OEScore
Handbook

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1   Welcome to OEScore!

OEScore is your comfortable and reliable tool to organise Rogaining and Score O events. It is based on OE12 for (course based) individual O events. Specific features of score orienteering had been added to all functions of OE12. It is one of the famous SportSoftware event applications for orienteering written by *Stephan Krämer*, which are the universal and world wide leading O event software.

OEScore comes in several editions.

This help is designed both as a course in using OEScore 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

If you was not using the previous V.11.0 but only V9 or V10, then you are considered as a new user.
- 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.11.0

- See the New features in V12 for a quick summary of the major improvements.
- Even if you are an experienced SportSoftware V11 user, please run through the Quick Start Tutorial section quickly to get up to speed with what has changed in this new version of the program. Please pay special attention to the new user interface. Once you are accustomed to it, you will find everything which you know from V11 very easily.
- 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 OEScore, what it is for and what you can do with it.

How to get started

➢ See <u>Getting help</u> for details on using this help and getting more information about OEScore.

➢ Study this Introduction chapter and <u>The user interface</u> sections to familiarize yourself with the program.

➢ Then work through the <u>Quick start tutorial</u> to familiarize yourself with the most common tasks.

Learning more

➢ Look into the contents table of the <u>Quick start tutorial</u> and the <u>Advanced tasks</u> and pick out the task you need more information. Look there and follow the links given to the <u>reference</u> section.

➢ You may also look into the contents table of the <u>Reference</u> 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 OEScore

Purpose and history

OEScore is your comfortable and reliable tool to organise Score O events. It is based on OE12 for (course based) individual O events. Specific features of score orienteering have been added to all functions of OE12. It is one of the famous SportSoftware event applications for orienteering written by *Stephan Krämer*, which are the universal and world wide leading O event software.

At score O, there are many controls with different point values. The competitors have to score as much as possible within a predefined time limit. Exceeding the limit leads to penalties. The order how to visit the controls is free. A special type of score competitions is the *Rogaining* competition which is fully supported now.

OEScore comes in several editions.

The software is based on my more than 40 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 V.12.1 provides an uptodate and modern user interface for Windows10. This part of the software has been reengineered completely, while the underlying user functions have been kept almost the same. This is now the best basis for extending the user functions, for which I already have precise plans for the nextcoming releases. For more details see the New features in V12.0 topic.

Preconditions for working with OEScore

OEScore runs on any PC under Windows10. It should work on Win7 also, however this is not tested sufficiently. So far I can't imagine what, but there may be new features implemented which require Win10.
There are no special hardware requirements. If the operating system runs smoothly, then also OEScore should do so. F.ex. for Win10 this means 4GB main memory as a minimum (better 8GB), a suitable graphic card and a HD 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 OEScore 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 OEScore!

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 OEScore.

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. start box	99

max. club number	99999999
max. control code	9999
max. point value per control	9999
max. controls per course	192

Notice: The SportIdent SICard5/8 supports only 36 control punches (30 with times). Other SportIdent SICard versions can store 64, 128 or 192 punches. The Emit ECard supports only 50 punches (incl. start, finish and read punch).

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2.2 New features in V12

Compared to the previous V.11, this new V.12.1 provides a new user interface which has been reengineered completely to a level which is required for Win10. Besides the new visual appearance, there are some basic changes how the menus and settings panels work and look like. See the chapters about the UI in the Quick start tutorial and the Reference sections.

As a user of the V.11, you will learn this very quickly and you will find nearly everything what you are used to from V.11 at similar places in V.12.

Even if you are an experienced SportSoftware user I recommend that you work through the Quick Start Tutorial chapter of this help briefly before you start working with the new version. This will be quicker and more convenient for you than just searching by trial and error.

This new version of OEScore fully supports the specific features of a *Rogaining* competition. An early version of these special functions had already been used in a special version of OEScore V.11.0 at the **WRC (World Rogaining Championships) 2017** in Latvia.

Other most important functional improvements of the SportSoftware V.12 are

- the support of up to 192 controls per chip or course

- the new *ChipReader* apps which allow to read chips at smartphones or Windows PCs and transfer them to OEScore by a wireless connection

- the automatic detection and setup of chip devices.

▬ Special features of OEScore

New features especially for Rogaining

▬ Entries - Entries

New column for the birth date.

New validity check whether the class of a team looks reasonable, depending on sex and exact age (by birth date) of the team members.

Mixed classes
Now it is possible to define classes as mixed, means for both genders.

▬ Competition day - Evaluate chips

New options: Hidden control codes and maximum punch difference. Both options are characteristical for the way how punches are computed in Rogaining. See more in the Evaluate chips reference. These options are available for all score event types, not only Rogaining events.

▬ Results - Split time sheets

There are special layouts for Rogaining. The differences to "normal" score O are: an extra comment field which indicates whether *all chips of the team had been downloaded*, the difference of the punches within the team, the team field instead of the club field. Of course these layouts could also be used for normal score if this looks suitable.

▬ Rogaine overall result

This is the special overall result which is used at Rogaining championships only. Every veteran team also counts in all younger classes down to the Open class of the same gender/type (male, female or mixed). The Youngster classes also count for the Open class accordingly. To get this working, the class types must be defined in the right way. See the Classes reference and study the demo event *WRC2017* to understand how this works.

Other improvements

▬ Courses with more than 64 controls

This improvement means a basic change in the data structure. It concerns all functions which have to do with courses and/or chips and punches.
Now courses can have up to 192 controls (the capacity of SICard6*) and the chips are computed accordingly.
This feature is available in the *Pro* and *Pro Large* licenses.

Multiple event types supported

Now OEScore distinguishes between 3 different event types. The event type is shown in the status bar next to the chip system.

Standard: Individuals, normal score O, teams supported
This is the normal individual competition, and you can have teams. In all reports the teams are shown like a single competitor, with all names of the team mates in the name column. Just like so far.

Teams only, normal score O
You can edit an extra name for the team. Team mates can be from different clubs.
In all reports the teams are shown with their team name and optionally the names of the team mates in extra lines, just like you are used to from relay teams.

Teams only, Rogaining
A Rogaining competition follows special rules. The report layout is the same as given above.

Entries - Entries of the day

You can restrict the classes available for the input here with a selection by class types. This may be useful if you have open direct classes, for which one can enter on the competition day.

Start list - Organisation by clubs (time blocks)

In these Corona times the time blocks became more important. I got valuable hints from some users, which I implemented here.
In the settings panel at the left you see a summary of how many competitors are in each block now. Any change of a time block will update this list.
I have also added this summary about the time blocks at the end of the overview report.

Start list - Organisation/Draw by classes/courses (using time blocks)

In these Corona times the time blocks became more important, also for single day competitions. I got valuable hints from some users, which I implemented here.
If a class/course has a mass start, this is now handled similar to normal interval start.
In the start organisation, the class/course will show a mass start at the same time in each time block.
The draw will put the competitors of this class/course to the right mass start in the right time block. In the overview table, all (and only those) start times which are occupied by a mass start will be displayed and marked by asterisks ***.

You may even use this feature for assigning preliminary start times to classes which have a punched real-time start.

Entries

More comfort with handling teams
Now it is allowed to assign the same start number to all team members.
If the class of a team member is modified, then all other team members will be assigned to that class automatically. *Formerly you had to release the whole team, change the class for all members and finally rebuild the team, if you wanted to change the class.*

Entries Import
The XML import now supports the *TeamEntry* tag and the special team handling of Eventor. So teams can be imported by XML. Teams and individuals can be mixed in the same file.

Mixed classes
Now it is possible to define classes as mixed, means for both genders. In Rogaining competitions, mixed means that there must be at least one person of each gender in a team.

Results - Split time sheets

The default layouts have been reviewed and reordered. Now the layouts for the Thermo printers are on top of the list. There are also special layouts for Rogaining.

Introduced the extended format for result sheets. This includes the current result standings of the class.

Common basic features of the SportSoftware V.12

Improvements

ChipReader apps: reading chips wirelessly

Using the new *ChipReader* apps for Android and Windows, you can read in the chips and transfer them to OEScore over WLan. The result is then displayed in a large form on the smartphone or PC monitor, which you can display to the competitor. In OEScore, you need to run the new Chip Reader Server to compute them.

User interface (UI)

This is just a short summary of the new UI features. For more details, see the User interface reference.

- New flat Win10 like graphical appearance
- You can select the font which is used in the UI (SportSoftware or Windows default setting).
- The basic UI design has been changed from MDI (Multi Document Interface with all windows inside the main form) to singular seperate windows like long-time users know from the SportSoftware V10. The main reasons for this step was first that many users wished that (f.ex. to be able to place result reports freely on multiple monitors), and second that Windows10 does no longer support MDI.
- The main menu is now a single-level mega menu similar to what you can find on many web sites. Once you get accustomed to it, you may find all the functions on similar places like in V.11.
- Besides the main form you find an extra window which shows all open windows in several listboxes. You can use it to display minimized windows or bring the desired window to the front. You can also define your own favourites there to access them with a single mouseclick.
- Most reports have been moved from the according working form to the main menu. For example, in V11 you had to open the entries form to be able to display entries reports. Now they are available in the main menu.
- Basic settings are available via buttons in the title bar. These are mostly the display formats and the columns appearance of the tables, also the help. Formerly they were in the left slide bar. In the main form, this means that the application settings (f.ex. the language and the license) have been moved from the main menu to the title bar.
- Also via the title bar you can hide/show the main parts of a form. F.ex. you can customize the display of report windows to maximize the space available for the real report output.
- The left slide bar only includes functional options for the report or working form. So in many reports there is no left slide bar anymore because the format settings are accessible via the title bar.
- Input errors are now shown by a light red error panel below the corresponding input field or table column. This allows to handle multiple errors in a single step. Formerly you had to step through multiple error messages displaying a single input error each.

Automatic update detection

OEScore will detect available updates of itself or translated help files automatically. To enable this, you need internet access and the firewall must not block OEScore. Also, some license validation will happen automatically.
But do not worry! If you don't have internet access during a competition out in the forest, this will not be a problem. Only after a large number of connection failures, you will get some warning but OEScore will still continue working.

Handling the Windows scaling

Windows10 allows 125% and more scaling on High DPI monitors, which are all monitors with resolution greater than 1920x1200. Even on HD screens which are 24" and larger the scaling is enabled by default. I did already something on this subject with the SportSoftware V11, but this is not fully sufficient for a modern software, since the Windows built-in automatic scaling is still quite poor and blurry. So I had to create my own solution which fulfills my own (and also yours, the Sportsoftware users) demand on a good Windows software.

The scaling should work as following.
Every single form or dialog of OEScore will recognize the current monitor's scaling and scale itself accordingly. If you move a form of OEScore to a second monitor with a different scaling, then it will be rescaled automatically. The main objective of my special handling is that this is not just a (mostly blurry) magnifying. Instead, there are precise rules implemented which font sizes and which icon sizes are to be used with a certain scaling factor. Also, borders and lines of all kind will always be displayed sharp.
The same will happen if you change the scaling on the current monitor via Win10 display settings. All windows on this monitor will be rescaled automatically.
And for the insiders: the option Override DPI scaling must be **unchecked** now! Should be set correctly by the setup.

Chip system devices

This is valid for all functions which require a chip system device to read chips.
The devices are detected automatically. The function tries to activate the last used Com port or the only device which is connected. If there are more than one devices connected, then you can select the right one. Since the baud rate (communication speed) of the reading devices both of Emit and SportIdent is well defined, this will be set automatically.

Check for updates

Only the help and Pdf files of the current language will be preselected if there is a newer one.

Class types

Class type 2 has been removed. The former class type 1 is the only class type now. Formerly the class types were handled by the translation and the extra field translation only, and the class type descriptions were the same for all events on a specific PC. Also the number of class types was fixed to 10.
Now the class types are part of the event data and they can be customized specifically for each event. Their number is unlimited. However, in the normal case you will have less than 10 types (and no unused types called 7, 8, 9 anymore).
When creating a new event, the class types are preset by the definitions in the translation table. The same procedure happens if older events of V11 are updated to the new V12 format. You can customize them in the classes table. The types will also be modified by a XML classes import.

Incremental search

The incremental search function has been improved. In addition to a better search behaviour, the search button at the left is enabled now and it just searches for the next occurrence of the search text entered in the field.

Entries

In the Edit Entries working form you will find two new edit panels at the right side for editing and displaying club and address details directly. They will be opened when you click on the *Club* or *Adresses* or *Details* buttons in the menu.
Formerly there were extra dialogs for that.

Entries - Classes

There is a new class properties panel at the right where you can add class types or change a class type description.

Reports by classes

Since there is only a single class type now, the visual appearance of the quick selection has changed.

Live results

With the Live results feature you can provide the results on big monitors in the finish area which will be updated continuously.

SportIdent/Emit settings

The options for using the start and finish punch have been streamlined. With OEScore these punches are only

computed from the chip, so the former comboboxes have been removed.

▬ Competition day - Chip Reader Server

New function
This is the server module in OEScore for the Chip Reader apps!

▬ Competition day - Evaluate chips

There is only a single step now to confirm the deletion of a chip.

▬ Archive - Update from the event

This function supports the IOF Id fully now.

▬ Pdf outputs

Fixed and improved many insufficient appearances, especially with right-aligned columns and label fields.

▬ Reports and labels

Introduced a version detection mechanism, so that you can't use the layouts of V.11 by chance.
Improved the performance of all reports and their exports, especially of the results.

▬ Label layout editor

The available fields in the selection list appear in alphabetic order now.

▬ CSV export/import formats

Most CSV formats have been changed. Please export the right report to get a sample of the new format. You can recognize whether there is a new format by the file id given in the first column of the first line. **All new formats include the appendix _V12**.
For imports, you cannot simply change the id only! You must check out where are the differences to the V11 format and include them in your import file!

Bug fixes from V11

▬ XML exports

Fixed a problem with multiple & characters in text of all kinds. *Now they are all converted to &.*

▬ Start list - Organisation by clubs (time blocks)

The sort order by the column Quantity (number of competitors of this club) did not work correctly. *(It sorted alphabetically, not by values.)*

▬ Competition day - Read chips

Switching from standard to extended format and viceversa did not update the number of sheets per page. *Now the Print labels dialog will show up and allow you to customize or to confirm the number of sheets and the printer settings.*

▬ Results

The results by clubs did not show the nc status (as the placing) of such competitors.

▬ Archive - Copy classes into the event

The function did not copy the fields *Age To* and *Classified*.

▬ Archive - Restore

This function did not work if there was no archive selected.

▬ Setup

With the default installation in *C:\Programs...* the function *Help-Restore demos* did not work. This was a mistake in the setup.

2.3 Release Notes V.12.1

This topic gives you all information about what has been done in a specific release of V.12.0.

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

If you are a new user to OEScore V.12.1, then please take your time and read the chapter about the New features in V12.

 28.3.2024

Improvements

Courses - Rules

New feature

There is a new column *Diff.Penalty*. At a Rogaining competition, normally a team is punished by not earning the points if its members have punched outside the time limit. The *Diff.Penalty* is an optional additional penalty which will be subtracted from the overall points.
This covers a new rule of FEDO (Spanish orienteering federation) for Rogaining competitions.

Courses - Rules (Report)

The columns *Credits all*, *Credits from* and *Diff.Penalty* are included in the report now.

