtra legs - Task based help
.

If there is a new class found, it will always be inserted. However, **this import can't define any Xtra leg** for a newly inserted class since there is no information about this in the import file. Consequently, if the import finds a team with a Xtra runner for such a new class, then it will report an error for this runner which could not be imported.

To fix such cases, proceed as following:

- Perform the first import as given above.
- Go into the class table and define those legs as Xtra which are reported as errors in the report.
- Run the import again, but this time using the option *Classes: Keep existing*. If possible, you may also use the option *Teams: Update existing only*. The missing Xtra runners will be inserted now.

The import will create a comprehensive report about itself which will help you to fix possible errors.

Notice

The CSV file format had been changed from V.10.x to V.11.0!!

If your import file contains errors then this may damage your event data.

Avoid importing a club or class with number 0!

If you are registering the entries using an external software or by a web page, then don't use this import here, but the special entries import function.

See also

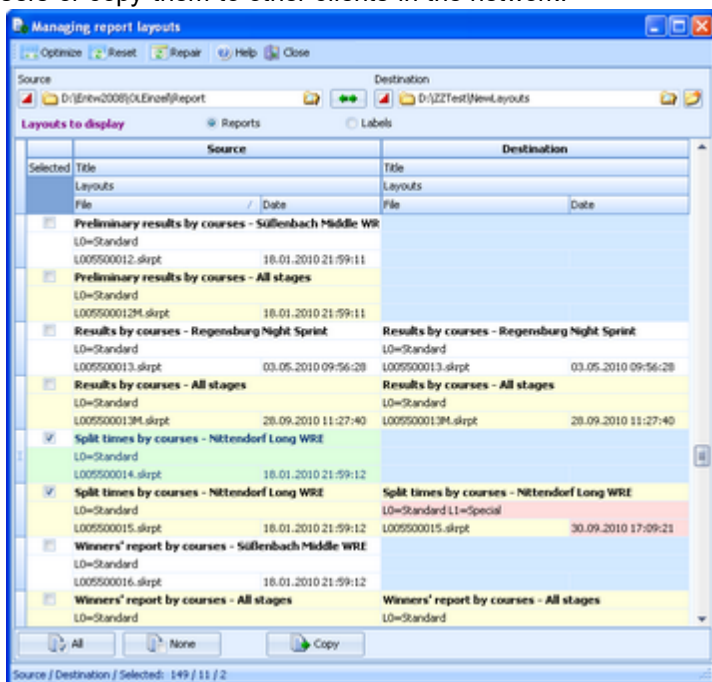Import classes into the event

Import clubs into the event

Export dialog

5.10.3 Report layouts

This is an administration function for report and label layouts. You can use it to *exchange the layouts* with other users or copy them to other clients in the network.

Select the folder with the source layouts and the destination folder. Select **which layouts** you want to copy: *Reports* or *Labels*. The existing layouts in both folders will be displayed.

If a layout does not exist in the destination folder, then this will be highlighted in blue colour. Differences of the file date and the layout names are highlighted in red. Use a suitable sort order to find the interesting layouts quickly. F. ex., if you sort by date, then you can display the last edited layouts on top of the table.

Check the layouts which you want to copy and copy them using the ***Copy*** button. Use the buttons ***All*** or ***None*** to select/deselect all layout files quickly. Observe the status message in the status line.

Use the ▰ button to *switch into the application layout folder* either as the source or as the destination. This is the

\Report subfolder of your application settings folder. With the ⬌ button, you can *exchange both folders* to invert the direction for copying.

Notice

Sometimes, you will see the title **--- Missing title**. If all layouts in one of the two columns are showing no title, then you are most likely working on the default layouts folder. **Never touch the default layouts folder** with this function! This may damage the defaults in that way so that you may have to reinstall OS2010.

Background: The default layouts had been copied by the setup into the subfolder *\Default* of your applications installation folder. They don't carry any customized settings, f.ex. no title and no printer settings. If you are displaying a report for the first time, then its layout will be copied into the *\Report* subfolder of your application settings folder. This file will be used to save all your customized settings and especially all your additional self-made layouts. Thus the number of layout files found in the *\Report* folder depends on which reports you had already displayed or which

labels you had already printed. Since this function is designed for exchanging your customized layouts, it makes no sense to deal with the default layouts here.

Special functions

Repair missing headers

For some time, there had been a bug with new report layouts. For more details see the Release Notes V.11.0, of 18.9.2014.

Use the *Repair button* to repair those damaged report layouts. The old Standard layouts will get their missing header back from the new *(*New* Standard)* layouts. In the protocol report you see which layouts had been repaired. **Please run this function once to fix all your layouts!**

See also

Application folders

Reports

Report layout editor

Label layout editor

5.11 Archive

Differently to previous SportSoftware versions, the SportSoftware V11 has a **new data organisation** which follows the standard which is defined by Windows XP, Vista, Win7 and newer Windows versions. Basically this means that the application settings like report layouts, the event data and also the archive data must not be saved in subfolders of the installation folder (like it had been the case with SportSoftware V10 and older). Instead, since Windows XP there are special user folders designed for that. With the SportSoftware V11, you can use predefined folder sets or define your own ones.

If you need more information about this subject, please read carefully the Application folders reference!

For using the archive, this means a special advantage. Since you can define the same archive root folder for all SportSoftware applications, this means *that you can use exactly the same archive* from all SportSoftware applications simultaneously!

The *Archive* main menu topic offers you all functions which are necessary for managing multiple archives.

On starting, OS2010 always selects the previously selected archive. Via *Archive - Select*, you can select another archive. See the Select archive reference for more details.

To create a new archive use *Archive - New*. This will display the archive settings dialog, where you can enter the characteristics of the new archive. Look at the Create a new archive reference to learn more.

To edit the archive, means the competitors, club, classes and the settings, use *Archive - Edit*. See the Edit archive reference for more details.

In the course of time old archives, saved archive status, or even test data will enlarge the archive selection list unnecessarily. To delete an archive, use *Archive - Delete*. See the Delete archive reference for more details.

Do not forget backing up your current archive after each session where you had edited it. This is the function *Archive - Backup*. See the Backup archive reference for more details.

If you followed a well thought out backup strategy, you have the chance to restore your archive data in error cases. Use *Archive - Restore* which is described in detail in the Restore archive reference.

Due to faulty network settings or other reasons (you can't imagine what can happen...) you may have got corrupted data. You can try to repair this yourself using *Archive - Repair*. See the Repair archive reference for more details.

Usually, you will create the competitors' archive by an import from an external database. This is done via *Archive - Import*. See the Import archive reference for more details.

Sometimes it may be preferred to Copy the clubs from the archive into the event beforehand: *Archive - Copy clubs*.

See also
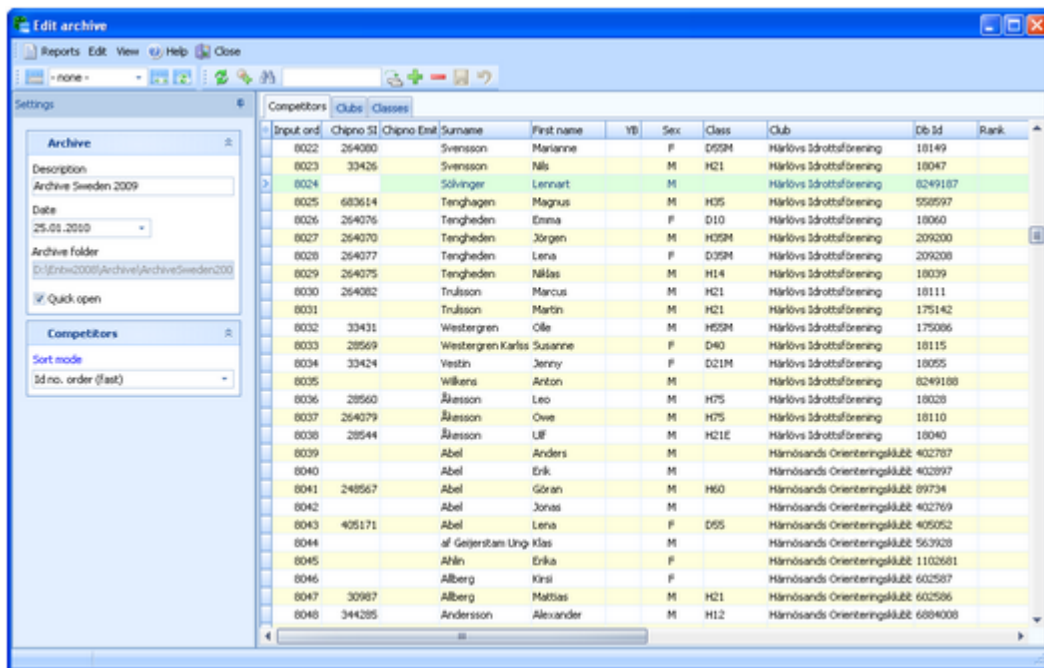
Managing entries - Task based help

5.11.1 Edit archive

Usually, you will create the competitors' archive by an import from an external database. You can maintain the archive, edit, delete and insert competitors.