Competition day reports

New report Team punches

This report lists all team punches which exceeded the maximum punch time difference.

SportIdent Chip system options

New feature

Now you can define for each class individually, whether the class should have a start punch. This is the same option like it has been there for the *Emit* chip system all the time.

Background: So far, with *SportIdent* this has been handled automatically. If you had a predrawn start time and a start punch with option *start punch* checked, then the start punch counted. Some organisers noticed that competitors cheated by punching a start station nearby which was not intended for them but the open classes only. Since the start punch is always later than the predrawn start time, this was an unfair advantage.

Bug fixes

Entries - Import

Importing teams - XML
Personal addresses were not imported.

Competition day - Evaluate chips

On the input dialog to *Insert/Edit a punch* the tab order of the input fields and buttons was wrong.

The title bar button *Chip System* 🎛️ was not disabled/enabled correctly, according to the current edit status.

With the input field for *Xtra points* the edit status was not updated and *Return* did not save the input.

Competition day reports

Check check punches, Result sheets
After the option panel at the left had been minimized, then it disappeared.

Emit Chip system options

In the dialog (table) for the *classes and startpunches*, the context help was not shown.

➖ 27.11.2023

Improvements

➖ Unique Display format settings

There is a *new Settings dialog* called *Display formats* in the main menu. You can define a unique time format and name layout for all reports and working forms. If you check the option *Use these format settings in all reports/working forms* then this setting overrides the local setting in all reports or working forms.

➖ User definable competitor status

For the competitor status (classifier like *mp*, *dns*, etc.) there are now 3 user definable options available in addition. By default they are named as *User 1..3*. You can customize this text in the Extra fields dialog. The status can be set manually in Evaluate chips.

➖ Chip devices - Backup memory

There are several chip devices both from *SportIdent* and *Emit*, which have a backup memory for chip data or online punches. In the dialogs where you can download data from the backup memory, there is also a button by which you can clear the backup memory. To avoid loosing data by mistake, there is a confirmation required before this action now.

➖ XML exports

The exports to the old IOF XML V.2.0.3 have been removed. The current XML V3 is now there for more than 10 years, so everyone should be able to import this format.

➖ Entries - Entries

Some users have complained about the check whether the option *Use archive club no.* is correct. Especially with test events this is mostly wrong. *So this check will be skipped from now.* In countries where this option is still important, the checkmark should be set once and then this is kept.

The input fields of the detail panels at the right side are now limited to the number of possible characters for the associated data field. These are the panels for *addresses*, *club details*, *teams* and *class types*.

➖ Start list - Draw

Drawing by classes or courses
If the presorting is by *Rank* or *IOF Rank* and *descending*, then the best athlete (the one with rank 1 or just the lowest of all) should start last. But so far those without any rank were drawn as to start behind the best rank because *no value* was treated and sorted as *zero*. *Now these competitors will be drawn before those with rank and after the vacants.*

➖ Competition day - Read chips

SportIdent
So far OEScore expected a master station to be set to *38400 baud*. In all other cases, there was an error *SportIdent not ready*. Sometimes a station has been set to 4800 baud. OEScore detects and accepts this now and it issues a warning in this case.

➖ Competition day - Evaluate chips

The two fields Comment for points and time have been enlarged from 20 to 60 characters maximum, to allow more and longer descriptions than so far.

➖ Competition day - Evaluate SI stations

The various SIAC modes are supported now.

➖ Results - Live results

So far there was the same behaviour with the selection like in other reports: if more than 10 items were selected (in this report the classes) then the next time you had to select the classes again. Now the selection will be restored always, independently of the number of classes selected. Only if OEScore detects that obviously you are working with a new event, then you will be asked to select.

Bug fixes

Entries - Import

Importing teams
if there were only teams in the import file and no individual entry, then the import aborted with "No entries found".
Teams without names of team mates were not imported.
For teams with a single team mate included, the team was not imported but the competitor as individual.
The IOF definition allows to omit team mates in the XML file. Now teams with less than two team mates given will be imported correctly and they will be filled up to two (nameless) team mates.

Results - XML exports

Export of team results
There was a violation against an *Attribute* definition in the IOF-XML which was designed for relays but is without any meaning for teams in team competitions (where all team members start together). *This misinterpretation is different to and does not have to do with the team XML bug in the speaker result mentioned above.*
For insiders: the result data (*Time*, *Position*, etc.) have been moved from *TeamMemberResult* to *TeamMemberResult-OverallResult*. Any 3rd parties who import this format (especially web services) may review their import functions. For more details please ask the author.

Results - Split times by classes/courses

With event types *Teams only, normal courses* and *Teams only, distributed controls*, in the printouts to Pdf files and to printers the split times of the very first competitor on the report were repeated on top of every new page.

CSV imports

In some rare cases, the import of an Ansi encoded file aborted due to some strange incompatibility with Windows. There was no sufficient error handling. Now you get a hint to convert this file to UTF-8 encoded, which will always work with Win10 and newer.

Confirmation dialogs

If a confirmation dialog had more than one button at the bottom, then there were sometimes problems to focus the right button, so that just pressing *Enter* did not behave like expected.

1.6.2023

Improvements

Competition day - Read chips

The handling of multiple download windows has been improved. Formerly a second or later read chips window tried to connect to the first available device (COM port). Since this is occupied by the first client window, it issued an error message. The user had to react and select another port/device from the list manually.
Now a second or later client window will connect to the first port/device which is really available automatically. This works with multiple read windows inside OEScore and also if you run Read chips simultaneously with OE12 or OS12.

Chip system settings dialog

If the dialog is closed by *Cancel* or *Close* and there were modifications, then there is a confirmation required now.

Bug fixes

▬ Sex of vacant places

When inserting vacant places with the start list draw, these competitors get the sex of the class. If the sex of the class is Mixed, then the vacant places got no sex. This lead to problems with exports and label printing. *Now vacants of mixed classes are set to Male by default.*

▬ Competition day - Evaluate SI stations/Reading device backup

After the first invocation of the *Download SI station backup* dialog, the dialog could not be closed before any action had been done in this dialog.

▬ 15.3.2023

Improvements

▬ Entries - Entries

New data fields for *IOF rank*, *IOF ranking points* and personal *nation*. Basically the nation of a competitor is determined by the club's nation. OEScore "earns" these fields from OE12, however IOF ranking looks like it will be not important for Score and Rogaining competitions.

▬ Entries - Import ranking

OEScore "earns" this function from OE12, however ranking points look like they will be not important for Score and Rogaining competitions.

▬ Start list - Draw (Classes and Courses)

The following presortings are available now: *start block*, *rank*, *ranking points*, *IOF rank* and *IOF ranking points*. Also you can select whether the presorting should be *ascending* or *descending*.
All these columns can be displayed in the class table using the *Customize table layout* button.

OEScore "earns" these features from OE12, however ranking points look like they will be not important for Score and Rogaining competitions.

When creating vacant places, they will get the sex of the class now.

▬ Results- Statistics

The status ot (overtime) is now included with an extra line in the report.

▬ Emit settings

The Emit eScan2 device is supported now for downloading EmiTags and ECards.

▬ Re-engineering of the Http access functions

OEScore has many built-in functions with Http access. These are the functions which communicate directly with web servers out of the application. In OEScore, these are the update functions and they are in the same state like in OE12 now.

Bug fixes

▬ Edit buttons

In some edit fields you find a special button at the right. Mostly these are input fields for folder or file names, and the button at the right opens the folder or file dialog. The hints of these buttons were not displayed.

Result sheets Extended format

The result sheets in extended format include a *list of leaders* at every control and a *current class result*. In these parts, special Eastern characters (most important Polish and Czechian) were not printed correctly if a name was highlighted.

1.12.2022

Improvements

Entries reports

With events of type *Teams only*, it is now possible to include one record per competitor in the CSV export. This will happen if the option *Include runners* is checked and they are displayed in the report. This format can be used for reimports into the event later. If the option is unchecked, then (only) one record per team is exported.

Competition day - Evaluate chips

The column Xtra start number can be displayed in the table now.

Help files

I worked through the help files and updated all older screenshots. There were still many screenshots coming from OEScore V.12.0 which had a slightly different graphical appearance compared to V.12.1. I also found some small errors there which had been corrected.

Bug fixes

Competition day

The functions Reading device backup and Log files could not be invoked.

Competition day - Evaluate chips

The field *Time limit* was not displayed properly.

Teams
If the status of the team leader was changed, the status of the other team mates were not changed accordingly in all cases. F.ex. this lead to mistakes in the *Missing competitors* report.

Archive - New

The upmost field showing the current *archive root folder* was not displayed.

Reports - Selection

In some cases, the last used selection (up to 10 records) was not restored correctly.

28.9.2022

Improvements

Team event types

For event types *Teams only, Normal Score and Rogaining*, almost all reports where teams are included have a special layout which is similar to the layouts of the OS12 relay application.

Entries - Check teams

New function

This report is available for team events only. It checks whether in each class all teams have a consistent team size.

Competition day - Read chips

Team handling

If you enter a start number for an unknown chip and the start number is assigned to multiple team members, then so far there was only an error message. Now the chip is saved as Reserve and the (multiple) start number is focused in the bottom table. *So with the next mouseclick (or two) you can assign the chip to the right team member.*

Help - Check for Updates

If a new setup had been downloaded, then it will be launched automatically now.

Code numbers with SportIdent

SportIdent had changed its specification how code numbers over 255 are saved on the chips. This happened some time ago with a firmware update, already before OEScore had been published. So code numbers over 255 were decoded and saved wrongly. *Now OEScore decodes them correctly from the chip again.*

Time input

When entering times into time fields or time columns, there is an automatic adjustment of the format. F.ex. with the default time format of HHMMSS, an input of 10:00 is adjusted to 10:00:00. While this is convenient for clock times, it turned out to be error-prone with non-clock times, f.ex. start interval or chase start length. *Now there is no adjustment anymore for non-clock times and there will be issued a format error if necessary.*

Bug fixes

Event - Copy

If *Create a new event* was not checked (to overwrite the current event), then the folder name was changed according to the input into the event description field. So a new event was created.

Entries - Import

With IOF XML V3, the IOF Id had been imported both into OEScore's data field *IOFId* and into *Text2*. The latter was used before I introduced the IOFId field.

Entries report by competitors

Checking the option *Rented chips only* did not work.

Competition day - Read chips

When asking for the start number of an unknown chip, the window jumped up to the main form.

Automatic detection of chip devices

There were still cases where the automatic connection to a chip device at a COM port got hung. In these cases, OEScore had to be aborted by the task manager.
I got a decisive hint about standard COM ports for Bluetooth, so I could reproduce that. I hope I have found the ultimate solution for this situation now. *Bluetooth COM ports are ignored now.*

Reports

In some reports, the *selection table is a calculated list* (see f.ex. results by nations). In this case the Refresh of the selection table did not work.

8.7.2022

Improvements

Small improvements

OEScore has been recompiled so that all small improvements of OE12 are included in this application also.

Entries - Import

The handling of the EntryId for team entries (XML tag *TeamEntry*) has changed. Now every team mate gets the same EntryId of the team which is delivered in the file from the entry portal. Formerly there was a special unique EntryId calculated for every team mate. The new handling avoids problems when uploading start lists and results to the same portal later.

Bug fixes

Event - Copy

If *All* was not checked, then the class types were not copied.

Entries - Entries, Entries - Direct entries

When inserting a new entry from the archive and the address panel was displayed, then the address of the competitor was not saved into the event.

Entries - Import

Import from ORIS
If the special note text contained a *semicolon (;)*, then the record was not imported.

Competition day - Evaluate SI stations

Remove punches
The quick selection for a station or unknown chips did not clear the previous selection.

HTML exports

There were still some wrong displayings with special Eastern characters at some places in the HTML output file.

10.3.2022

Improvements

SI/Emit chip system settings

New option Timekeeping accuracy
This defines the time format (timekeeping accuracy) by which start and finish times must be calculated in this event or the stage at multidays. If this option has been modified in the chip system settings dialog, then the times will be recalculated automatically like this already was the case after you modified other options like zero time or finish punch.
When opening an event which had been created with a previous version of OEScore, the accuracy will be set to the default format HHMMSS (seconds). Please *change this* if you need another timing accuracy.

Benefits of the new event wide timekeeping accuracy

- *Formerly this had to be defined as the time format in each singular working form* which calculates start/ finish times, f.ex. Read chips or Evaluate chips and more. This lead to mistakes if those forms were working on different PCs in the network. Now the format settings in these forms are strictly for display only. **The chip settings dialog is the only place where this setting must be defined once for the whole event or stage.**
- **All radio punches, punches on the chip and times from external time taking systems keep saved in their original resolution**. So you can change the setting at any time, and all start/finish times will be recalculated correctly.
- *Formerly the automatic recalculation computed the start and finish punches of the chips only.* Now this recalculation computes the online finish times from the time taking system and the online punches. So you can use the chips for recording start and finish times only without having to read them in the finish. This is recommended for non orienteering (running) competitions.
- In split time result reports, now the split and intermediate time rankings depend on the timekeeping accuracy (which ensures always the right calculation) and not on the resolution of the start punch. This resolution is different for different SICard types.

Competition day - Read chips / Chip Reader Server

If some fields do not fit on the split time label, then there was an error message each time when a chip was downloaded. Now this is a message in the log window, so that further chips can be processed without any interruption.

Competition day - Evaluate chips

Emit chip system
There have been some improvements in the chip handling. The finish punch is now also displayed in the punch list and it is marked in purple. Also in the backup label the finish punch is shown.

Inserting punches manually
If the maximum of punches is reached (Standard: 64, Pro: 192), then there is an error message now. *Formerly there were only the menu items in the punch menu disabled, which lead to misunderstandings.*

Reports - HTML exports

There is a new option to create HTML exports as UTF8-encoded files. This is the default setting now.

Bug fixes

Installing OEScore

There were still problems if OEScore was installed on a PC where no previous version of OE was installed. If selecting a language different to English with the very first launch, then finally OEScore displayed the web update dialog and it hung with continuous error messages. Also in this case the demo events were not copied automatically.

Event - Select/Copy/Delete

In the event list sorting by the column zero time was wrong.

Entries - Entries

Function Reset to vacant place
The EntryId was not cleared. If the competitor was assigned to a team, the team handling was insufficient.

Entries - Start fee reports

If in the start fee report by clubs *Separate pages* was selected, then an extra empty page was printed before the last page with the summary.

Startlist - Draw

Extra characters of Eastern character sets were not displayed correctly in the overview table, while in all other places of the form they were shown correctly.

Competition day - Evaluate chips

Emit chip system
If you marked a punch in the punch list, then it was not marked in the backup label.

Competition day - Not started competitors

The not started competitors are listed and then the user is prompted to confirm the action finally. While the prompt is displayed, one of the competitors in the list finishes and downloads his chip. So now he has a result. But confirming the prompt set him to Not started. *Now in this case the result is kept as valid.*

Competition day - Missing competitors

Teams were not handled properly in most cases. Now all missing team members are displayed if they carry their own chip. Team members without chip are always considered to be finished if the team member carrying the chip has finished.

Dialogs

Some dialogs did not save the input, if the cursor was in a numeric field and the *Enter key* was pressed.

XML exports

If the time format was HHMMSS,HH (precision hundredths), then only rounded tenths were exported, not hundredths.