The Archive form has three grids where you can edit competitors, clubs and classes. Look at the top of the data grid.

If you need more details about editing in the data grid, have a look into the data grid reference.

⊖ Customizing the settings

The Settings tab has two paragraphs.

Archive

You can modify the description and the date of the archive. These settings will be displayed in reports, the archive selection dialog and several working forms, f.ex. the entries form.

Quick open   For large archives like the Swedish and Finnish ones, opening it takes too long since the whole database must be read into memory. The Quick open mode is the same quick way of computing like in previous versions of the SportSoftware. However, there are some restrictions with sorting and searching capabilities.
OS2010 will remind you to set this if the archive has more than 20000 competitors. Also, the opposite will be reminded: if you have an archive smaller than 20000, you should unselect the Quick open mode. Of course, if your machine is fast enough, you can always use the normal mode.

Competitors

You can define the sort mode for classes and clubs. They can be sorted by their Id numbers (class number or club number) or alphabetically. The latter may be too slow sometimes for large archives. Choosing the Id no. order will optimize the load time of this form.

⊖ Editing competitors

Be sure that you are displaying the competitors grid Competitors.

When working on the competitors, please observe the following hints for the columns.

|	
Class	The class is an optional field here. You have the possibility to assign the class here in the archive and copy it later together with the competitor into the event. As an alternative, you may omit the class. In this case, enter year of birth and sex of the competitor, so that the class can be calculated when the competitor will be inserted into the event from the archive. See also the Entries reference.
	To enter a class, click on the dropdown button in the class field and select one. You can also use the keyboard. Just begin with the first character of the class. Then the class list will popup. Play a bit around what happens if you type further to get a feeling for that. You can also move with the arrow keys in the list and finally enter the class by *Enter*.
	There is an automatic connection between the competitors and the classes grids. You can select a competitor in Edit mode. Then switch to the classes grid. The right class will be preselected so that you can do quick changes to the class.
Club	Entering the club just works in the same way as with the class. However, there is one difference. When adding a new competitor with a new club, you can use the Insert club button to enter this club.
	There is an automatic connection between the competitors and the clubs grids. You can select a competitor in Edit mode. Then switch to the clubs grid. The right club will be preselected so that you can do quick changes to the club.
YB, Sex	Enter the year of birth in the full four-digit format. This may be required for calculations. In the reports the last two digits will be displayed only. See also the description of the class above.
Input order	This number can't be modified since it is filled automatically. You can sort by this column to get just the input order.
Chipno SI, Chipno Emit	**Please do distinguish precisely between these two columns!** When inserting a competitor into the event, the right chip no. will be copied according to the chip system which is used at the event.
Rented	You can use the column Rented to use the archive for *administering a pool of chips which are to be rented* at events. You can indicate such chips by a special "name" and "club".
	If such a chip ("person") will be inserted into the event, then only the chip no. will be copied. All other fields will not be transferred, so that you have to add the real name of the competitor. See also the Entries reference.
Address	You can't edit the address directly in the grid. You have to click on the edit button to display the address dialog. For more details see the Address dialog reference.
Extra fields Num1,2,3	You can use those fields for any purpose. You can define your customized names for those columns in the Extra fields dialog.
Extra fields Text1,2,3	

Using the group by feature

Sometimes you prefer to use the group by feature to get a better overview. You can group by clubs or classes:

| Clubs | ▼ |

.
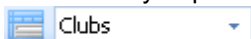
This will change the display of the grid:

Input order	Chipno SI	Surname	First name	YB	Sex	Class	Club	/	Id/Club	Db Id
⊞ Alstermo IF										
⊞ Alvesta SOK										
⊞ OK Amne										
⊟ Anderstorps OK										
226	25877	Adolfsson	Veronica	1971	M	D35	Anderstorps OK		22109	1070
227	42659	Berkö	Johan	1972	M		Anderstorps OK		407649	1070
228	25876	Davidsson	Sara	1988	M	D14	Anderstorps OK		22112	1070
229	302614	Dybeck	Sara	1994	M	IN	Anderstorps OK		569495	1070
230	25855	Hedenfeldt	Arne	1941	M	H60	Anderstorps OK		22100	1070
231	25860	Karlsson	Sten	1959	M	H40	Anderstorps OK		90154	1070
232	25863	Kristoffersson	Anders	1965	M	H35	Anderstorps OK		166878	1070
233	25869	Kukkohovi	Sinikka	1949	M	D50	Anderstorps OK		22102	1070
234	25881	Lund	Sven-Erik	1934	M	H65	Anderstorps OK		22107	1070
235	25859	Persson	Ulf	1949	M	H55M	Anderstorps OK		22091	1070
236	302623	Petersson	Rasmus	1994	M	IN	Anderstorps OK		30303	1070
237	42199	Stureson	Maria	1962	M	D45	Anderstorps OK		30298	1070
238	302621	Valtersson	Anna	1994	M		Anderstorps OK		485328	1070
239	25862	Valtersson	Peter	1961	M	H40	Anderstorps OK		22097	1070
240	25857	Wilander	Anders	1954	M	H45	Anderstorps OK		22089	1070
241	25870	Wilander	Ann	1956	M	D45	Anderstorps OK		166889	1070
242	25851	Wilander	Ingvar	1926	M	H75	Anderstorps OK		22094	1070
243	42594	Wilander	Lisa	1989	M		Anderstorps OK		22098	10

You can now expand the club which you want to focus on. Independently of the club sort order, you can sort the competitors by any different column. Grouping by classes works in the same way.

See also the Working form reference.

Editing classes

Note: usually, this class table is designed for individual events, so it does not matter for relays!

You can build your own archive classes table as a template for your events. You may do this manually or import the classes from an external database.

See the paragraph above for more information about handling classes with the archive.

Click on the classes tab | Classes | to display the classes grid.

No	/	Short	Long	Start fee	Sex	Age from
10		D21E	D 21 Elite	10,00 €	F	21
20		H21E	H 21 Elite	10,00 €	M	21
100		D10	D -10	7,00 €	F	0
110		H10	H -10	7,00 €	M	0
120		D12	D -12	7,00 €	F	11

When working on the classes, please observe the following hints for the columns.

No   The class number identifies the class uniquely. In insert mode, this input field will be filled with the next available number as a default. However, to have more flexibility for later additions, you may prefer to enter class numbers in steps of 10. Have a look into the demo archive to get a feeling about suitable class short and long names as well as class

numbers.

A class number must be unique. In addition to the class name, reports can be sorted by this number. Thus you can define a class order of your choice by assigning suitable numbers.

Short, Long	The short name must be unique and should be as short as possible to speed up keying in the entries. Typing two or three letters without blanks is very fast and it will speed up also the selection from the automatic list box. The long name can be more descriptive and longer and include blanks. Short and long names can be used alternatively in reports. Just select what you prefer. In some cases the short name will appear on reports for limited space reasons. Use capital letters for them, so it looks reasonable on the reports.
Start fee	The start fee will be important here if you are using this archive table as a template for your events. It will be copied together with all other columns into the event.

Currency sign

OS2010 uses the currency sign of your Windows settings. To change it, go to *System Panel-Country settings*. There you can also define the layout of currency amounts, whether the sign should be shown before or behind the value.

Start fee 2	For special purposes, you can define a second start fee, which will also be copied into your event. See also the entries reference.
Sex, Age from, Age to	Enter values for Sex, Age from and/or Age to if you want to calculate the appropriate class of competitors being inserted into an individual event. The columns have no meaning for a relay event.
Type 1, Type 2	You can assign a class to two different class types. You can define your own description for these types with the extra fields. Those types provide you additional selections for start list and result reports.

To modify a class type, click on the dropdown button in the column ▼ and select one. You can also use the keyboard. Just begin with the first character of the class type. Then the types list will popup. Play a bit around what happens if you type further to get a feeling for that. You can also move with the arrow keys in the list and finally enter the class type by *Enter*.

You can define your customized class type names in the Extra fields dialog.

Classified	This column has no meaning for relay events. It is only important for an individual event, if you copy the archive class table into the event.

Editing clubs

The clubs grid is mainly designed for doing modifications. Click on the clubs tab Clubs to display the clubs grid.

	No	City	Cl.name	Nat	Meldung
	15	Berlin-Schöneweide	ESV Lok		Klaus Schlittermann, , Güttlander Straße 14, , 125
	16	Bernried	WSV		Georg Biller, , , , ,
	17	Bielefelder Ski-Club			Günter Brusdeilins, , Hollensiek 2, , 33619, Bielefe
	18	Bielefelder TG			Katharina Deuber, , Dürerstr. 44, , 33615, Bielefe
	1001	Bierbach	TV 05		Thamar Guggemoos, , , , ,
	19	Bottrop	DJK Adler		Dieter Schlaefke, , Geschwister-Scholl-Weg 3, , 4

When working on the clubs, please observe the following hints for the columns.