HTML output

If the underlying report window was shown with Windows scaling more than 100%, the column widths were too wide.
There was also a bug (since V11 times...) with wrong column widths in the header lines (f.ex. class in results), independently of the Windows scaling.

5.11.2021

A fundamental statement
As I wrote on 27.10.2021 (first edition of OEScore V.12.1), I have switched to a new version of my development tool Delphi. It turns out that this version has many small breaking changes which also break some previously well working code on my side, even that one of V.12.0. All these bugs given below belong to this category. This is not a lack of my programming skills! Of course I can solve this all once I get a feedback. For this I thank all the early adopters of OEScore V.12.1 who sent me their feedback!
The good news is that of course these bugs did not influence the computing of any event in a negative way.
So keep confident! *You can rely on the SportSoftware!*

Bug fixes

Event - New, Event - Settings

The field with the event root folder was not visible. With *Event - New*, the event folder could not be edited.

Reports

Sometimes reports did not show up and ended with "Could not create complete report". Especially this happened sometimes with the *Preliminary results*. The reason was some erraneous behaviour of the database lib with special characters of foldernames (f.ex. German umlauts). In Preliminary results the event folder name is saved if you have automatic results.

Context help

The context help in the functions and reports did not show the contents tree at the left side. Parts of it were shown shortly and disappeared afterwards.

➖ **PDF output**

The exports to PDF created empty pages only.

➖ **Dialog borders**

The mouse cursor at dialog borders turned into the resize cursor (double-sided arrow) as if the dialog could be resized. Of course this is not the case.

➖ 27.10.2021

Official release of OEScore V.12.1

Improvements

➖ **ChipReader apps: reading chips wirelessly**

Using the new *ChipReader* apps for Android and Windows, you can read in the chips and transfer them to OEScore over WLan. The result is then displayed in a large form on the smartphone or PC monitor, which you can display to the competitor. In OEScore, you need to run the new Chip Reader Server to compute them.

➖ **Competition day - Chip Reader Server**

New function
This is the server module in OEScore for the Chip Reader apps!

➖ **User Interface**

I have switched to a new version of my Delphi development tool. This allowed me many improvements "below the surface", especially with the behaviour with Windows scaling. The visual appearance has changed a bit more to the appearance of Windows 10. This means the appearance of the form titles, the form borders and the borders of input fields. The screenshots in this help file will be updated later step by step.

Some standalone dialogs with data grids (f.ex. Check for updates) now have a Reset grid button 🔲 in the title bar, to allow resetting the grid's layout to the default.

The reports have a Layout menu 🔲 similar to that one in working forms, to be able to Optimize 🔲 or Reset 🔲 the layout of the selection table.

➖ **Chip system devices**

This is valid for all functions which require a chip system device to read chips.
The devices are detected automatically. The function tries to activate the last used Com port or the only device which is connected. If there are more than one devices connected, then you can select the right one. Since the baud rate (communication speed) of the reading devices both of Emit and SportIdent is well defined, this will be set automatically.

➖ **Evaluate Chips**

Emit: if there is no chip (can happen with out-of-battery ECards), then the expected pins in the Emit label are displayed and *you can print a sheet which shows those pins*. This can be used to check out the backup label of the competitor.

➖ **Results by classes and courses**

These results provide the export to XML V3 now. It should be self-explaining how the score points are given in the file. If you have any questions, then ask the author!

➖ **Report exports**

The exports to XML V.3 now provide a new option UTF8. This is the default setting now and it exports the XML

file as UTF8-encoded. The previous export into the national Windows codetable is still available by unchecking this option.
The XML V.3 header with the event information includes the zero time now. This is required by some hosts for start list and result uploads.

Bug fixes

▬ Event - Copy

With option *All* unchecked, the teams were not copied with the competitors.
The input field for the folder name did not change its colour when changing from *ReadOnly* to *enabled* and vice versa. This status depends on the option *Create new event*.

▬ Competition day - Evaluate chips

Negative extra points could not be entered.

Sometimes the punches list or the course list was not sized correctly with Windows scaling.
Now you can fix that using the Reset table layout menu item.

▬ 13.11.2020

Improvements

▬ New functions

The following functions have been added:

- Results - Live Results
- Settings (main menu) - User interface

Click on the links above to read more details!

▬ Start list - Organisation by clubs (time blocks)

In these Corona times the time blocks became more important. I got valuable hints from some users, which I implemented here.
In the settings panel at the left you see a summary of how many competitors are in each block now. Any change of a time block will update this list.
I have also added this summary about the time blocks at the end of the overview report.

▬ Start list - Organisation/Draw by classes/courses (using time blocks)

In these Corona times the time blocks became more important, also for single day competitions. I got valuable hints from some users, which I implemented here.
If a class/course has a mass start, this is now handled similar to normal interval start.
In the start organisation, the class/course will show a mass start at the same time in each time block.
The draw will put the competitors of this class/course to the right mass start in the right time block. In the overview table, all (and only those) start times which are occupied by a mass start will be displayed and marked by asterisks ***.

You may even use this feature for assigning preliminary start times to classes which have a punched real-time start.

▬ Entries - Import

XML import
The XML import now supports the *TeamEntry* tag and the special team handling of Eventor. So teams can be imported by XML. Teams and individuals can be mixed in the same file.

▬ New result status

I have introduced a new (nc) result status called Well Done. This is called Deltagit in Sweden. It means that

this competitor did his course but he does not want to show up with his time in the results. He will be ranked with the nced competitors, below the normal rankings of the class. How this should be represented in a XML upload, this is still open, since the proprietary Swedish solution for that looks not to be reasonable.

It looks like this does not make any sense with OEScore, but anyway this status is available now!

Bug fixes

▬ Setup

With the default installation in *C:\Programs...* the function *Help-Restore demos did not work*. This was a mistake in the setup.

▬ Starting OEScore

The banner "**Please wait - initializing**" did not show up correctly on some slower laptops with Windows scaling enabled.

▬ Entries - Entries

If a new club was created together with a new entry from the club panel, then the field Paid start fee was not initialized to 0,00.

▬ Start list - Organisation by clubs (time blocks)

The sort order by the column Quantity (number of competitors of this club) did not work correctly. *(It sorted alphabetically, not by values.)*

▬ Competition day - Read chips

With the default installation in *C:\Programs...* Read chips could not be invoked due to an access error of the Chiplog file.

▬ Competition day - Evaluate SI stations

When opening the form, the time format was not set.

▬ Competition day - Missing competitors

The list did not show the start times. *This bug had been introduced by some recent implementation, before that it had worked all the time...*

▬ Results

The results by clubs did not show the nc status (as the placing) of such competitors.

With the split times by courses, the first line of split times was not printed. Instead it began with the split times of the second line. Finally the last line looked to be missing (which was actually the first line of this type).

▬ Printing labels

PDF labels: Underlying graphics were not printed if they were minimally too high for the label (f.ex. the background of a certificate). *Now they are printed and truncated if necessary.*

▬ 14.7.2020

This is a *quiet update* which fixes some small but general graphic problems. Also the bug given below.

Bug fixes

▬ Start list - Organisation by clubs

The start blocks could not be edited and saved manually.

▬ 9.7.2020

Improvements

▬ Settings - Extra fields

If there is no user-defined translation for a field, then now the input field shows the default translation, displayed in gray colour.

Bug fixes

▬ Event - Settings

With OEScore Standard, the listbox for the event type was disabled.

▬ Results

No valid results were displayed, only dnf, dns etc. *Sorry, I forgot to remove some test code from the OE12 development!*

▬ 25.6.2020

Improvements

▬ New UI design

The basic UI design has been changed from MDI (Multi Document Interface with all windows inside the main form) to singular seperate windows like long-time users know from the SportSoftware V10. The main reasons for this step was first that many users wished that (f.ex. to be able to place result reports freely on multiple monitors), and second that Windows10 does no longer support MDI. The help has been corrected accordingly. ***Please take your time and read the*** updated chapters about the UI!
Some optimizations in other parts of the UI have also been done. F.ex. the (rightclick) context menus appear with a highlighted border now, similar to the submenus in the main form.

▬ Extra field names

The dialog had been made wider to avoid the tab arrows.

▬ Help updated

When working on OE12, I found many places in the English and German help where the text or images for the same context in OEScore did not match. This has been updated.

▬ SportIdent/Emit settings

The options for using the start and finish punch have been streamlined. With OEScore these punches are only computed from the chip, so the former comboboxes have been removed.

▬ Competition day - Not started competitors

Due to changes in OE12, this function has been moved from *Evaluate SI stations* to the main menu of the *Competition day*.

▬ More improvements

When working on the new OE12 V12, I found many small improvements (mostly with the visual appearance), which have been naturally "inherited" by OEScore.

Bug fixes

Entries - Entries

The columns list of the archive table did not disappear with a mouseclick outside of this list.

In the club table, the address slide panel at the right was disabled and it could not be edited.

Courses - Courses

The controls column was hidden when editing or inserting a course record. *This was new in V12 due to the 192 controls which required a new algorithm there. Now I think I have the best solution and the controls column stays visible and editable in all cases.*

Controls dialog
A control was inserted into the wrong place after it has been dragged downwards.
There were also some exceptions in special cases.
Inserting a control from the right list of all controls using the Enter key did not work.

Start list - Draw

The column header did not show in red if there were start time conflicts in that start box column.

Results

Automatic reports: The button *Stop* had a wrong hint.
Fixes in several reports where the View menu did not show the right menu items or the settings panel did not resize correctly.

Date fields

If a date field was empty and the calendar popped up, this showed the date of *31.12.1899*. Now it will show *today* as a starting point for the input.

Report printouts

There were often false alarms that the report layout should be too wide for the printer.

4.11.2019

Improvements

New functions

The remaining functions have been added:

- Extras - Report layouts
- Entries - Distribute Elite entries incl. reports
- Archive - Update archive from the event

So now OEScore V.12.1 is complete!

Entries - Import

The default setting of the option *Clubs - Insert from archive* has been changed to unchecked.

Bug fixes

Entries - Import

If *Clubs - Insert from archive* was checked and no archive was selected, then the function aborted without any notice. *Now there is an error message like in V11.*

▬ File/folder input fields

For many of those input fields the hint *Select file/folder* for the right button was not displayed.

▬ Archive - Edit

When inserting new clubs or classes manually, then the new club/class number was not accepted but replaced by the next free number.

▬ Archive - Restore

This function did not work if there was no archive selected.

▬ 7.10.2019

Improvements

▬ New functions

The following functions have been added:

• Competition day - Read chips with Registration
• Start list - Startorganisation by courses incl. reports
• Start list - Startorganisation by clubs incl. reports
• Start list - Draw by courses incl. reports

▬ Demo events

So far, the demo events were only copied automatically into the event root folder after the first installation. However, sometimes the demo events are updated. This was the case between the last beta version and the first official version of OEScore. *Now they are also copied automatically when there was an update installed.* Additionally you still have the function *Help-Restore demos* to launch that copy manually at any time.

▬ Split time results

Label printing has been removed from these reports. Usually split time sheets are only printed from Read chips, Chip evaluation, and Result print service.

▬ Result sheets - Selection

This function has got its own context help now, since it can be invoked from the main menu.

▬ Split time sheets - Extended format

In the current class result, nced competitors are put to the end as nc now. *Formerly they were classified in the result.*

Bug fixes

▬ Entries

If a new competitor was entered together with a new team, then the team was not initialized sufficiently. As a consequence this team did not appear on start lists and results.

▬ Event - Restore

The log files were not converted into the new V12 format.

▬ Event - Copy

If *All* was not selected, then the teams were not copied into the new event.

━ **File dialog**

Doubleclicking a file or folder did not work.

━ 23.8.2019

First official release

Please read New features in V12.0.

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 OEScore.

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.

In all working forms and report forms and in most dialogs you find the *Help button* **?** in the title bar.

▬ Getting a help file in your language

By default, OEScore installs the English help file only. When you select a different language, OEScore V.12.1 will look automatically in the web whether there is a help file available in this language. OEScore also checks automatically if there is any update of the help available and it will install it if you wish that.

You can also initiate this check yourself by the 🌐Check for updates function which you find when clicking at the Help button **?** of the main form.

▬ Getting a printed user manual

There is a PDF version of this help file available for download. Use the 🌐Check for updates function to download and install it.

▬ Looking in the web

Visit the 🌐SportSoftware web site.

Visit your national support page. Have a look at the 🌐SportSoftware support page 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 page to find the right address.

2.5 How to buy OEScore

SportSoftware editions

OEScore comes in different editions.

Standard   Up to 400 competitors, courses up to 64 controls

Pro   Up to 1000 competitors, including speaker and finish functions, courses up to 192 controls

Pro Large   More than 1000 competitors, including speaker and finish functions, courses up to 192 controls

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

If you are from within Europe, then you can order directly from me by email. With the delivery of the license you will get an invoice which you can pay by bank transfer.

If you are from outside Europe, you have the possibility to buy your software in the SportSoftware online shop and to pay by credit card. This shop is powered by MyCommerce 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 me 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 OEScore. 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 OEScore. 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 OEScore.

The OEScore 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 provides the *main menu* from where you can invoke all working forms and reports of OEScore. Those windows can be arranged freely on screen. You can use multiple monitors without any restriction.

At the left side of the main form, lists of the *open working forms and reports* are shown in an extra window.

You can use it to display minimized windows or bring the desired window to the front. You can also define your own favourites there to access them with a single mouseclick.

Notice

By default, when starting OEScore, the windows list and the main window will be placed in the top left corner of the monitor. You can move both windows freely on all available monitors. However, you will find it as a good practice to keep the default position and size!

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

At the right side of the title bar you see the *settings* and the *help button*. For more details, see the UI reference.

In the *main menu* you see the main function groups. Clicking on an item there opens a submenu which provides all corresponding user functions and reports.

The *status bar* shows you various information about the current event and your version of OEScore.
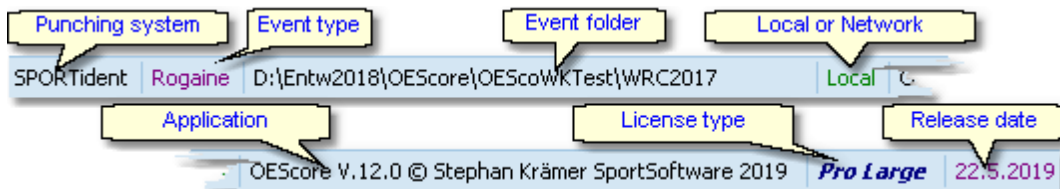
When you launch OEScore, the main window and the windows list will be placed in the top left corner of the screen. All working forms which had been left open the previous time will be restored automatically. Reports and other secondary windows will not be reopened automatically.

See also

User interface reference

3.1.2 Working form

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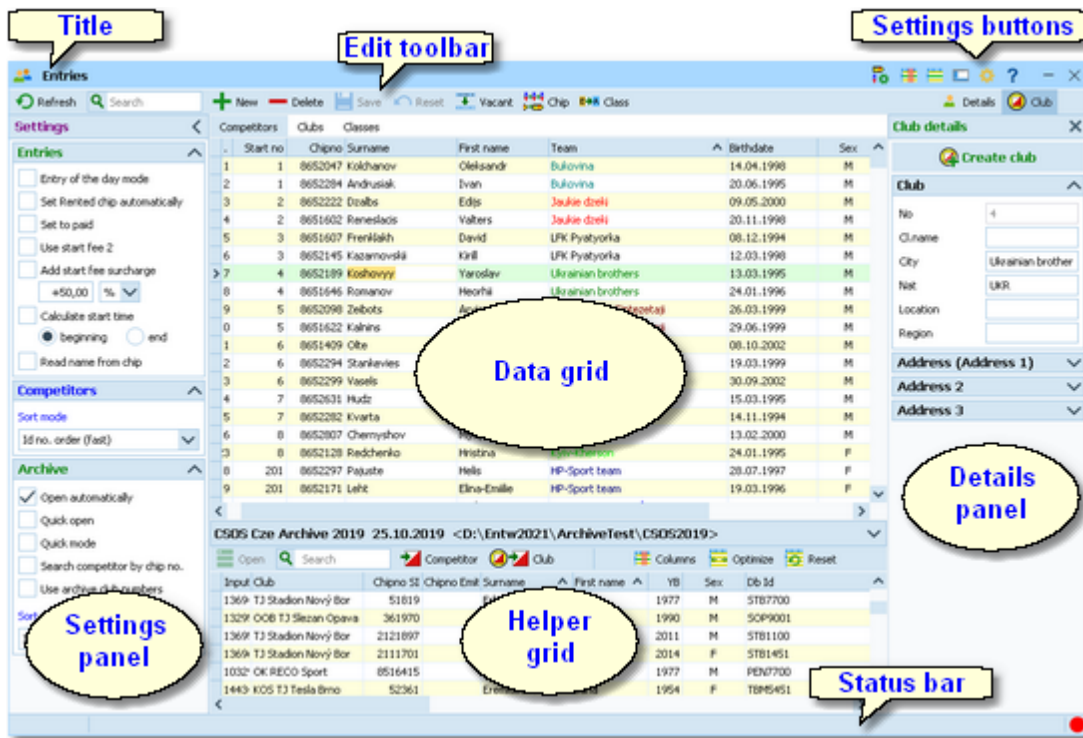
The *title* shows the name of the form.

The *settings buttons* in the title bar provide basic settings for the form. Also, you find the context help button there (you can also invoke it by the *F1* shortcut). Every button opens either the according settings dialog or a submenu with more options. For more details, see the UI reference.
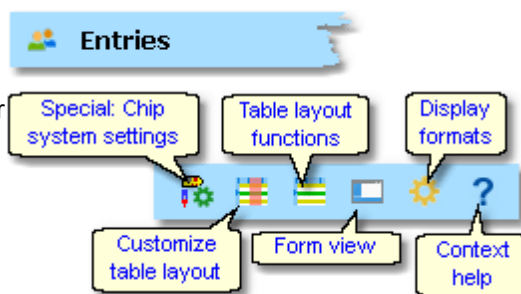
Chip system settings is a special option which is available in the entries form.

The *Edit toolbar* is common to all working forms.

Besides the standard edit functions, it may contain special functions. At the right side there may be switches to display additional Details panels which you can edit together with the main data table. The samples displayed here are from the Entries form.

Move with the mouse over a button to get a hint about its purpose. For more details, see the data grid reference.

The *settings panel* offers special settings like in this example for entries handling. You can open and close it by clicking on its header. In the same way you can click on the headers of the sub-boxes to minimize and reopen them.

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 open and close it by clicking on its header.

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, details and helper panels, adjust the layouts of the grids and customize the size and position of the form. OEScore 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

Most reports are accessible directly from the main menu, f.ex. the start list reports.
Some special check or overview reports can be launched directly in their parent working form.
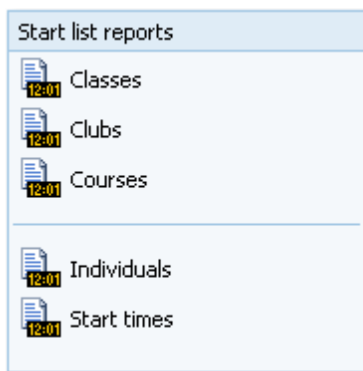
Clicking on a report menu item creates a report window using the selection from the last time. **Note:** only small selections below 10 records will be restored, otherwise always all records will be preselected.
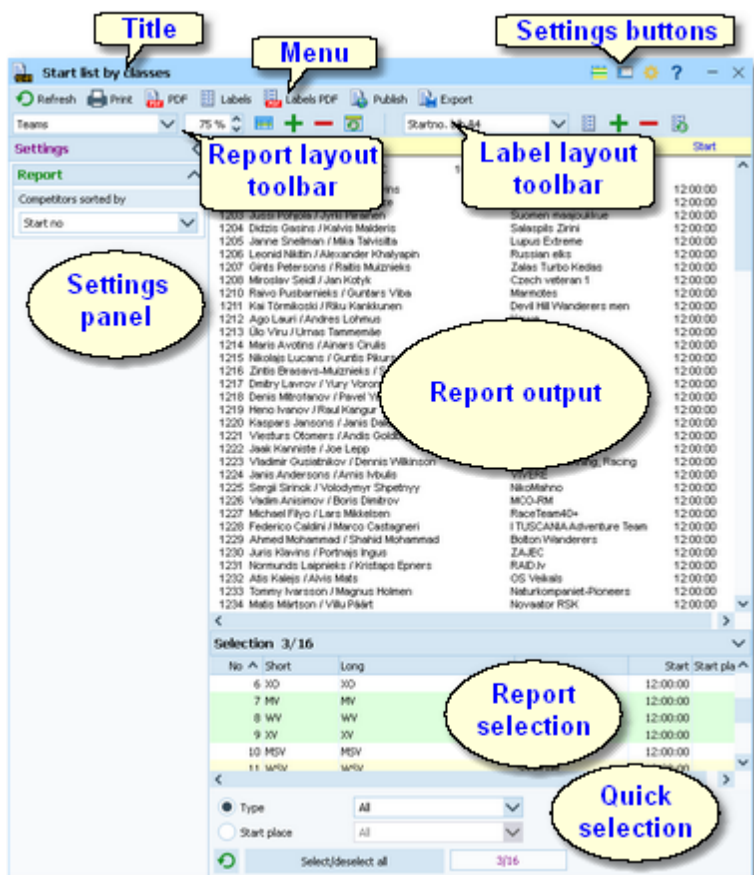
The report window will stay visible until you explicitly close it.

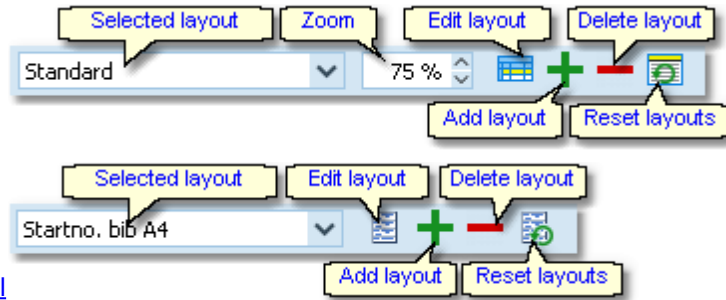The *title* shows the name of the report.

Entries by classes

In the *menu* you find the basic report functions. For more details, see the UI reference.
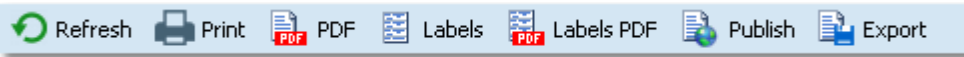
Refresh   Print   PDF   Labels   Labels PDF   Publish   Export

The *settings buttons* in the title bar provide basic settings for the report. Mostly these are the Selection layout, the View settings and Display formats. Also, you find the context help button there (you can also invoke it by the *F1* shortcut). For more details, see the Reports reference.

Selection layout   Display formats

View   Context help

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.

Selected layout   Zoom   Edit layout   Delete layout

Standard   75 %   Add layout   Reset layouts

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.

Selected layout   Edit layout   Delete layout

Startno. bib A4   Add layout   Reset layouts

The *settings panel* offers special options for the report output. You can open and close it by clicking on its header. In the same way you can click on the headers of the sub-boxes to minimize and reopen them.

Report

Competitors sorted by

Start no

☐ Rented chips only

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

Stno	Chipno	Name	Club	Start
MV (63)		WRC	102 C (575)	24:00:00
1201	8652658	Armands Teteris / Ivars Purvins	Green power	12:00:00
1202	8652880	Artis Dobulis / Edgars Bremze	Izturiba	12:00:00
1203	8652210	Jussi Pohjola / Jyrki Piirainen	Suomen maajoukkue	12:00:00
1204	8652849	Didzis Gasins / Kalvis Malderis	Salaspils Zirini	12:00:00
1205	8651507	Janne Snellman / Mika Talvisilta	Lupus Extreme	12:00:00
1206	8652306	Leonid Nikitin / Alexander Khalyapin	Russian elks	12:00:00
1207	8652746	Gints Petersons / Raitis Muiznieks	Zalas Turbo Kedas	12:00:00
1208	8651576	Miroslav Seidl / Jan Kotyk	Czech veteran 1	12:00:00
1210	8652667	Raivo Pusbarnieks / Guntars Viba	Marmotes	12:00:00
1211	8652666	Kai Törmikoski / Riku Kankkunen	Devil Hill Wanderers men	12:00:00
1212	8652695	Ago Lauri / Andres Lohmus	Kawe	12:00:00
1213	8651405	Ülo Viru / Urnas Tammemäe	ELO	12:00:00
1214	8652679	Maris Avotins / Ainars Cirulis	Resnais Susurs	12:00:00
1215	8652214	Nikolajs Lucans / Guntis Pikurs	GuN 2017	12:00:00
1216	8651467	Zintis Brasavs-Muiznieks / Salvis Brasavs	ALNIS MV	12:00:00
1217	8651585	Dmitry Lavrov / Yury Voronov	Nevermore	12:00:00
1218	8652208	Denis Mitrofanov / Pavel Yakovlev	Red Dry	12:00:00
1219	8651525	Heno Ivanov / Raul Kangur	312	12:00:00
1220	8652165	Kaspars Jansons / Janis Dalderis	CT NOMA	12:00:00
1221	8652899	Viesturs Otomers / Andis Goldbergs	VAI VAI	12:00:00
1222	8652846	Jaak Kanniste / Joe Lepp	JJ WEST	12:00:00
1223	8651631	Vladimir Gusiatnikov / Dennis Wilkinson	Get Lost! Running, Racing	12:00:00
1224	8651408	Janis Andersons / Arnis Ivbulis	VIVERE	12:00:00
1225	8652228	Sergii Sirinok / Volodymyr Shpetnyy	NikoMahno	12:00:00
1226	8652883	Vadim Anisimov / Boris Dimitrov	MPO-RM	12:00:00

In the *selection panel* you can select the records which should be reported. Sometimes there are *quick selection* options available, f.ex. by the class type in this sample.

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, there is no *status bar* visible. However, there are "live" reports which display the progress here.

See also

User interface reference

3.1.4 Dialogs

Dialogs 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 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*.

Create a new event		? ✕
Root folder	D:\Entw2021\OEScore\OEScoWKTest	
Event folder	Quicktutorialevent	
Description	Quick tutorial event	
Event type	Teams only, Rogaining ⌄	
Date	01.11.2022 ⌄	Zero time 11:00:00
Chip system	SPORTident ⌄	
✓ Teams: Everybody has to punch		max. difference 1:00
✓ Hidden control codes		
Addition 1	f.ex. the location	
Addition 2	f.ex.the organiser	
☐ Display extra header line in reports including the additions		
	✓ OK	✕ Cancel

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

Quick tutorial event

ⓘ Please validate the chip system settings.

✓ OK

Just do so ...

⚙ SPORTident settings		? ✕
Date 01.02.2022	Zero time 10:00:00	
Time taking		
Timekeeping accuracy	HH:MM:SS ⌄	
✓ Use start punch	Read punch from chip ⌄	
☐ For all classes	···	
✓ Use finish punch	Read punch from chip ⌄	
Event duration		
Please read the context help on this topic!		
⦿ less than 12 hours		
○ 12 to 24 hours		
○ more than 24 hours		
	✓ OK	✕ Cancel

.. 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 OEScore. To select another event, click on *Event - Select*.

Description	Date	∧	Zero time	Folder
Ace Races 2007 - Lakes Stage 2	17.08.2007		11:00	AceRaces2007
Demo - Norton, Yorkshire Wolds	08.03.2008		0:00	Demo1
Norton, Yorkshire Wolds	08.03.2008		0:00	Norton2008
Score dimanche (SILVA night)	28.11.2010		9:57	SILVAnight2010
Werdauer Wald Rallye 2011	04.09.2011		10:00	WWR2011
10.HARZ-CUP-MTBO BRL-Ultralang 29...	29.04.2012		11:05	HarzCup2012
Demo - Werdauer Wald Rallye 2012	02.09.2012		10:00	Demo3
Werdauer Wald Rallye 2012	02.09.2012		10:00	WWR2012
MonsterRogaine 101 minutos	28.09.2013		18:00	MonsterRogaine101minutos
Tarrengower Maxi 2015	26.07.2015		11:00	TarrengowerMaxi2015
Latvijas Čempionāts Rogainingā	04.06.2016		12:00	LatRogaining2016
Demo - WRC 2017	18.08.2017		12:00	WRC2017