No	The club number identifies the club uniquely. In insert mode, this input field will be filled with the next available number as a default. A club number must be unique. Like by other fields, reports can be sorted by this number. Thus you can define a club order of your choice by assigning suitable numbers.
City, club name	Editing a club is split into those two fields to allow a reasonable alphabetical sort order by the city which is part of the full club name. In the reports, the full club name will be

composed of the club name and the city.

Examples: In many countries, clubs are written like TuS Mitterteich, TV Coburg-Neuses, TOLF Berlin, etc. Those clubs should be entered with TuS as the club name and Mitterteich as the city and so on. See the (German) demo events. There are also other clubs in which names the city is naturally at the beginning, like Ronneby OK. Those clubs should be entered completely into the city and the name should be left blank. In some countries, it is usual that they don't use full city names at all, but only the abbreviation, like USOC, HAVOK, AIRE, GRAMP, etc. In this case, the abbreviations must be entered into the city field.

Location, Region	Use those columns to allow even more sort orders for clubs in reports. These fields are new in V11, so they may be filled appropriately by new archive imports.
Nation	The nation abbreviation should only be entered for foreign clubs.
Addresses	You can enter up to three addresses per club. You can't edit the addresses directly in the grid. You have to click on the edit button ⬚ to display the address dialog. For more details see the Address dialog reference.
	You can define your own description for these columns with the extra fields.
Num1, Num2, Text1, Text2	There are four additional fields available for numerical or text data. You can define your own description for these columns with the extra fields.
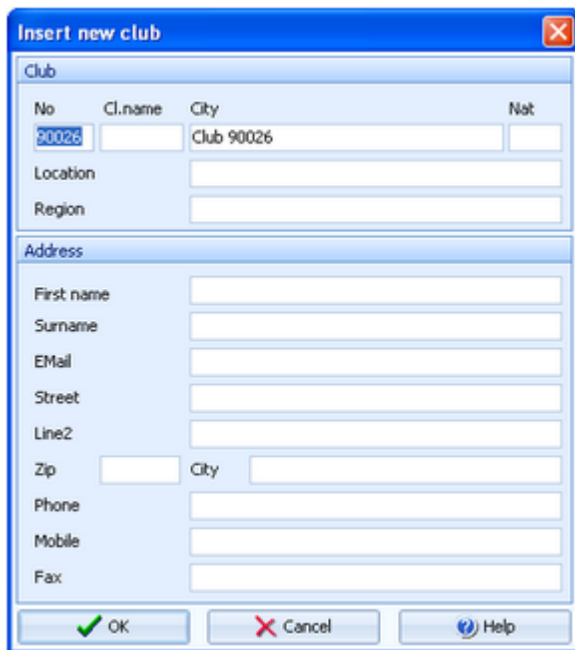
⊟ The club dialog

The club dialog will appear if you enter a new club manually together with a new competitor. See also the competitors paragraph.

Enter the fields as described above. Note that in this dialog you can enter the first club address only. If you want to enter more addresses, then you must do this later in the clubs grid.

⊟ Special functions

Search next doublet

This function can be found under the *Edit* menu item or you can use the toolbar button ⬚ or the hotkey *F12*. This function searches always in the current sort order. Mostly it will be used to search for multiple chip numbers or database ids.

⊟ Reports

There are various reports available in the Edit archive form. The titles should be self-explaining.

There are some special options in the reports which should be explained here.

Time format	The times in the report will be displayed according to this setting.
Names	The names in the report will be displayed according to this setting.
Competitors sorted by	This is available for club and class reports. Within a class/club the competitors will be sorted by the selected field.
Quick selection: type 1 or type 2	This is available for class reports. You can use this to select all classes with the desired class types by checking them. For more information about class types see above.
Quick selection: addresses only	This is available for the reports by competitors. You can use this to select all competitors who have an address entered with a single mouseclick. Note that you have the possibility to sort the selection grid (thus the report output) by zip code and city.
Include addresses	You can select which addresses (1-3) should be included in the club report.
Quick selection: address	In the Addresses of clubs report, you can select which addresses should be selected (1-3).

For general information about reports, see the reports reference.

⊟ Exports

CSV export

Most reports can be exported to CSV format. The record structure is given in the header line within the output file (format header). This file has the same structure as the input file required by the archive import. Thus it is possible to export and re-import the archive as often as it is required.

Notice: The CSV file format has been changed from V.10.x to V.11.0!!

XML export

You can export the competitors, classes and clubs reports into the IOF standard with the relevant document type. This is the same format as for the archive XML import.

For more details, see the exports reference.

See also

    Managing archives - Task based help

5.11.2 Select archive

On starting, OS2010 always selects the previously selected archive. If this archive cannot be found, you will get a message when you will attempt to open it, f.ex. in the entries form. This form will then indicate that there is no archive selected. One reason may be that you might have renamed, moved or deleted the archive folder or the archive root folder "from outside".
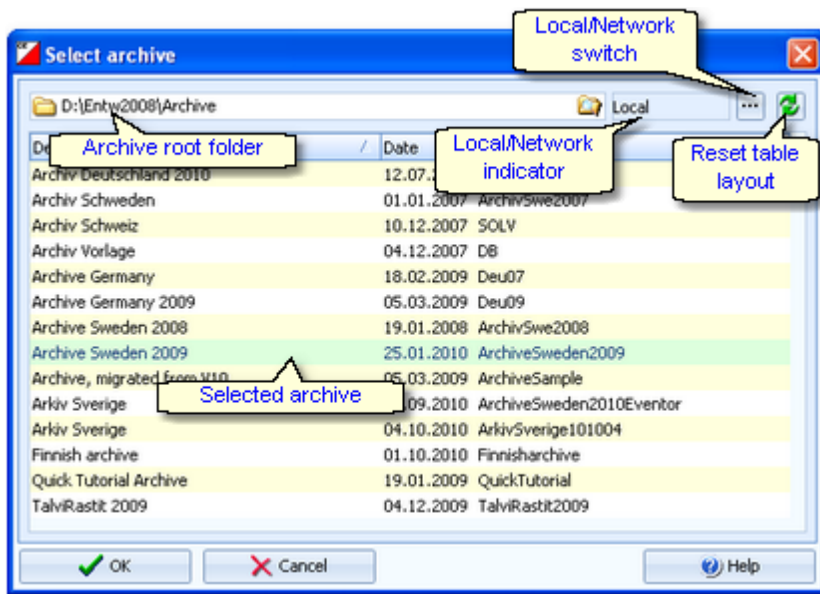
When opened, this dialog displays all the archives which can be found in the current archive root folder.

You can select another archive root folder if necessary. Mostly this will only be used when switching to a network folder which resides on a remote machine and its hard disk. For more details on how to use the folder list box see the List box selectors reference. For more details on the application folders see the Application folders reference.

The indicator field shows you if the archive root folder (and thus the archives shown in the list) is on the local hard disk or via the network on a remote hard disk. With the Local/Network switch you can switch between the last used local and network folders by a single mouseclick. See also the paragraph about Working in a network below.

You can customize the grid layout and sort the table like you prefer. The most useful sort order is by date (which is the default). Use the Reset table layout button to do exactly that. For more details on customizing the layout or sorting the table see the Selection grid reference.

To *highlight* an archive, click on it or move using the arrow keys. To *select* it, doubleclick on it, press Enter or click on *OK*.

Working in a network

Since with V11 we have a new data organisation, working in a network is different to V10 and earlier. Basically you can have the archive root folder on any remote hard disk without any limits. Once you had used a remote folder, OS2010 remembers that one in addition to the local archive root folder. That's how the Local/Network switch works.

Of course there are some requirements to be observed when working in a network. Please read carefully the topic Working in a network!

Notice: If you are working with different restricted user accounts, then please first study the Working with restricted user rights chapter.

See also

Managing archives - Task based help

Working in a network - Task based help

Working with restricted user rights - Task based help

5.11.3 Create a new archive

When creating a new event, the New archive dialog will be displayed.
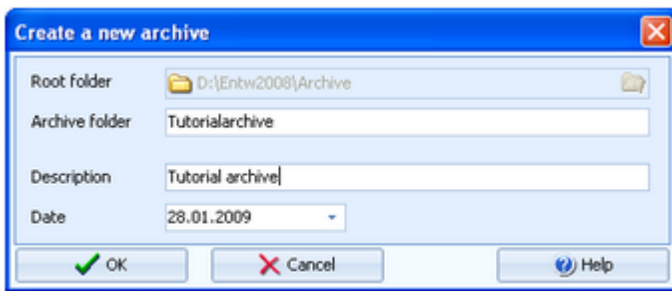
You can modify the archive description, the folder and the date. The date format is as predefined in your Windows settings. You can enter it manually or use the calendar popup.
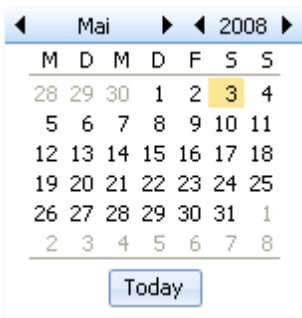
OS2010 will switch into this new archive automatically.