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

3.3 Managing entries

The *Entries* main menu topic offers you all functions which are necessary for working with the entries.
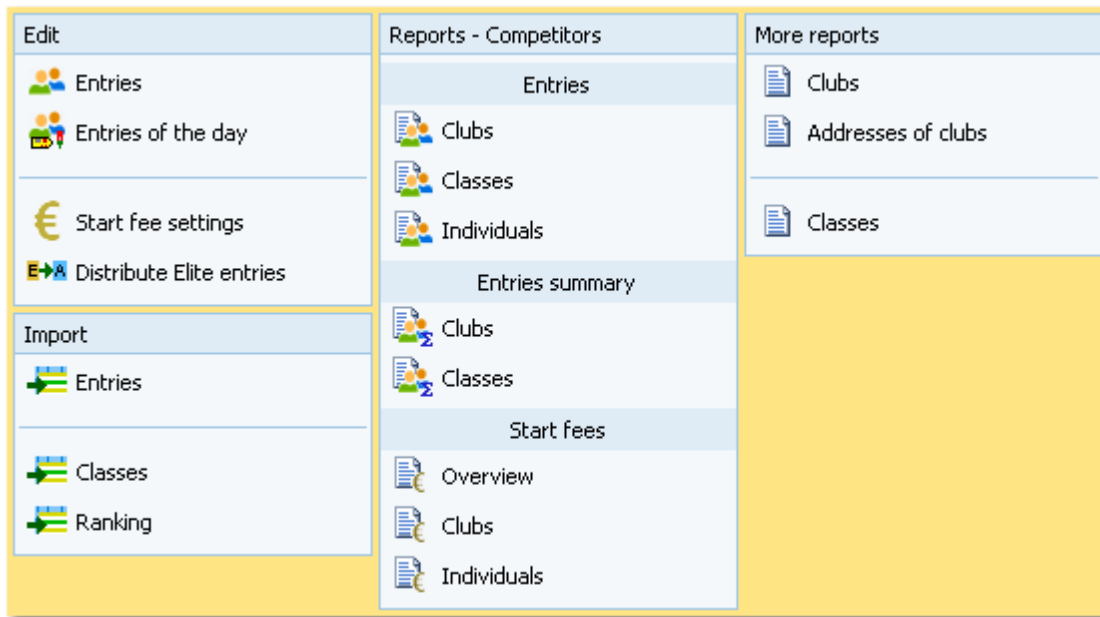
With *Entries - Edit*, you open the entries form.The entries form has three grids where you can edit competitors, clubs and classes. Look at the tabs at the top of the data grid.
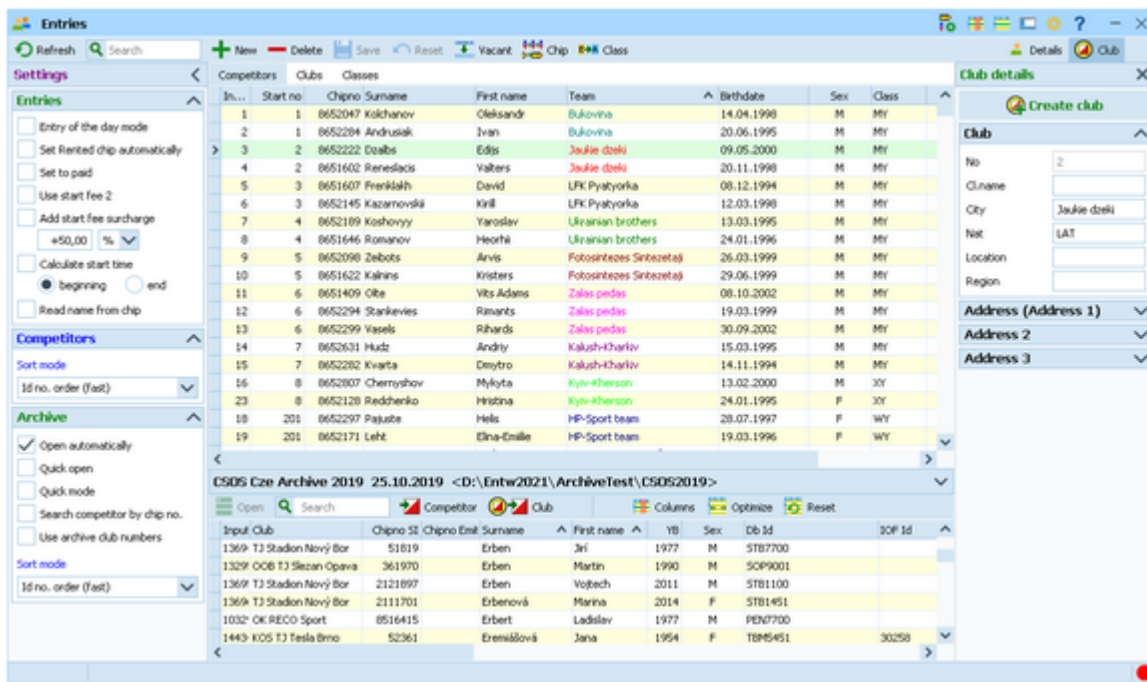
If you need more details about editing in the data grid, have a look into the data grid reference.

⊟ 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	Sex	Age from	Age to	Type
	1	MY	MY	M	0	23	Youngster
	2	WY	WY	F	0	23	Youngster
›	3	XY	XY	Mixed	0	23	Youngster
	4	MO	MO	M	0	99	Open
	5	WO	WO	F	0	99	Open
	6	XO	XO	Mixed	0	99	Open
	7	MV	MV	M	40	99	Vet
	8	WV	WV	F	40	99	Vet
						99	

For more details, look at the Classes reference.

Your web entry service may offer an export which you can import here. For more details, see the Import classes reference.

If you are using the archive, you may already have a well defined class table template (offered from your federation) for your event. Then copy this class table from the archive into the event and use this as your starting point. For more details see the Copy classes into the event reference.

⊟ How to enter competitors (entries)

Be sure that you are displaying the competitors grid **Competitors** . Select *Table layout* 🗏 *- 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 names.

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 Create club button 🗐 **Create club** in the club details panel. See the next paragraph for more details.

	In...	Start no	Chipno	Surname	First name	Team ∧	YB	Sex	Class
	1	1	8652047	Kolchanov	Oleksandr	Bukovina	1998	M	MY
	2	1	8652284	Andrusiak	Ivan	Bukovina	1995	M	MY
›	3	2	8652222	Dzalbs	Edijs	Jaukie dzeki	2000	M	MY
	4	2	8651602	Reneslacis	Valters	Jaukie dzeki	1998	M	MY
	5	3	8651607	Frenklakh	David	LFK Pyatyorka	1994	M	MY
	6	3	8652145	Kazarnovskii	Kirill	LFK Pyatyorka	1998	M	MY
	7	4	8652189	Koshovyy	Yaroslav	Ukrainian brothers	1995	M	MY
			8651646		Heorhii		1996	M	MY

To enter **entries of the day** or **direct entries**, you have two possibilities.

You can **stay in this entries form** and check the option *Entries - Entry of the day mode*. Select *Table layout* 🗏 *- Layout: Entries of the day*. This will look similar to the Pre entries layout, but additionally with start number and start time. Sort the table by input order. You have also some more options on how to calculate the next available start time, or add start fee surcharges for late entries. You can read the competitor's name from his chip if you like (SportIdent SICard6 and newer only).

Or you can use the **special entries of the day form: Entries - Entries of the day**.

In both cases, you will see the EOD panel:
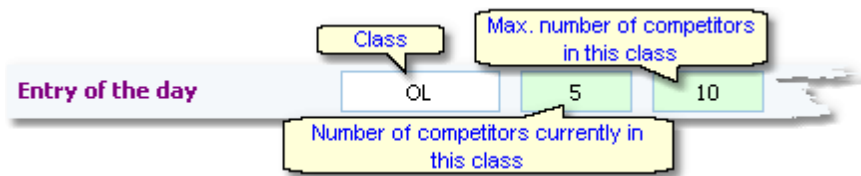
This will help you to control the allowed number of entries for direct classes. When saving a new entry which exceeds the maximum number of competitors in this class, you will get a warning.

For more details on editing entries, see the <u>Entries</u> reference and the <u>Entries of the day</u> reference.

➖ How to enter clubs

The quickest method to edit club details and enter a new club for a new entry is to use the club details panel. Click on the Club details button 🔴 Club to open it. To create a new club, just click on the button 🟢 Create club. You can also display the clubs grid Clubs and enter there.

No	City	Cl.name	Nat	Loca
10380	Osterhofen	TV		
90022	Ostrava	Banik	CZE	
90042	Pinkafeld	HSV	AUT	
10400	Planeta Radebeul	SSV		
90053	Polish Junior Team		POL	
90031	Prato ASD	Ori	ITA	
90032	Quack OK		SUI	
10399	Quedlinburg	Wiss.		
90012	Rastivarsat		FIN	

Competitors | Clubs | Classes

For more details on editing clubs, see the <u>Clubs reference</u>.

➖ 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 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.

First have a look on how to <u>select, create and edit archives</u> with OEScore.

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

Sample Archive 08.09.2010 <D:\Entw2018\Archive\ArchiveDemo1>

You can click on it to show/hide the archive table.

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.

Arkiv Sverige 30.09.2022 <D:\Entw2021\ArchiveTest\ArkivSverige2022>								
Open Search		Competitor	Club		Columns	Optimize	Reset	
Input	Club	Chipno SI	Surname	First name	YB	Sex	Db Id	IC
19157	I 19 IF	248892	Öman	Thomas	1964	M	38801	
79085	OK Tyr		Omar	Jean	2011	M	211244	
78792	Östersunds OK		Omberg	Alfred	2021	M	210897	
78150	Östersunds OK		Omberg	Anna	1982	F	210134	
78789	Östersunds OK		Omberg	Arvid	2016	M	210894	
57861	Linköpings OK	2420483	Omberg	Christopher	1991	M	179916	
79696	Östersunds OK		Omberg	Maria	1957	F	212225	
32296	Särna SK		Omblets	Thijn	2007	M	97460	
40010	OK Orion	7060323	Omelchenko	Jakob	2006	M	128067	
36599	Os Hjälpkurvan	8020313	Omelchenko	Maxim	2002	M	114590	
19677	OK Orion	7020313	Omelchenko	Yuri	1971	M	40722	
72976	Vimmerby OK		Omerovic	Adisa	1986	F	203623	
56212	OK Kontinent	2088525	Omfors Macinnes	Geor...	2006	M	176505	

Now you can search for the desired competitor and then doubleclick on him to insert him into the event. 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 [icon] 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 competitor, his 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 via the main menu item **Entries - 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.

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. OEScore allows an easy, flexible and transparent mix of both imports and editing entries manually. There may also import files for the classes be offered, so that you only need to define the classes once.

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

Reports

There are various entry reports available in the **Entries** main menu topic. Just try and explore them!

For more details, see the Entries reports reference.

Note
Don't forget regular backups!

See also
     Entries Overview
     Archive reference

3.4 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 point calculation will run smoothly.
You have two choices to get the courses into OEScore: either you *enter them manually* or you *import* them from OCAD or Condes.

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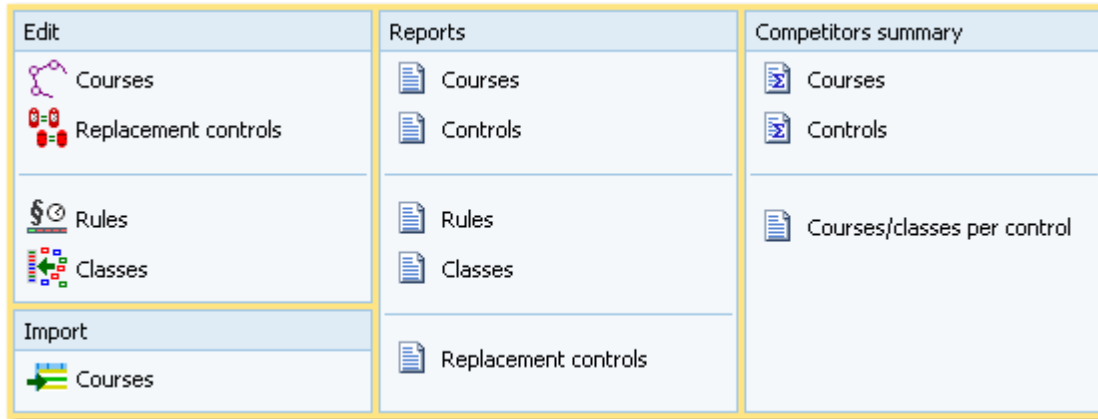
With **Courses - Courses**, you open the courses form. The Courses form has two grids where you can edit courses and controls. Look at the top of the data grid.
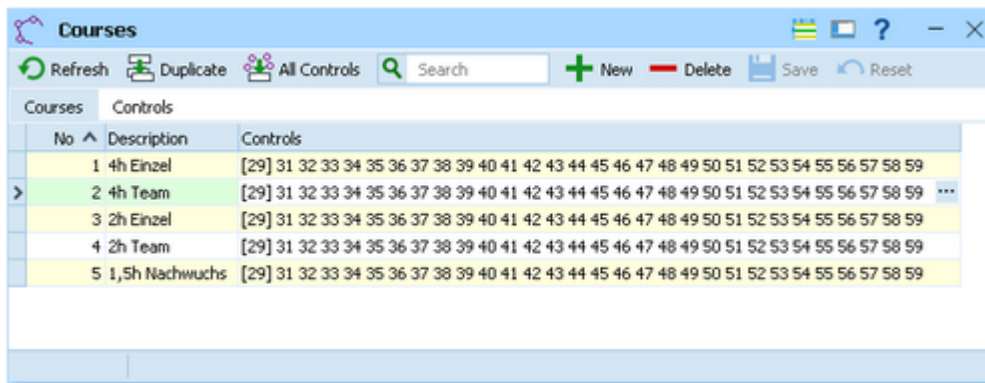
If you need more details about editing in the data grid, have a look into the data grid reference.

⊟ 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 together with the points.

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.

Notice: At score O events, it is most common that you have a single course including all controls only, and the various classes have different time limits. For some reason, it may be useful to have several copies of the same course named in a suitable way.

	Courses	Controls	
	No ^	Description	Controls
	1	4h Einzel	[29] 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59
>	2	4h Team	[29] 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 ⋯
	3	2h Einzel	[29] 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59
	4	2h Team	[29] 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59
	5	1,5h Nachwuchs	[29] 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59

For more details on editing courses, see the Courses reference.

Importing courses

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**, you can import the courses into OEScore. For more details, see the Import courses reference.

However, since at score O you mostly have all controls in a single course and the controls do have sequential code numbers, it looks like entering them manually is the easier and quicker method.

Defining rules for credits and penalties

If a competitor exceeds the time limit, this will punished by penalty points. Sometimes there are also credits awarded if a competitor is faster than the time limit. There may be different rules for different classes.

To define the rules, click on **Courses - Rules** which opens the respective form with its grid.

				Green: Credits		Red: Penalties				
	Rules	Time bands								
	No ^	Description	Credits all	Credits from	Diff.Penalty	0:00 - 999:00	0:00 - 10:00	10:00 - 20:00	20:00 - 60:00	60:00 - 999:00
>	1	Rule 1	☐		10	0	2	5	10	999

Using time bands, you are able to define different penalty levels, depending on how much a competitor exceeded the time limit.

For more details on how to define rules, see the Rules reference.

How to assign courses and rules to classes

To achieve the desired automatic point calculation, the courses and rules must be assigned to the classes. You have also to define the time limit for each class.

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

No ∧	Short	Long	Course	Time limit	Rule
1	D 21E	D 21E	4h Einzel	4:00:00	Regel 1
2	D 21A	D 21A	4h Einzel	4:00:00	Regel 1
3	D 40	D 40	2h Einzel ⌄	2:00:00	Regel 1
4	H 21E	H21E	4h Einzel	4:00:00	Rule 11
5	H 21A	H21A	4h Einzel	4:00:00	Regel 1
6	H 40	H 40	4h Einzel	4:00:00	Regel 1

For more details on assigning courses and rules, see the [Assign Classes - Courses](#) reference.

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 [Courses reports](#) reference.

See also
[Course setting reference](#)

3.5 Creating start lists

If you have pre-entries and your event is a ranking or championship competition, then you will most likely need to create a start list with predrawn start times.

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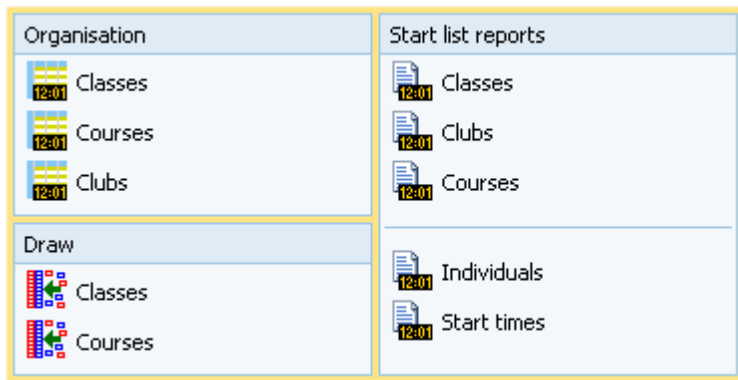
Preparing the start list draw

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. Within a single start box, there must not be any start time with two runners starting. As a basic rule, equal start intervals should be maintained within each class. Building up the start organisation visually on screen, you can fulfil all these preconditions easily.