See also

Managing archives - Task based help

5.11.4 Delete archive

In the course of time old archives, saved archive status, or even test data will enlarge the archive selection list unnecessarily. To delete an archive, select it from the list and click *Delete*.
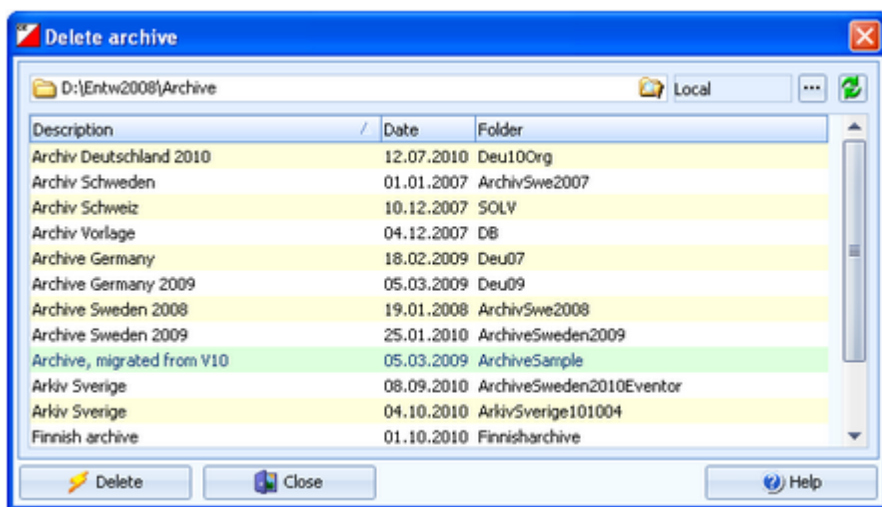
Notice: If you are working with different restricted user accounts, then please first study the Working with restricted user rights chapter.

See also

5.11.5 Backup archive

Do not forget backing up your archive after each working session on it. Especially use the backup file to exchange the archive with other users.
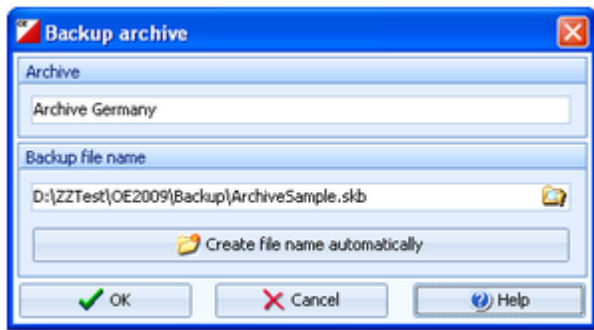
This function saves your archive into a single compressed file of type *.skb*.

Select or edit the backup file name. For more details on how to use the file selector see the File selector reference. It is recommended to backup data to an USB stick or to a remote node in the network.

Use the button ***Create file name automatically*** to get an appropriate new file name quickly. They are named like *<Archive>_Date_Time.skb*. Those files will be created into the subfolder Backup of your Application settings folder.

See also

5.11.6 Restore archive

With a regular backup, you have the chance to restore your archive data in error cases. However, the main purpose of the restore function is to copy an archive which had been prepared elsewhere (federation) into OS2010.
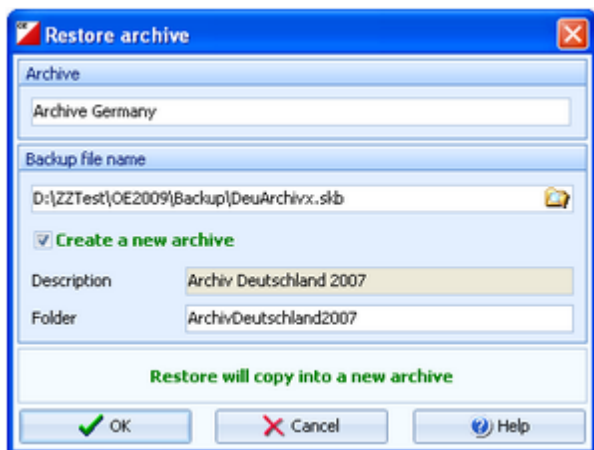
Select the backup file which contains your backup dataset. Normally this should be preset from the previous backup.

If you let Create a new archive checked, then this backup will be copied into a new and empty archive. In this case, you will be able to edit the folder name which had been preset based on the archive description found in the backup set.

If you want to restore the backup **into the current archive**, then just uncheck the option Create a new archive.

Notice

You can only restore backup files which are really archives. If this is an invalid backup (maybe an event backup) or the file does not exist, then the Description field will display **Backup: invalid file format**.

See also

Managing archives - Task based help

5.11.7 Repair archive

You can try to repair corrupted data yourself. This may have happened due to faulty network settings. Or you may simply want to change the database sort order.
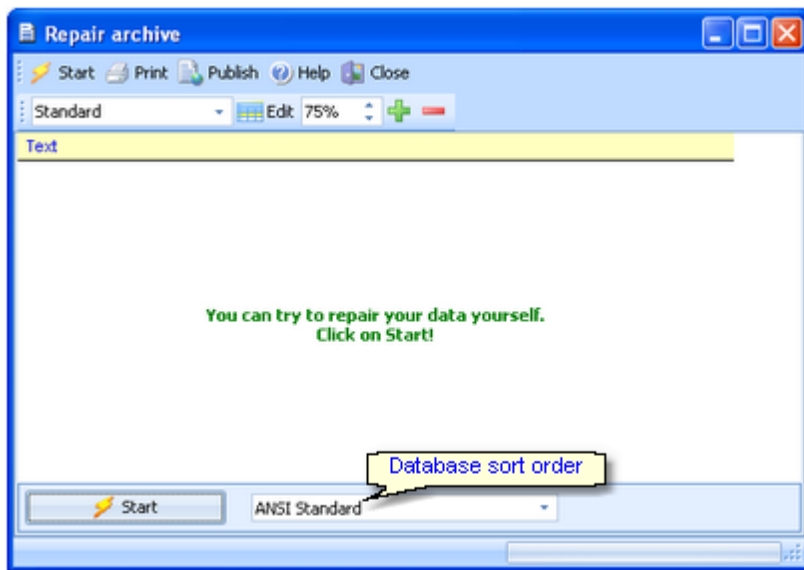
Click on *Start*. The data will be repaired. Internal structures and file size will be optimized, using the selected database sort order.If you need, you can print the protocol.

Notice

The database sort order is independent of the application language. It defines how the text fields (f.ex. names) are sorted within the archive database. When creating a new archive, the default setting of your Windows configuration will be used. As far as your Windows configuration allows this, you can switch to any foreign sort order here.

Actually this setting is only important for competitors reports where you have the option to sort the competitors by names within the classes or clubs. The sorting in the working grid always uses your Windows default setting which should be the right one.

See also

Managing archives - Task based help

5.11.8 Imports into the archive

You can import classes, clubs or competitors into the archive, using the appropriate CSV file format or an XML file which follows the IOF standard.

The average user will not have to deal with exports out of and imports into the archive. In most countries there is a ready-to-use archive available which you simply can make available by the Restore archive function.

Nevertheless, importing the archive from centrally provided CSV or XML files is also simple as long as you are only creating a new archive.

Only **maintaining the archive** by exports and imports is **reserved for computer experts only** who have thorough experience with spread sheets. Such persons may export and re-import the data after some special evaluations or update procedures.

To get a sample of the right CSV file format, just export the right report. See the detailed sub-topics for more information.

To get the right information about the IOF XML standard formats, have a look at the IOF web site.

Notice
The CSV file formats had been changed from V.10.x to V.11.0!!

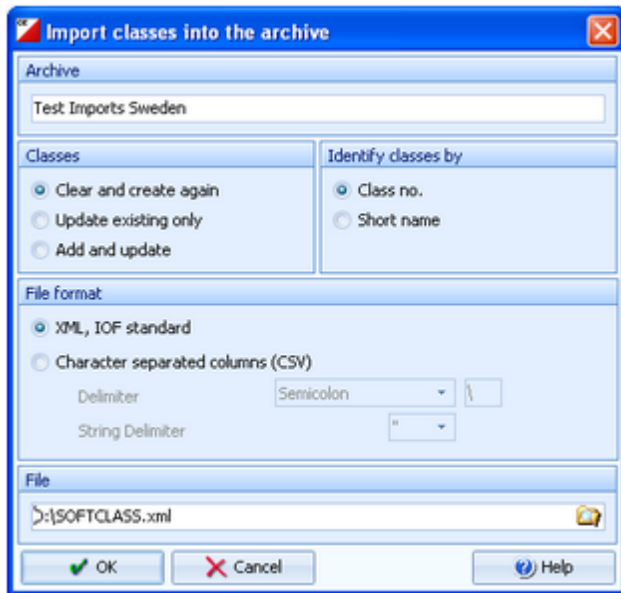If your import file contains errors then this may damage your archive data.