Besides the normal overview report, OEScore provides a comprehensive check report and an automatic adjust function if you had received many late entries.

In most cases you will draw the start list by classes. Then you have to do the necessary definitions with *Start list - Organisation - Classes*. For more details, see the Start organisation by classes reference.

Its is also possible to draw the start list by courses or in a manner which allows the members of the same club having their start times within a predefined time range. For more information on that, see the Start organisation by courses and Start organisation by clubs references.

Performing the start list draw

If you had defined the start organisation by classes or clubs, then you can draw the start list using *Start list - Draw - Classes*.
If necessary, you can modify the result of this draw by simply dragging competitors to the desired start times. You can also distribute the start numbers there and seperate the competitors of each club if the rules demand that. For more details see the Start list draw - Classes reference.

The start list draw by courses works in the same way. See the Start list draw - Courses reference.

How to modify/enter start times manually

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

- Editing Entries
  You can sort the entries table by classes and start times and enter or modify the times manually. Use this method if you want to assign extraordinary start times for some reason or if you defined start times without any draw at all. See also the Entries reference.

- Dragging/editing within the start list table
  If you want to change start times according the start organisation, then invoke the start list draw form and drag the respective competitors into the right places. If you want to assign an extraordinary start time to a competitor, you can either drag him in the overview table or you can enter his start time manually in the bottom competitor panel. For more details see the Start list draw - Classes and Start list draw - Courses references.

- Editing the start time in Evaluate Chips

This is recommended if you want to change a start time after the competitor had finished. See also the Evaluate chips reference.

Publishing start lists

Before the event, you will have to publish the start lists in the web. Use the HTML or PDF upload function if you want to publish the HTML or PDF output of OEScore 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 OEScore you can print customized start lists by start times down to the level of a single start place or start box.

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

See also

Start list reference

3.6 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.
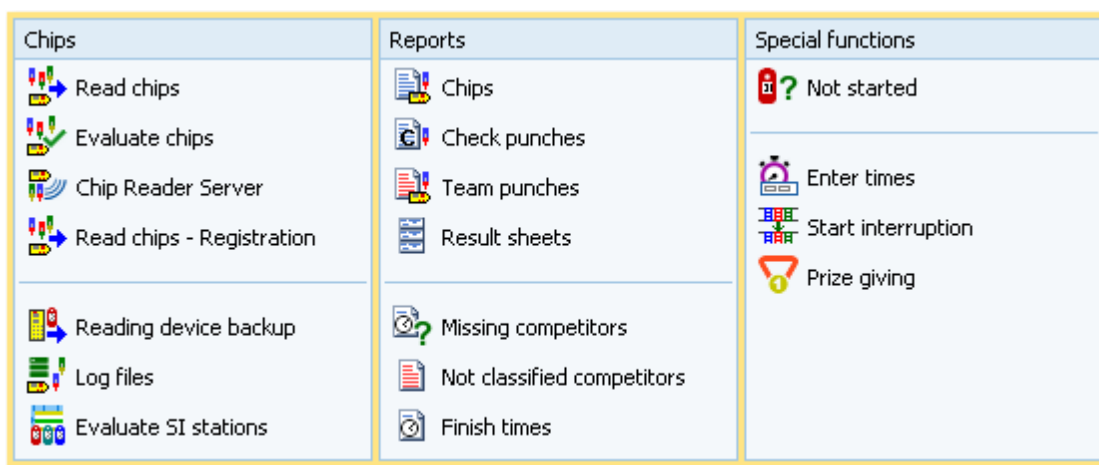
▬ Setting up the computer environment

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 OEScore 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.

There are two different download functions available. Normally you should use the *Competition day - Read chips*. For small events without pre-entries the special function *Competition day - Read chips - Registration* 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 and the Read chips - Registration references.

▬ Not started competitors

An important task which protects you from waiting for missing competitors in vain, is registering the not started competitors towards the end of the competition. There are two ways how to do.

If you are maintaining a start protocol, then use this to enter the not started competitors. The best place for this is the *Competition day - Enter times* 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 OEScore 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, point scoring, 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.

The **Competition day - Prize giving** report delivers you useful information about which classes are ready for the prize giving. See the Prize giving reference.

Publishing results

You find the result reports under the main menu topic **Results**.
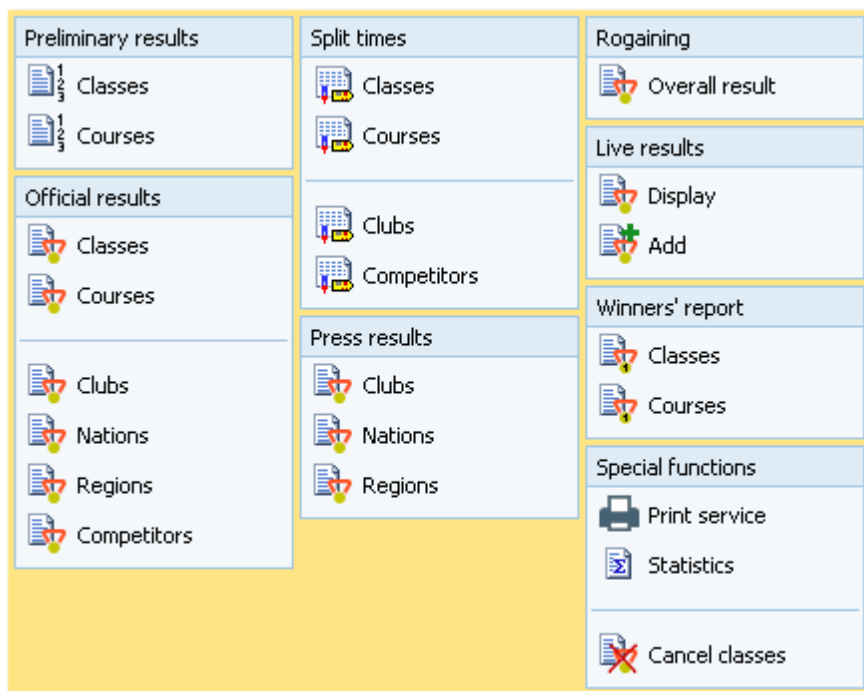
During the competition you can continuously publish results, either in printed form or uploading them to a web site using the HTML or another export. There are numerous different result formats for different purposes. The main types are the preliminary, split times and official reports. It is possible to have the results printed and/or uploaded to the web automatically. With the Live results feature you can provide the results on big monitors in the finish area which will be updated continuously. 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 OEScore 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

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

On starting, OEScore always selects the previously selected event. Via *Event - Select*, 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 OEScore. 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

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, OEScore 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 by the import functions for competitors, classes and clubs. See also the Imports into the archive reference.

Due to the import from a federation database, you may already have a well defined class table template for your events. Then copy this class table from the archive into the event using *Archive- Copy classes* and use this as your starting point. For more details see the Copy classes into the event reference.

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

OEScore provides a comfortable function to maintain the archive based on event data: *Archive - Update from the event*. This function works perfectly if the event had been computed using the same archive, but it is also easy to use if the archive had not been used in the event. For more details see the Update archive from the event reference.

See also

Managing entries - Task based help

4.3 Interacting with web services

OEScore 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.

Notice!

With its first releases, OEScore V.12.1 has the same way of working implemented like the previous V11. This is described below.

It is planned to implement a new main menu item called *Online* which will provide direct connections to the main services, f.ex. Eventor (the *EventorManager* functions), some more national entry portals, LiveResults, Routegadget.

▬ Maintaining the archive

In most countries, the archive is offered ready-to-use for OEScore. 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 OEScore. 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.

One important topic is the class table. A template can be included in the archive (even if the competitors therein are not assigned to classes), which can be copied into the event and customized for the particular event. See the Copy classes into the event reference.

▬ 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 OEScore 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 and Import entries references.

Sometimes the class table of the event can also be provided by the entry service. Then you can import this file into OEScore. 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 OEScore CSV format or at least the IOF XML format.

See also

Managing archives - Task based help

Import entries

Reports

4.4 Handling teams

With its first releases, OEScore V.12.1 provides 3 different competition types which handle teams differently. The event type is shown in the status bar next to the chip system. Based on user feedback, there may be more competition types in future.

Standard: Individuals, normal score O, teams supported

This is the normal individual competition, and you can have teams. In all reports the teams are shown like a single competitor, with all names of the team mates in the name column. Just like so far.

Teams only, normal score O

You can edit an extra name for the team. Team mates can be from different clubs.
In all reports the teams are shown with their team name and optionally the names of the team mates in extra lines, just like you are used to from relay teams.

Teams only, Rogaining

A Rogaining competition follows special rules. The report layout is the same as given above.

Theoretically, OEScore can support teams with an unlimited number of members. In practice, there will be limits which allow reasonable report layouts.

The basic rule is that the team members start, run and finish together. Every team member must carry his own chip.

▬ Predefinitions for teams

There is no pre-definition for teams necessary, f.ex. with the class. It is possible to have both teams and individuals in the same class.

▬ Entries

You can enter all team members individually as usual. Use the Team column to assign the competitors to the right teams. You can use the Team Panel to create new teams and give them a descriptive name. The team mates must be of the same class but they can be from different clubs. In the teams only event types, you may omit the clubs and use the team names only. See the Entries reference for more details.

For the two event types Teams only, usually all teams within a class should have the same size. This can be validated by the report Check teams.

▬ Computing teams

Each team member carries his own chip. The team's time is calculated by the first start time and the last finish time of all members. For the score result, there are different options possible how to compute a team's punches, especially for Rogaining competitions.

See the Event settings and the Evaluate chips references for more information.

▬ Teams in reports and export files

In the entries and start fee reports, all competitors are displayed and counted individually. There is an optional column for the *team* which shows the team name.

In start list and result reports and the speaker function, there is only a single line for the team. The names of all members will be given in the *Name* column or optionally in extra lines.

In import/export files in **CSV format** for entries, there is one record per competitor, together with his *team assignment*, which will be imported correctly.

In export files in **CSV format** of start lists and results, there is obviously one record per team, with all team mates given in the *Name* column. Those export files **can't be used** for a re-import into OEScore.

In the import/export files in **IOF XML V3 format**, teams are given by the special *Teamxxx* records (*TeamEntry*, *TeamStart*, *TeamResult*). This is fully supported by OEScore.

See also

Event settings reference

Entries reference

Start list draw - Classes reference

Start list draw - Courses reference

Start list reports reference

Evaluate chips reference

Result Reports reference

4.5 Chip systems

The SportSoftware V12 for orienteering supports the two existing chip systems *SportIdent* and *Emit*. OEScore 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 OEScore 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
	SportIdent settings
	Emit settings
Reading chips	Read chips
	Read chips - Registration
	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.

▬ 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.

▬ Start interruption

Sometimes it may be necessary to have a start interruption.

With this function you can shift all start times beginning at a specified one by a specified time interval. The action can be restricted to specific start places and/or start boxes if necessary.

See the Start interruption 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. 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 OEScore to be able to publish the results.

At events with pre-entries, 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.

▬ Automatic result print service

Using this result print service function, you can offer a *print service point* at your competition, where the competitors can get instant results and their own split time sheet, using their chip as the key.

See the Automatic result print service function for more details.

▬ Live results

You can display live results on big screens for the competitors and spectators in the finish area.
See the Live Results reference for more details.

See also

Competition day reference

Results reference

4.7 Speaker support

With a normal score O event, speaker functions (which provide intermediate results/times during the race) look to be not useful.

However, there are intermediate results given on 24h Rogaining competitions like WRC. These solutions are completely web based. I am waiting for your feedback, whether something like that should be implemented in OEScore or not!

See also
Speaker reference

4.8 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, OEScore provides various functions and features which should help you here. However, you as the user are the one who must **DO** it!

▬ Regular backups

OEScore 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. OEScore 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

Read chips - Registration

Log files

Reading device backup

▬ 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

Read chips - Registration

Log files

See also

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

4.9 Working with restricted user rights

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

When installing OEScore, Windows 10 will raise the user rights where it is necessary.

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 Windows10 we have the situation that the standard is the restricted user. This is fully supported by the SportSoftware version 12 but you must ensure some preconditions.

OEScore 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 the folder access rights

Windows 10 allows to define precise access rights for all files and folders down to a single-user-basis.

To be able to work on any data and settings files, OEScore requires full read/write access to the required folders and files. By default, Windows 10 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:\SportSoftwareV12*.

Right-click on the folder name in the explorer and select *Properties*. In the properties dialog, select the *Security tab*. Click on *Edit*.

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*.
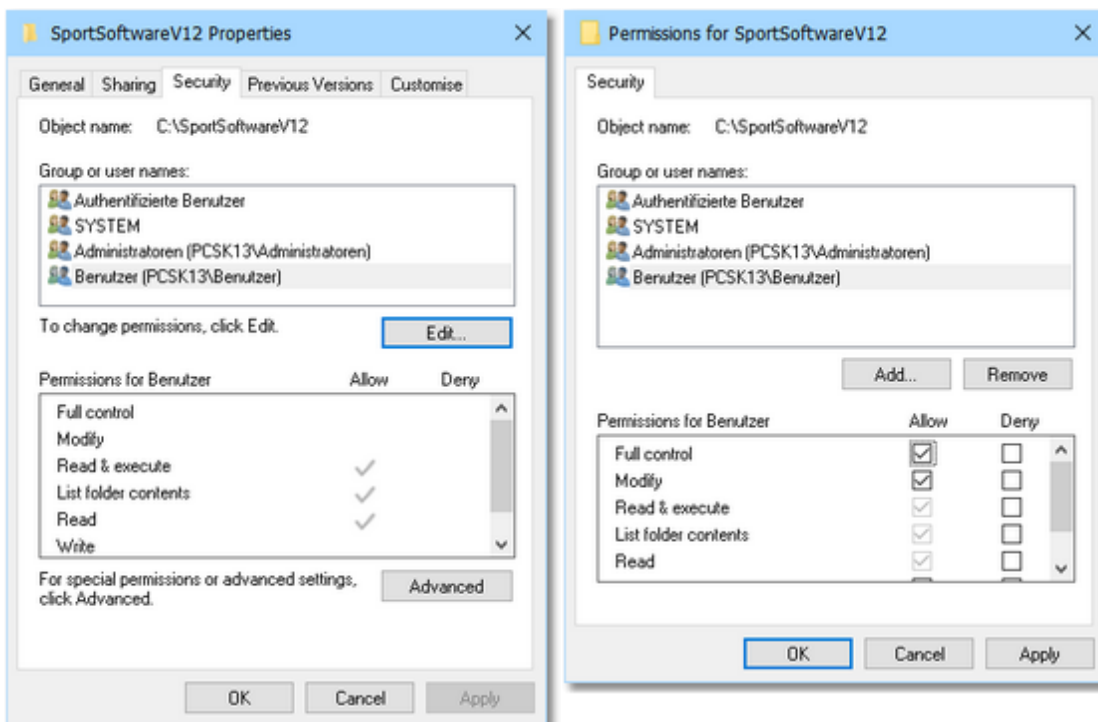
Troubleshooting

OEScore will prompt you if it detects that you don't have the necessary access rights on any data.

Error

! Insufficient access rights on application settings:
D:\Entw2018\OLEinzel\Cfg\

✔ OK

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

4.10 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.