See also

Import competitors into the archive

Import clubs into the archive

Import classes into the archive

Export dialog

5.11.8.1 Import competitors into the archive

You can import competitors together with classes and clubs into the archive.

The average user will use an import file which had been provided by the federation or another central place. Just select *Clear and create again* and select the right file.

Only **maintaining the archive** by exports and imports is **reserved for computer experts only** who have thorough experience with spread sheets. Such persons may export and re-import the data after some special evaluations or update procedures, or just provide the right import files for the users in their country.

Competitors	Select the right working mode of the import.
Identify competitors by	Define by which field existing competitors should be identified.
Clubs, Classes	Define how clubs and classes should be handled. *Keep existing* is to be preferred if there were extra clubs and classes imports previously. If the competitor file is the only import file by which you create a new archive, then select *Clear and create again*. With *Keep existing*, missing clubs or classes will always be inserted. They will be identified by the club or class number. Possible name conflicts will be bypassed by issuing suitable names. This will be shown in the report of this import.
File format	Select XML or CSV.
CSV	The record structure is given in a special header line at the beginning of the file. The first column is always empty, headed by a unique identification of the export file. To get a sample of the right CSV file format, just export an archive competitors report. When editing this export file or creating a new one, be sure to preserve the first (empty) column which identifies this file as the right one for this import.
XML	This import requires the IOF XML format, document type *CompetitorList*. For more information on the IOF XML formats, have a look at the IOF web site.
Delimiter, String delimiter	Normally you can leave the defaults *Semicolon* and *"* here. If the application which created this import file used other delimiters, then set them accordingly.
File name	Select the import file here. See the File selector reference for more details.

The import will create a comprehensive report about itself which will help you to fix possible errors.

Notice

The CSV file format had been changed from V.10.x to V.11.0!!

If your import file contains errors then this may damage your archive data.

See also

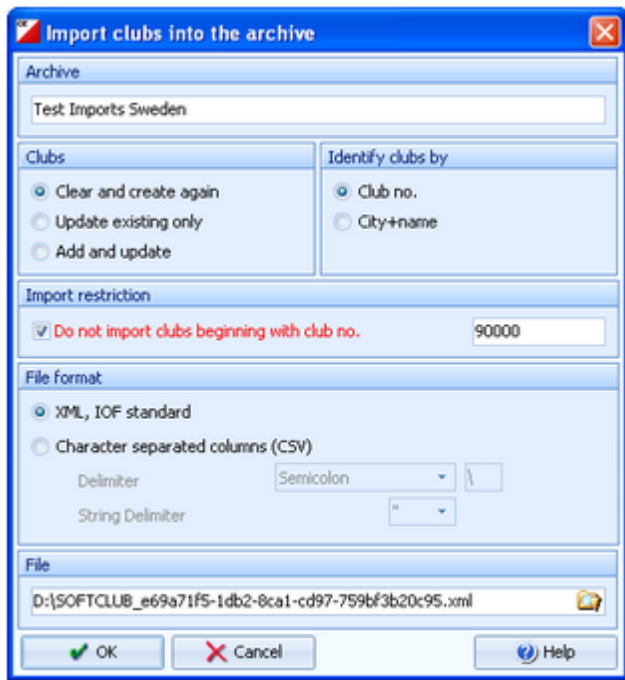Import clubs into the archive

Import classes into the archive

Export dialog

5.11.8.2 Import classes into the archive

You can import classes into the archive.

The average user will use an import file which had been provided by your federation or another central place. Just select *Clear and create again* and select the right file.

Only **maintaining the archive** by exports and imports is **reserved for computer experts only** who have thorough experience with spread sheets. Such persons may export and re-import the class table after some special evaluations or update procedures, or just provide the right import files for the users in their country.

Classes	Select the right working mode of the import.
Identify classes by	Define by which field existing classes should be identified. Obviously the class no. should be preferred.
File format	Select XML or CSV.
CSV	The record structure is given in a special header line at the beginning of the file. The first column is always empty, headed by a unique identification of the export file. To get a sample of the right CSV file format, just export an archive classes report. When editing this export file or creating a new one, be sure to preserve the first (empty) column which identifies this file as the right one for this import.
XML	This import requires the IOF XML format, document type *ClassList*. For more information on the IOF XML formats, have a look at the IOF web site.
Delimiter, String delimiter	Normally you can leave the defaults *Semicolon* and *"* here. If the application which created this import file used other delimiters, then set them accordingly.
File name	Select the import file here. See the File selector reference for more details.

The import will create a comprehensive report about itself which will help you to fix possible errors.

Notice

The CSV file format had been changed from V.10.x to V.11.0!!

If your import file contains errors then this may damage your archive data.

The XML format may have *created new class types* (class type 1). If this is the case, then you will get a reminder at the bottom of the log report. Since in OS2010 the names of the class types are terms which are subject to the language translation, please check out the Extra field names whether this is what you expected and exit this dialog by *OK* to get the new translations working.

See also

Import competitors into the archive

Import clubs into the archive

Export dialog

5.11.8.3 Import clubs into the archive

You can import clubs into the archive.

The average user will use an import file which had been provided by your federation or another central place. Just select *Clear and create again* and select the right file.

Only **maintaining the archive** by exports and imports is **reserved for computer experts only** who have thorough experience with spread sheets. Such persons may export and re-import the club table after some special evaluations or update procedures, or just provide the right import files for the users in their country.

Clubs	Select the right working mode of the import.
Identify clubs by	Define by which field existing clubs should be identified. Obviously the club no. should be preferred.
Import restriction	Some suppliers (web services) of the import file may deliver a file which includes many obsolete clubs. Normally they have club numbers above a special limit. If you check *Do not import clubs beginning with club no.* and enter this limit here, then those clubs will not be imported.
File format	Select XML or CSV.
CSV	The record structure is given in a special header line at the beginning of the file. The first column is always empty, headed by a unique identification of the export file. To get a sample of the right CSV file format, just export an archive clubs report. When editing this export file or creating a new one, be sure to preserve the first (empty) column which identifies this file as the right one for this import.
XML	This import requires the IOF XML format, document type *ClubList (V2.0.3)* or *OrganisationList (V3.0)*. For more information on the IOF XML formats, have a look at the IOF web site.
Delimiter, String delimiter	Normally you can leave the defaults *Semicolon* and *"* here. If the application which created this import file used other delimiters, then set them accordingly.
File name	Select the import file here. See the File selector reference for more details.

The import will create a comprehensive report about itself which will help you to fix possible errors.

Notice

    The CSV file format had been changed from V.10.x to V.11.0!!

    If your import file contains errors then this may damage your archive data.

See also

    Import competitors into the archive

    Import classes into the archive

    Export dialog

5.11.9 Copy clubs into the event

You can copy the clubs from the archive into the current event.

Please make sure to copy only into a new event! If you would copy the clubs into an event which was not empty, you may lose clubs which had been already referred by some entries or the existing club numbers may point to the wrong clubs. However, there will be no problem if you had entered those entries using the same archive and the option Use archive club numbers.

This action will create a comprehensive report about itself which will help you to fix possible errors.

Notice: Normally, clubs will be inserted automatically with the entries. This ensures that you only have those clubs in your event which had actually entered. Please use this import only if you really need to have all clubs from the archive within your event.

See also

    Clubs

    Archive

    Import clubs into the event

5.12 Settings

There are several application-wide settings which can be defined under the *Settings* main menu item.
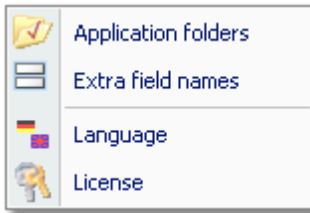
All settings items in this menu are quite self-explaining.

Just browse through this section using the browse buttons at the top. For reference purposes, you can use the table of contents as an index. Just pick out the setting you need more information about and look there.

5.12.1 Application folders

Differently to previous SportSoftware versions, the SportSoftware V11 has a **new data organisation** which follows the standard which is defined by Windows XP, Vista and newer Windows versions. Basically this means that the application settings like report layouts, the event data and also the archive data must not be saved in subfolders of the installation folder (like it had been the case with SportSoftware V10 and older). Instead, since Windows XP there are special user folders designed for that. With the SportSoftware V11, you can use predefined folder sets or define your own ones. This is the task of this dialog.
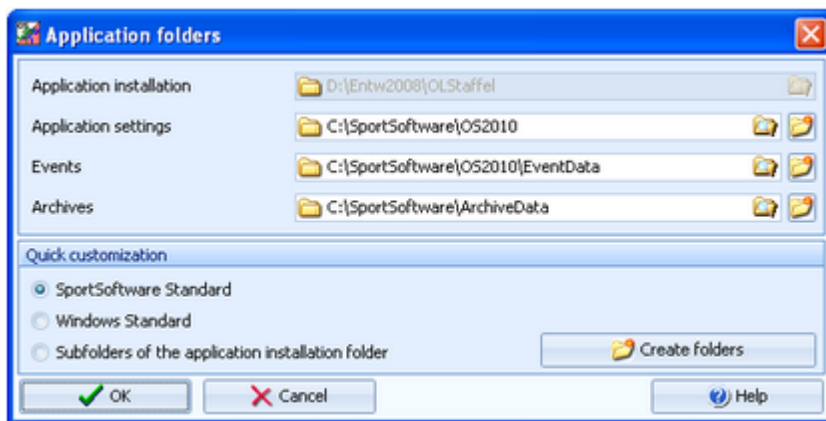
Application installation	This shows the folder where OS2010 is installed.
Application settings	This is the folder where all application settings will be saved. This includes Ini files for the forms, report layouts, label layouts and more.
Events	This is the event root folder. This means, all events will be saved in subfolders there, so that you are able to see them all in the selection list.
	This folder can also be changed when selecting another event. See the Select event reference. You can also enter a folder in the network here. See the Working in a network - Task based help for more details.
Archives	This is the archive root folder. This means, all archives will be saved in subfolders there, so that you are able to see them all in the selection list. Enter a folder here which is neutral to all SportSoftware applications, so that you can use the same archive from different SportSoftware applications simultaneously.
	This folder can also be changed when selecting another archive. See the Select archive reference. You can also enter a folder in the network here. See the Working in a network - Task based help for more details.

You can define the folders freely like you want to have them. **Caution:** Do not use a subfolder of *C:\Programs* here!

For your convenience, OS2010 offers three quick settings which can be selected in the Quick customization box.

SportSoftware Standard	This is the default setting.	
	Application settings	C:\SportSoftware\OS2010
	Events	C:\SportSoftware\OS2010\EventData
	Archives	C:\SportSoftware\ArchiveData
Windows Standard	This is the setting like Windows would define this by default.	
	Application settings	C:\Documents and Settings\All Users\Application data\SportSoftware\OS2010
	Events	C:\Documents and Settings\All Users\Application data\SportSoftware\OS2010\EventData
	Archives	C:\Documents and Settings\All Users\Application data\SportSoftware\ArchiveData
Subfolders of the application installation folder	**Notice:** Only use this option if you did **NOT** install into *C:\Programs\...* !	
	Application settings	*<Application installation folder>*
	Events	*<Application installation folder>*\EventData
	Archives	*<Application installation folder>*\ArchiveData

Select one of the options and then click on **Create folders** to create them and display them in the dialog. Save this with **OK**.

Notice:

You can change any of the folders (individually) at any time.

If you change the settings folder then you will be asked how to handle the settings.
Choose *Use the settings from the new folder* if you want to maintain several different application settings pools. Choose *Keep current application settings* if you want to copy the current settings into the new folder.
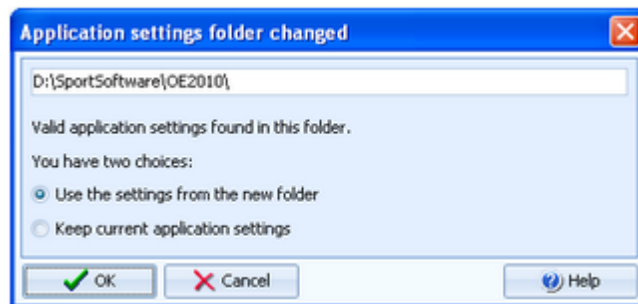
If you change the event root folder or the archive root folder, then nothing will be copied. This allows you to maintain multiple event lists and multiple archive lists for special purposes.

If you are working with different restricted user accounts, then please first study the Working with restricted user rights chapter.

See also

Managing events - Task based help

Managing archives - Task based help

Working in a network - Task based help

Migrating events from V.10.3 - Task based help

Select event

Select archive

Folder selector

Working with restricted user rights - Task based help

5.12.2 Extra fields

You can define your own names for the extra fields.

Extra fields are free definable fields. You can use them for any purpose. Define here the descriptions of the extra fields. Those will be used everywhere within the application. This applies also to the reports. Please check a suitable report whether your description fits into the available space.

In addition to those extra fields, you can also apply your own descriptions for the various class type values. See also the Classes reference. If an archive class import imported the class types, then please check them out if they are reasonable.

Notice:

A description given here overwrites any language translation. In some special applications (e.g. Smålandskavlen), some of the extra fields are preassigned for special purposes.

5.12.3 Language

You can switch the language at any time.
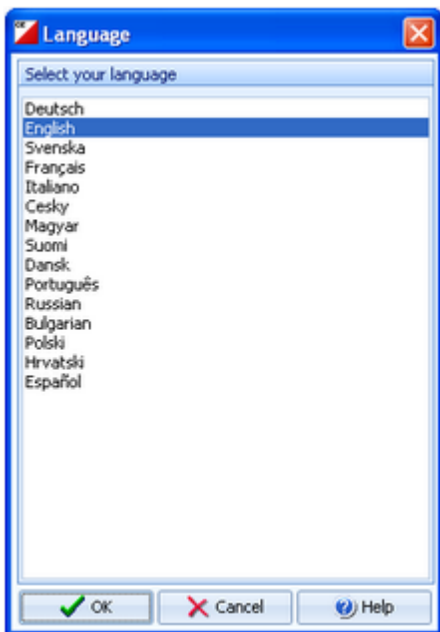
If there is a translated help file for the language, then this will be selected, otherwise you will be asked to check if one is available from *SportSoftware online*. If this is not the case (or you did not download it), then the English help will be used.

Notice

You can also download the help file in your language manually from the 🔗SportSoftware V11 download page. Copy it into your application installation folder and reselect your language afterwards.

If the application does not support your language yet, please contact the author. He will provide you his powerful Multi Language Manager, by which you can translate the application yourself.

5.12.4 License

OS2010 comes in different editions. See How to buy OS2010 for more details.

You can enter and validate your serial number here.
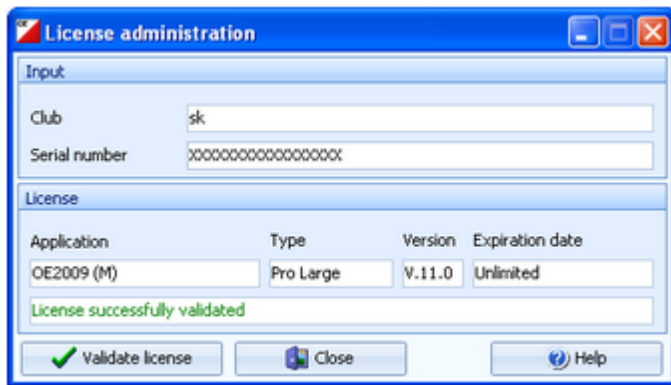
Enter your club and the serial number. Click on *Validate license*. This will show the license details in the License box. If the serial number is invalid, you will get an error message.

If you close this dialog without a valid serial number, then the application will work in trial mode.

See also

How to buy OS2010

5.13 Common Dialogs

There are several common dialogs which can be invoked from many forms. So they will be explained in this section.

Just browse through this section using the browse buttons at the top. For reference purposes, you can use the table of contents as an index. Just pick out the topic you need more information and look there.

5.13.1 Check for updates

You find this menu item in the main menu under the *Help* submenu.

First OS2010 tries to connect to *SportSoftware online* and to recall the information about available updates from there. Then it displays them in a list.
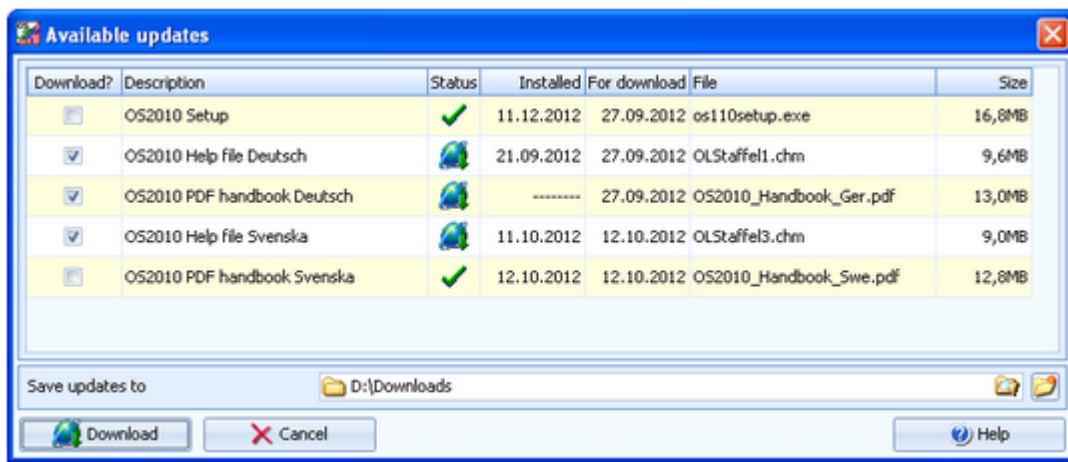
The files available on *SportSoftware online* are checked against what is installed locally on the PC. Every download which appears to be already installed locally, will be marked with status OK ✔ while the others will get the status to be downloaded . The check marks in the Download? column will be preset accordingly. However, this is only the preselection done by OS2010. You are free to select/deselect any download manually.