OEScore 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 V12 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 OEScore at least once. When launched, OEScore checks some settings which are necessary for a reliable and safe data processing. You will be prompted if OEScore 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 OEScore 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 OEScore there.
- 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 Windows10, Microsoft has limited the maximum number of clients in peer to peer networks (which is being used here) to 20 connections. 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.

Note that the SportSoftware V12 **runs on Win10 only**. It may be possible on Win7, 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, 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 client PCs with Win10. 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!

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.
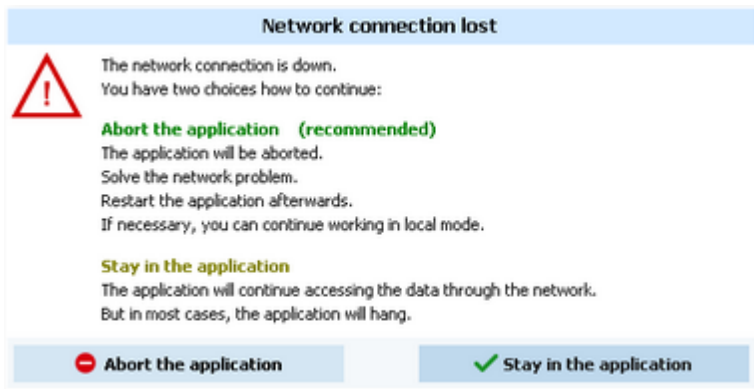
However, there are rare situations where staying in the application will help. In most cases it is recommended to abort the application and restart later after having solved the problem. Have in mind that OEScore provides some methods to continue working during network breaks, f.ex. the Emergency mode 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

4.10.1 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.

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. This is also true for Windows10. 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 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

Click on the LAN symbol 🖥 in the taskbar and open the Network and Internet settings. Click on Ethernet and then on the symbol of your Ethernet which will show your Ethernet settings. Scroll down to IP Settings. Click on the Edit button below the IP settings. This will display the Edit IP settings dialog.

Select *Manual* in the upper listbox. Set the switch IPv4 to *On*.

Enter an appropriate IP address. IPv4 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 prefix length is always set to 24 and it should not be changed.

The 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 Preferred DNS.

Edit IP settings

Manual

IPv4

🔵 On

IP address

192.168.110.8

Subnet prefix length

24

Gateway

192.168.110.201

Preferred DNS

192.168.110.201

Alternate DNS

IPv6

| Save | Cancel |

Define the Workgroup

Rightclick on This PC and there on Properties. This will display the System properties. Click on Advanced system settings which will open the System properties dialog. Click on the tab *Computer name* and there on the button *Change*. This opens the Computer Name/Domain 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*.
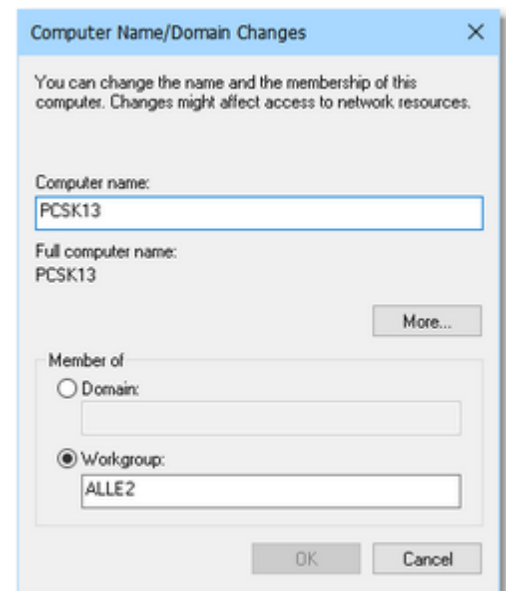
Having finished these settings, reboot all PCs. Experience how easy you can access remote files using the Windows explorer. It is just like accessing files locally, and this is how networking should work.

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 and Win10.

Rightclick on This PC and there on Properties. This will display the System properties. Click on Advanced system settings which will open 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.
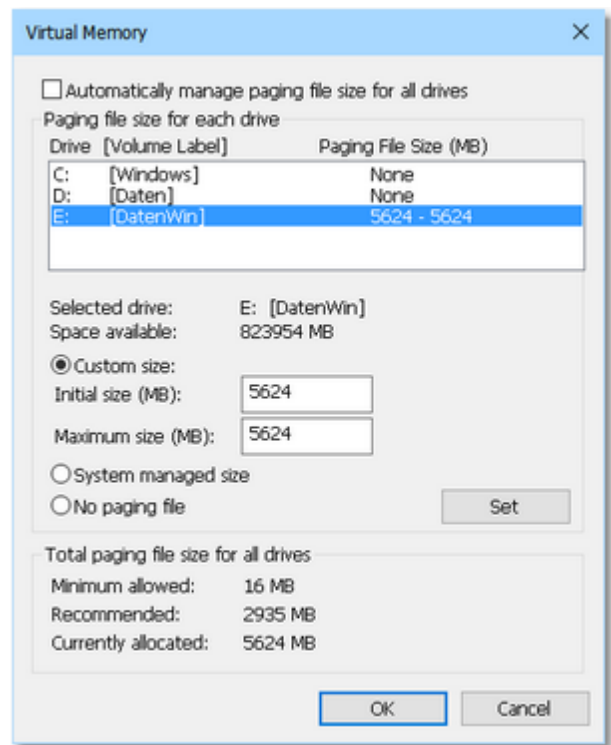
▬ Map a drive to the server folder

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.

Rightclick on This PC and there on 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 sign-in to enable the automatic detection when booting the computer.

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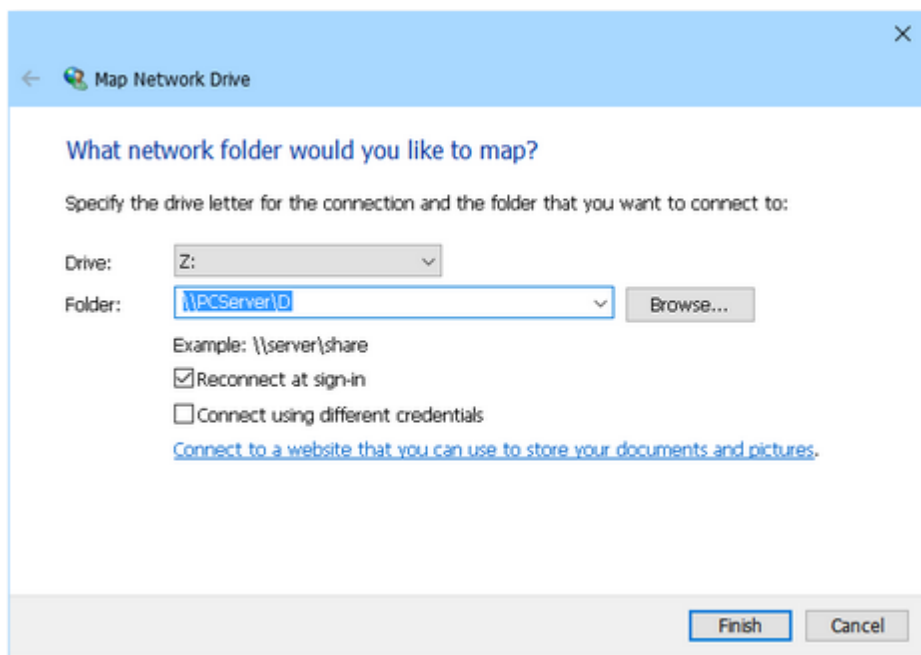
Check out the virus scanner

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 OEScore 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.

OEScore 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 OEScore, 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. Update checkers, 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 OEScore setup.

━ Disable Remote differential compression API support

Relevance All PCs

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.

Open the Control Panel, click on Programs and there choose Programs and Features. There click on Turn Windows features on or off. This will open the Windows features dialog.

Uncheck the option Remote Differential Compression API support.

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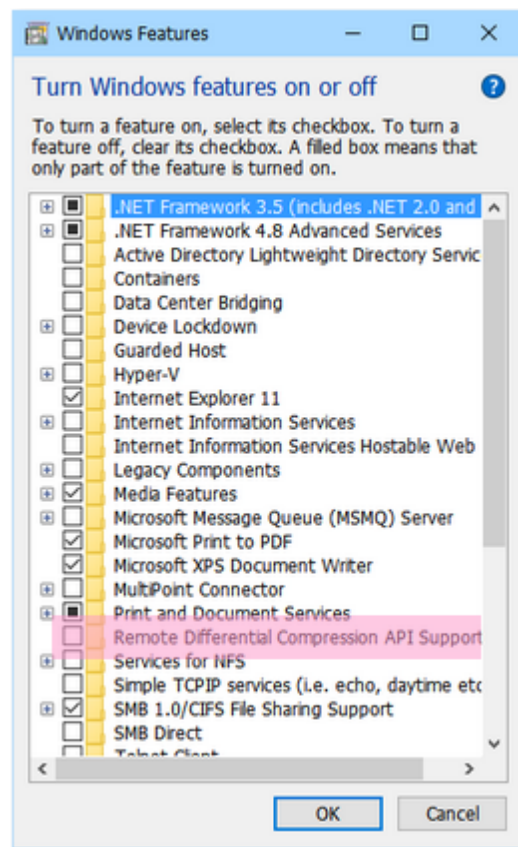
━ Turn off Windows Search Indexing

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 *This PC* and *rightclick* drive C:\ (the root folder). This will open the Local disk properties dialog.

Uncheck the option Allow files on this drive to have contents indexed in addition to file properties. 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).
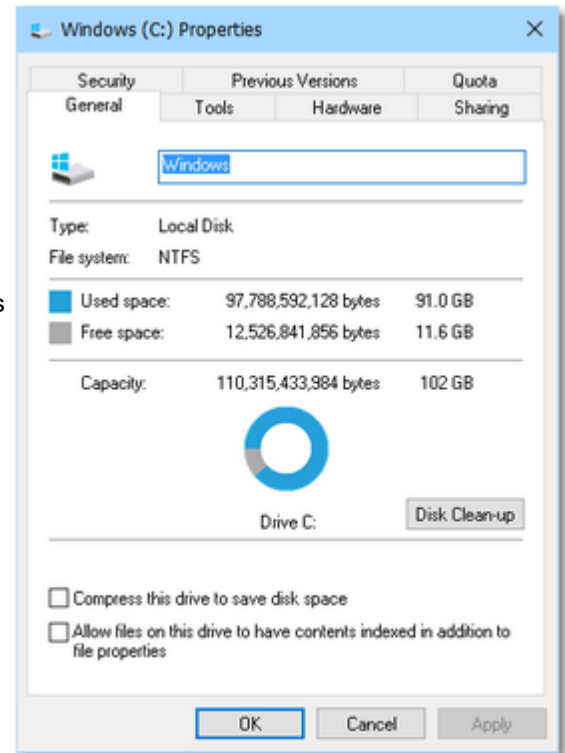
Turn off Power saving settings

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, click on System and Security and there choose Power options. This will show the Power Options settings (now called power plan). Check the option *High performance*. If this is not visible, then first click on *Show additional plans* to display it.
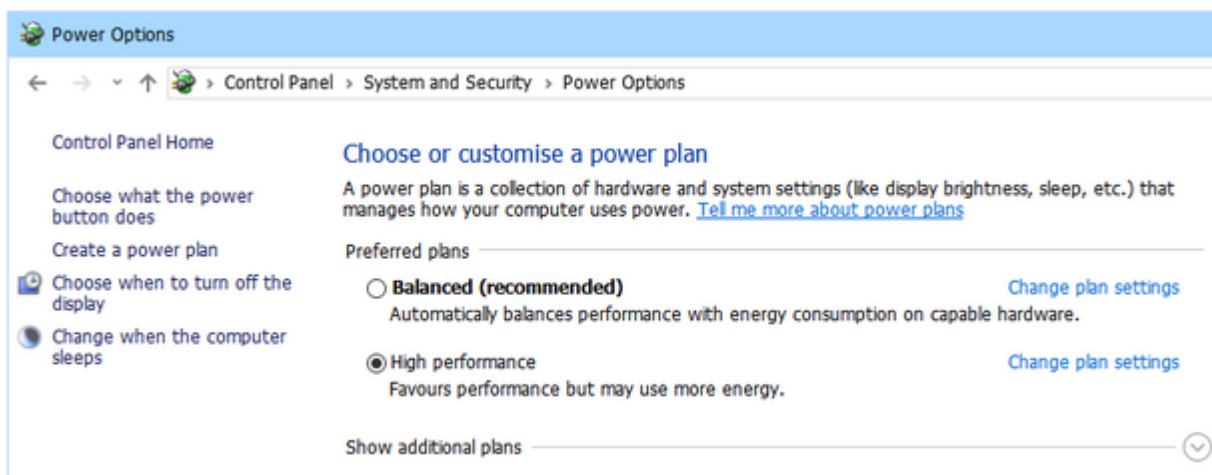
WLAN

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:

<center>**Do not use a WLAN for the local data exchange!**</center>

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.

The screenshots given above are taken from Windows10 version 1903 and they may change with future versions of Windows10.

See also

Working in a network - Task based help

5 Reference

This section contains reference documentation of all OEScore 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 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

5.1.1 Main window

The main window provides the *main menu* from where you can invoke all working forms and reports of OEScore. Those windows can be arranged freely on screen. You can use multiple monitors without any restriction.

At the left side of the main form, lists of the *open working forms and reports* are shown in an extra window.

You can use it to display minimized windows or bring the desired window to the front. You can also define your own favourites there to access them with a single mouseclick.

Notice

By default, when starting OEScore, the windows list and the main window will be placed in the top left corner of the

monitor. You can move both windows freely on all available monitors. However, you will find it as a good practice to keep the default position and size!

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

At the right side of the title bar you see the *settings* and the *help button*.

The *Settings* ⚙ submenu provides basic application settings. For more information see the Settings reference.
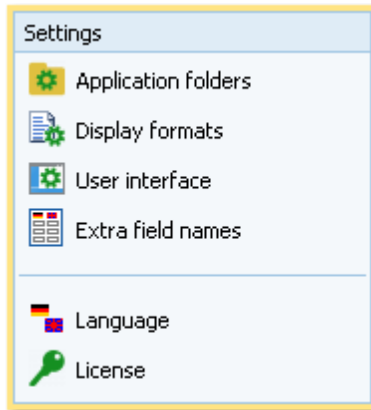
Via the *Help* ❓ submenu you can Restore the demo events, run the Check for updates function manually and obtain information from the local help, from the SportSoftware web site and about your license of OEScore.
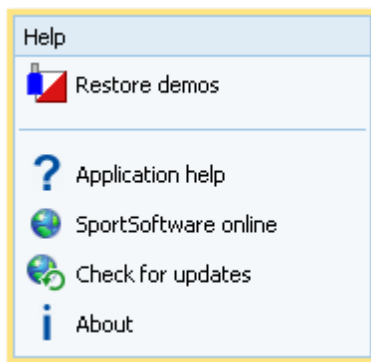
In the *main menu* you see the main function groups. Clicking on an item there opens a submenu which provides all corresponding user functions and reports.
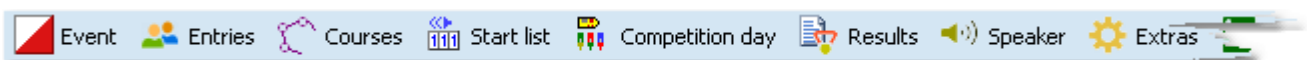
The *status bar* shows you various information about the current event and your version of OEScore.