Click on the *Download* button to start the downloads. The files will be saved into the folder which you had entered into the field Save updates to. **Notice:** This folder **must not be a system folder** like *C:\programs\...*! It must be a private folder with full access rights.

After the download, the help files and the PDF handbooks will be *copied into your application installation folder*. OS2010 will insert a *shortcut for the PDF handbooks* into the SportSoftware start menu. **Notice:** For this step, OS2010 launches a small application called *SKUpdater.exe*. You will be asked by the User account control (UAC) of Windows Vista/7/8 to *allow to elevate to admin rights*, so that these actions can be performed.

Besides this manual check, OS2010 does automatic checks for updates in the following cases:

1. On application startup, if OS2010 detects that its Exe file is older than 3 months. This check will happen only once a month.

2. When selecting another language and OS2010 detects that either there is no help file available for this language or it appears to be outdated.

See also
Language

5.13.2 Handling the chip system devices

In every form which works with chip system devices, you will find the *chip system toolbar* and a menu item Chip system which offers the same buttons.
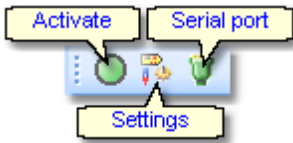
The *Activate device* button initializes the device. In most cases, OS2010 sends some initialization commands to the device by which it tests whether the device is connected and has the right port settings. There may also be some possibility to identify the device.

This will turn the Device status LED in the status bar to the right colour:

- 🟢 Ready
- 🟣 Busy
- 🔴 Off or not available (not ready)

There are some devices which don't support such commands at all like the Emit 250 reader. In this case the device status will simply be switched to Ready.

The *Chip system settings* button opens the Sportident settings dialog or the Emit settings dialog. There you can define how the chip system should be used in your event. See the SportIdent settings reference or the Emit settings reference for more information.

The *Serial port settings* button opens the Serial port settings dialog.

See also

SportIdent settings

Emit settings

Serial port settings

5.13.3 Serial port settings

The chip system device has to be connected to an available serial or USB port.
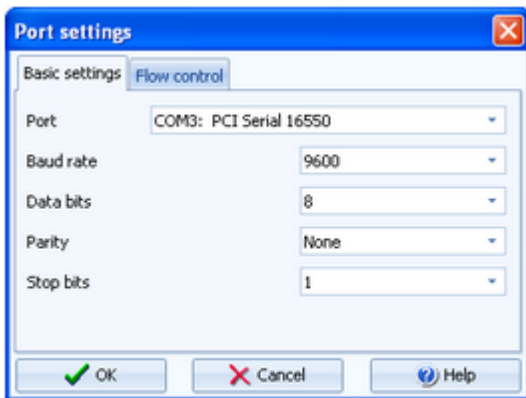
Select the right COM port. **Notice:** USB converters, the driver for the SportIdent USB stations and the driver for the Emit USB devices will install virtual COM ports on your machine. You will recognize them easily in the COM port list.

See the following table for recommended settings.

SportIdent stations BSF6 and older	4800bps, 8 data bits, no parity, 1 stop bit
SportIdent stations BSF7 and newer, also USB	38400bps, 8 data bits, no parity, 1 stop bit. If this seems not to work, then try 4800bps. Not all stations are shipped with the same presettings.
Emit 250 Reader, Emit MTR	9600bps, 8 data bits, no parity, 1 stop bit
Emit RTR, Emit ETR	Using in Read chips: 4800bps, 8 data bits, no parity, 1 stop bit

	Using in Time taking: 1200bps, 8 data bits, no parity, 1 stop bit
Emit ECU/MTR5, ETS/ECB	115200bps, 8 data bits, no parity, 1 stop bit
MicroGate REI2	38400bps, 8 data bits, no parity, 1 stop bit
MicroGate RaceTimer2	2400bps, 8 data bits, no parity, 1 stop bit
ALGE TdC8000, Timy	You can set the speed to 2400, 4800, 9600, 19200 bps. This must match the setting of the device. Additionally 8 data bits, no parity, 1 stop bit.
ALGE S3	2400bps, 7 data bits, no parity, 2 stop bits
ALGE S4	2400bps, 8 data bits, no parity, 1 stop bit

With SportIdent devices, OS2010 will find the right speed automatically. So just change the COM port when selecting another device at a different port.

The Flow control settings are not important here and should ALWAYS be left at their default values.

Hardware flow	None
Software flow	None
DTR control	Off
Device check	No

If you encounter any problems connecting a device to your PC, please contact the author.

See also

Handling the chip system devices

SportIdent settings

Emit settings

5.13.4 SportIdent settings

In the SportIdent settings dialog you define how to use SportIdent in the event.
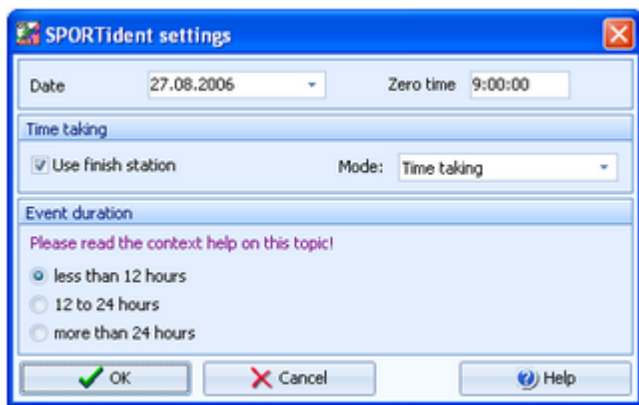
Note: in this topic, the term *SICard6* means all SportIdent chips of the type *SICard6 and higher or newer*.

Date	The date will become important if you are using SICard6 **and** will have an event duration of more than 24 hours.
Zero time	SI station clocks had been set to the current clock time before the event. Each SI station writes its clock time to the SI card on punching. To ensure correct punching time calculation (not to forget punched start or finish times), you have to update the zero time to the actual value, f.ex. after a start delay. It is recommended to do this before reading the first SI card. Thus, result sheets will be correct from the beginning on. However, there will be no problem to change this later. The application will adjust all times automatically. For more details see the Evaluate chips reference.

With SportIdent, you have several choices how to perform the **time taking** at your event.

Use finish station	You may place a SI station on the finish line or in the finish chute for several purposes.
Time taking	Competitors punch the SI station (placed on the finish line) which provides their finish time. At relays, not the fastest punch should decide but the run in order. In cases of doubt, this must be decided by officials. To adjust finish punches, edit them manually.
Run in order	Competitors punch the station as described above. It is located after the finish line in the chute. The punched time will be saved on reading but not used as the finish time. The latter has to be delivered by an extra (traditional) time taking system. For more information see the Time taking reference.
Relay mode	This is a combination of the two settings given above. All runners except the last one of each team punch their finish time after the exchange (time taking mode). The last runners do not punch the finish time, so they can sprint into the finish. For them, the station must be located after the finish line and the punch is used to record their run in order as given above. Their times have to be delivered by an extra (traditional) time taking system. For more information see the Time taking reference.

Define the **event duration**. This does not mean the overall duration of the whole event but the maximum time which is expected for a single competitor. According to this setting, the data stored on the SICard5 and the SICard6 will be computed in different ways.

The reason are the different time formats which are used to save the times on the chips. The SICard5 saves the times in 12h format only. SICard6 uses a 24h format, together with a day information which allows a maximum event duration of 28 days.

Less than 12 hours	SICard5: The finish time will be adjusted when rolling over 12:00 or 24:00. This applies to the punch times also, but all of them must be earlier than the finish time.
	SICard6: The finish time will be adjusted when rolling over 24:00. This applies to the punch times also, but all of them must be earlier than the finish time. The day information will not be computed.
12 to 24 hours	SICard5: Every single punch time will be adjusted when rolling over 12:00 or 24:00. There is a tolerance of 30min (to exclude faulty stations). The finish time is computed as the last punch time.
	SICard6: The finish time will be adjusted when rolling over 24:00. This applies to the punch times also, but all of them must be earlier than the finish time. The day information will not be computed.
More than 24 hours	SICard5: Every single punch time will be adjusted when rolling over 12:00 or 24:00. There is a tolerance of 30min (to exclude faulty stations). The finish time is computed as the last punch time.
	SICard6: The day information will be computed for all punch times and the finish time.

Notice: The punch times will always be saved to the database in the original state. Thus you can change the event duration at any time, and the SportSoftware will compute the times automatically in the right way, according to the description above.

See also

Handling the chip system devices

Serial port settings

Emit settings

Read chips

Evaluate chips

Time taking

5.13.5 Emit settings

In the Emit settings dialog you define how to use Emit in the event.
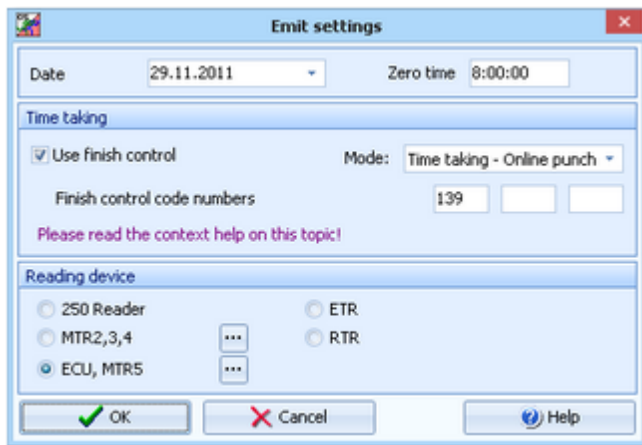
Date	The date does actually play no role for the Emit chip system.
Zero time	Since the Emit ecard does not carry a clock time, the correct punch time calculations depend on the reading PC's clock time and the zero time. If you are using predrawn start times, this is the basis to get correct race results at all. To ensure correct punch time calculation, you have to update the zero time to the actual value, f.ex. after a start delay. It is recommended to do this before reading the first chip. Thus, result sheets will be correct from the beginning on. However, there will be no problem to change this later. The application will adjust all times automatically. For more details see the Evaluate chips reference.

With Emit, you have several choices how to perform the **time taking** at your event.

Use finish control	You may place one ore more controls on the finish line or in the finish chute for several purposes.
Time taking - Read punch from chip	Competitors punch the control (placed on the finish line) which provides their finish time. At relays, not the fastest punch should decide but the run in order. In cases of doubt, this must be decided by officials. To adjust finish punches, edit them manually.
Run in order	Competitors punch the control as described above. It is located after the finish line in the chute. The punched time will be saved on reading but not used as the finish time. The latter has to be delivered by an extra (traditional) time taking system. For more information see the Time taking reference.
Time taking - Online punch	The finish control is used as an online control which is connected to a time taking window. When the PC gets notified about the punch, then the official finish time will be taken from the PC clock. For compatibility reasons, the former online time taking using the speaker functions is still available. For more information see the Online monitor for intermediate times (Server) reference and the Time taking - Emit reference.
Relay mode	This is a combination of the settings given above. All runners except the last one of each team punch their finish time after the exchange (time taking mode). The last runners do not punch the finish time, so they can sprint into the finish. For them, the station must be located after the finish line and the punch is used to record their run in order as given above. Their times have to be delivered by an extra (traditional) time taking system. For more information see the Time taking reference.
Finish control code numbers	You can enter up to 3 control code numbers of the finish controls. However, it is always recommended to have the same code on all finish controls.

At the bottom, select the **Reading device**. All possible Emit devices are supported: 250 Reader, MTR2,3,4, ETR and RTR for the ECard, as well as ECU and MTR5 for the touch-free EmiTag chips. Since Emit has well defined serial port settings for each type, they will be set automatically. However, you must adjust the port number manually

if this is necessary. See the Serial port settings reference for more information.

If you are using the MTR, OS2010 provides some functions to prepare this device properly. See the paragraph about Setting the MTR below.

Setting the MTR

With MTR there is meant MTR2,3,4 which work together with the ECard. MTR5 is a device which has a different protocol and a different dialog, see the next paragraph.

With the button *MTR: Set clock…* you can invoke a dialog where you can transfer the PC clock time to the MTR and clear its backup memory.
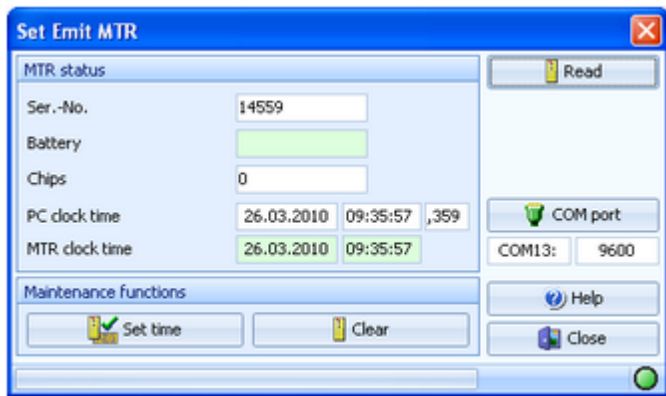
The MTR status is displayed automatically. If reading the status did not work automatically, then fix this (is MTR on? etc.) and try again using the *Read* button. Use the maintenance functions to prepare your MTR for the event.

COM port	This invokes the Serial port settings dialog. Select the right port. The speed in bps should be preset automatically.
Clear	Clears the backup memory.
Set time	The MTR clock time is checked against the PC clock time when its properties are read. The result will be displayed in green or red colour. If necessary, you can set the MTR clock time.

Notice: the MTR must always carry the official competition time! You could also set it manually on the device. However, it is more convenient first to set the PC clock and then the MTR by this function.

Setting the ECU/MTR5

ECU and MTR5 are the reading devices for the touch-free EmiTag chips.

With the button *EmiTag: Set clock…* you can invoke a dialog where you can transfer the PC clock time to the ECU/MTR5, set the code number and clear its backup memory.
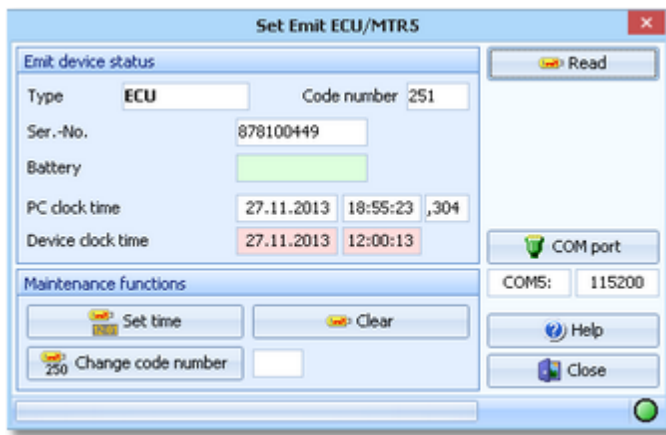
The ECU/MTR5 status is displayed automatically. If reading the status did not work automatically, then fix this (is MTR5 on?, ECU connected, etc.) and try again using the **Read** button. Use the maintenance functions to prepare your ECU/MTR5 for the event.

COM port	This invokes the Serial port settings dialog. Select the right port. The speed in bps should be preset automatically.
Clear	Clears the backup memory.
Set time	The ECU/MTR5 clock time is checked against the PC clock time when its properties are read. The result will be displayed in green or red colour. If necessary, you can set the ECU/MTR5 clock time.

Notice: The ECU clock will always be started at 12:00 o'clock when it is connected to the PC. Thus for reading the EmiTag chips in the finish, always the PC clock will be used. The same applies to MTR5. See also the Read chips reference.

Change code number For ECU/MTR5, the code number has a special meaning. It defines how the chip reading process behaves. For use with OS2010, the code number must be set to 250-253. Emit also defines numbers of 240-243, but this can't be used with OS2010. In the read chips window, OS2010 checks the number and sets it to a useful one automatically.

See also

Handling the chip system devices

Serial port settings

SportIdent settings

Read chips

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Stephan Krämer

Stephan Krämer is the owner, programmer and distributor of the SportSoftware.

Being a professional software engineer and a passionate orienteer, he had committed himself to writing software to help organising O events since the late 70ies during his study. As one of Germany's top O organisers, he implemented (and still does so) all his know how into the SportSoftware.

In 1986, he won the first price of the IOF software contest with an early DOS version of the multiday software. In the early 90ies he became a freelancer, which allowed him to contribute decisively to the development of the SPORTident electronic punching system. For the SportSoftware, this meant that many highly experienced O organisers around the world contributed their know how.

Today the SportSoftware also supports the Emit punching system and it is the worldwide leading and most used event software not only in orienteering.

Stephan Krämer (right) discussing with former downhill champion Peter Müller (SUI), after his best race at WMOC 2010.