When you launch OEScore, the main window and the windows list will be placed in the top left corner of the screen. 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.

5.1.2 Working form

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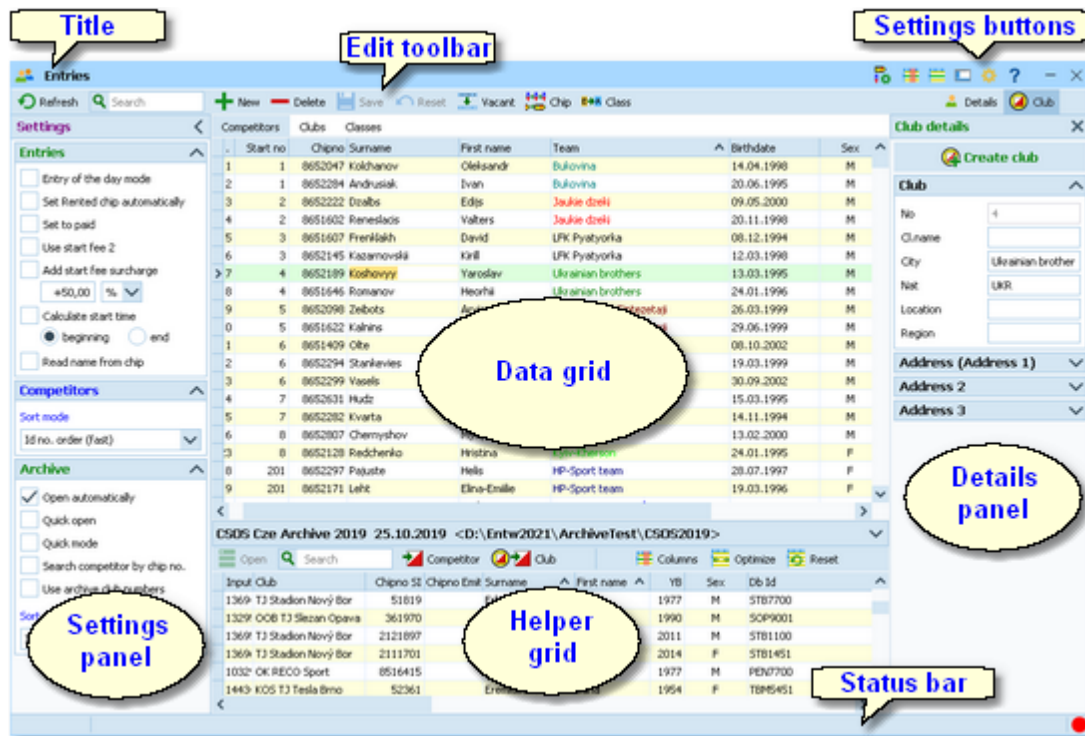
The *title* shows the name of the form.

The *settings buttons* in the title bar provide basic settings for the form. Also, you find the context help button there (you can also invoke it by the *F1* shortcut). Every button opens either the according settings dialog or a submenu with more options. See below for more details.
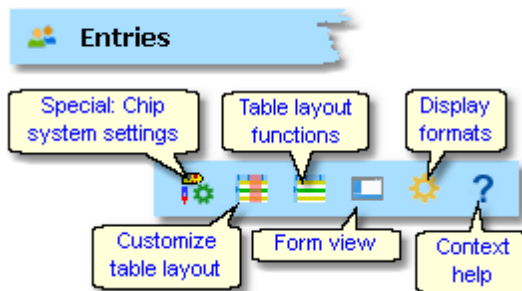
Chip system settings is a special option which is available in the Entries form.

In the *Customize table layout* submenu you can do exactly that: hide/show the table columns and change their order. Columns displayed with yellow background can't be hidden.
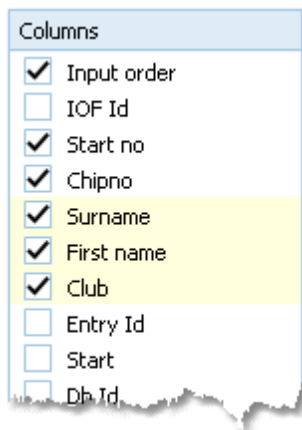
With the *Table layout functions* 🟰
you can change or reset the data grid
layout and define how the data should
be displayed. The sample is from the
entries form and it provides some
predefined layout options. For more
details, see the data grid reference.

Table layout
▦ Group by
Clubs ⌄
⇄ Optimize
↻ Reset
▦ Layout: Pre entries
▦ Layout: Late entries
▦ Layout: Entries of the day
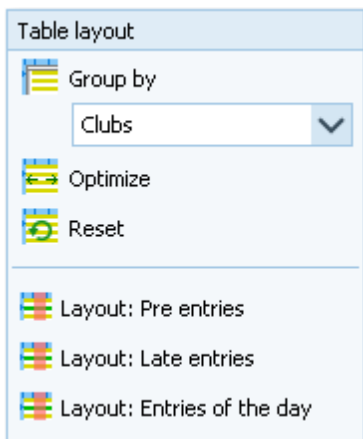
Use the *View* 🔲 submenu to hide/show
some elements of the window. For
working forms you can hide/show the
text in the toolbar.

View
✓ Text in menu bar

The *Display formats* ⚙ submenu offers
format settings for the form, like the time
format shown here.

Time format
HH:MM:SS ⌄
real clock time ⌄

The *Edit toolbar* is common to all working forms.

| 🔄 Refresh | 🔍 Search | ➕ New | ➖ Delete | 💾 Save | ↺ Reset | ⬇ |

| Special functions | | �<eset | ⬇ Vacant | 🔁 Chip | E➤A Class |

| Details | | 👤 Details | 🔴 Club |

Besides the standard edit functions, it may contain special functions. At the right side there may be switches to
display additional Details panels which you can edit together with the main data table. The samples displayed here
are from the Entries form.
Move with the mouse over a button to get a hint about its purpose. For more details, see the data grid reference.

The *settings panel* offers special
settings like in this example for entries
handling. You can open and close it by
clicking on its header. In the same way
you can click on the headers of the sub-
boxes to minimize and reopen them.

Settings ‹
Entries ⌃
☐ Entry of the day mode
☐ Set Rented chip automatically
☐ Set to paid
☐ Use start fee 2
☐ Add start fee surcharge
+50,00 % ⌄
☐ Calculate start time
● beginning ○ end
☐ Read name from chip
Competitors ⌃
Sort mode

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.

.	Start no	Chipno	Surname	First name	Team	^	Birthdate
1	1	8652047	Kolchanov	Oleksandr	Bukovina		14.04.1998
2	1	8652284	Andrusiak	Ivan	Bukovina		20.06.1995
3	2	8652222	Dzalbs	Edijs	Jaukie dzeki		09.05.2000
4	2	8651602	Reneslacis	Valters	Jaukie dzeki		20.11.1998
5	3	8651607	Frenklakh	David	LFK Pyatyorka		08.12.1994
6	3	8652145	Kazarnovskii	Kirill	LFK Pyatyorka		12.03.1998
7	4	8652189	Koshovyy	Yaroslav	Ukrainian brothers		13.03.1995
8	4	8651646	Romanov	Heorhii	Ukrainian brothers		24.01.1996
9	5	8652098	Zeibots	Arvis	Fotosintezes Sintezetaji		26.03.1999
0	5	8651622	Kalnins	Kristers	Fotosintezes Sintezetaji		29.06.1999
1	6	8651409	Olte	Vits Adams	Zalas pedas		08.10.2002
2	6	8652294	Stankevies	Rimants	Zalas pedas		19.03.1999
3	6	8652299	Vasels	Rihards	Zalas pedas		30.09.2002
4	7	8652631	Hudz	Andriy	Kalush-Kharkiv		15.03.1995
5	7	8652282	Kvarta	Dmytro	Kalush-Kharkiv		14.11.1994

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 open and close it by clicking on its header.

Arkiv Sverige 30.09.2022 <D:\Entw2021\ArchiveTest\ArkivSverige2022>

Input	Club	Chipno SI	Surname	^	First name	^	YB	Sex	Db Id	IC
19157	I 19 IF	248892	Öman		Thomas		1964	M	38801	
79085	OK Tyr		Omar		Jean		2011	M	211244	
78792	Östersunds OK		Omberg		Alfred		2021	M	210897	
78150	Östersunds OK		Omberg		Anna		1982	F	210134	
78789	Östersunds OK		Omberg		Arvid		2016	M	210894	
57861	Linköpings OK	2420483	Omberg		Christopher		1991	M	179916	
79696	Östersunds OK		Omberg		Maria		1957	F	212225	
32296	Särna SK		Omblets		Thijn		2007	M	97460	
40010	OK Orion	7060323	Omelchenko		Jakob		2006	M	128067	
36599	Os Hjälpkurvan	8020313	Omelchenko		Maxim		2002	M	114590	
19677	OK Orion	7020313	Omelchenko		Yuri		1971	M	40722	
72976	Vimmerby OK		Omerovic		Adisa		1986	F	203623	
56212	OK Kontinent	208852S	Omfors Macinnes		Georg		2006	M	176505	

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

Modified 🔴

You can customize the appearance of a working form in the way you need and like it. You can hide/show the settings, details and helper panels, adjust the layouts of the grids and customize the size and position of the form. OEScore 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.

5.1.2.1 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.

Competitors	Clubs	Classes					
.	Start no	Chipno	Surname	First name	Team	∧	Birthdate
1	1	8652047	Kolchanov	Oleksandr	Bukovina		14.04.1998
2	1	8652284	Andrusiak	Ivan	Bukovina		20.06.1995
3	2	8652222	Dzalbs	Edijs	Jaukie dzeki		09.05.2000
4	2	8651602	Reneslacis	Valters	Jaukie dzeki		20.11.1998
5	3	8651607	Frenklakh	David	LFK Pyatyorka		08.12.1994
6	3	8652145	Kazarnovskii	Kirill	LFK Pyatyorka		12.03.1998
>7	4	8652189	Koshovyy|	Yaroslav	Ukrainian brothers		13.03.1995
8	4	8651646	Romanov	Heorhii	Ukrainian brothers		24.01.1996
9	5	8652098	Zeibots	Arvis	Fotosintezes Sintezetaji		26.03.1999
0	5	8651622	Kalnins	Kristers	Fotosintezes Sintezetaji		29.06.1999
1	6	8651409	Olte	Vits Adams	Zalas pedas		08.10.2002
2	6	8652294	Stankevies	Rimants	Zalas pedas		19.03.1999
3	6	8652299	Vasels	Rihards	Zalas pedas		30.09.2002
4	7	8652631	Hudz	Andriy	Kalush-Kharkiv		15.03.1995
5	7	8652282	Kvarta	Dmytro	Kalush-Kharkiv		14.11.1994

⏺ 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 provided by the Edit toolbar.

Refresh	Search	New	Delete	Save	Reset

Special functions | Reset | Vacant | Chip | E→A Class

Details | Details | Club

⟳ **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. If you want jump to the next occurrence of the same search text, then click on the magnifier 🔍 at the left end of the field. This may be useful when searching for clubs, which are sorted by club no by default.
➕ **New** - *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 *Reset* 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.
↩ **Reset** - *Esc*	Restores the record to the previous values.

Besides the standard edit functions, the edit toolbar may contain special functions. At the right side there may be switches to display additional Details panels which you can edit together with the main data table. The samples displayed here are from the Entries form.

⏺ 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 in the title bar.
This will display the Columns list. Just check/ uncheck the columns like you want to have it. You can also move the columns in this list by dragging them up or down. Columns displayed with yellow background can't be hidden.
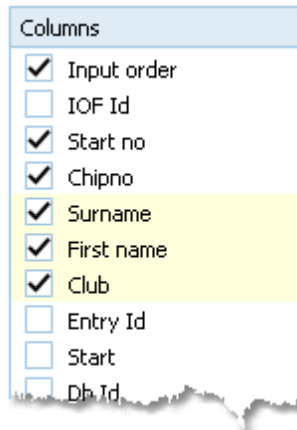
Columns
- ☑ Input order
- ☐ IOF Id
- ☑ Start no
- ☑ Chipno
- ☑ Surname
- ☑ First name
- ☑ Club
- ☐ Entry Id
- ☐ Start
- ☐ Db Id

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

| Chipno | Surname ⌃ | Club |
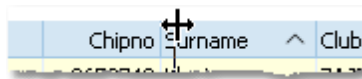
To **move a column**, just grab its header and drag it to the desired position.

There are also some functions provided by the Table layout button in the title bar.
The sample is from the entries form and it provides some predefined layout options. See also the Entries reference.

Table layout
- Group by
  - Clubs ⌄
- Optimize
- Reset

- Layout: Pre entries
- Layout: Late entries
- Layout: Entries of the day
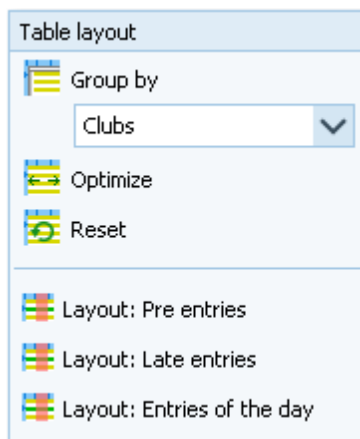
Group by
Groups the records in the table by the selected column. This is available in a few working forms only. See the entries reference for an example.

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.

5.1.2.2 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 report reference.

No	Cl.name ∧	City	Region ∧	Nat
5335		Turengin Sarastus	Häme	FIN
5283		Turun Metsänkävijät	Varsinais-Suomi	FIN
5296		Turun NMKY	Varsinais-Suomi	FIN
5348		Turun Suunnistajat	Varsinais-Suomi	FIN
5393		Turun Visat	Varsinais-Suomi	FIN
5403		Tuusulan Voima-Veikot	Uusimaa	FIN
5445		Ulvilan Ura	Satakunta	FIN
5458		Urjalan Urheilijat	Häme	FIN

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.

5.1.2.3 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:

No	Class ∧
90	H21B
100	H21C
10	H21E
110	H35A
120	H35AL
130	H40A
140	H40AL
150	H45A

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:

No	Class ∧
130	H40A
140	H40AL
150	H45A
160	H45AL

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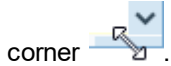
Since the list box selector is actually a small data grid, you have also all the same options for resizing its columns and sorting the list by clicking on the column headers.

5.1.3 Reports

Most reports are accessible directly from the main menu, f.ex. the start list reports.
Some special check or overview reports can be launched directly from their parent working form.
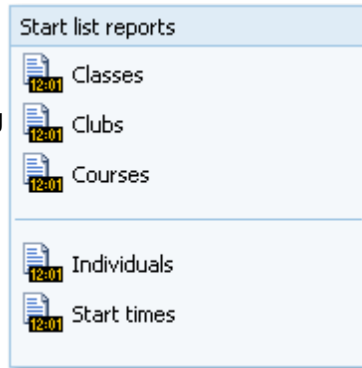
Clicking on a report menu item creates a report window using the selection from the last time. **Note:** only small selections below 10 records will be restored, otherwise always all records will be preselected.
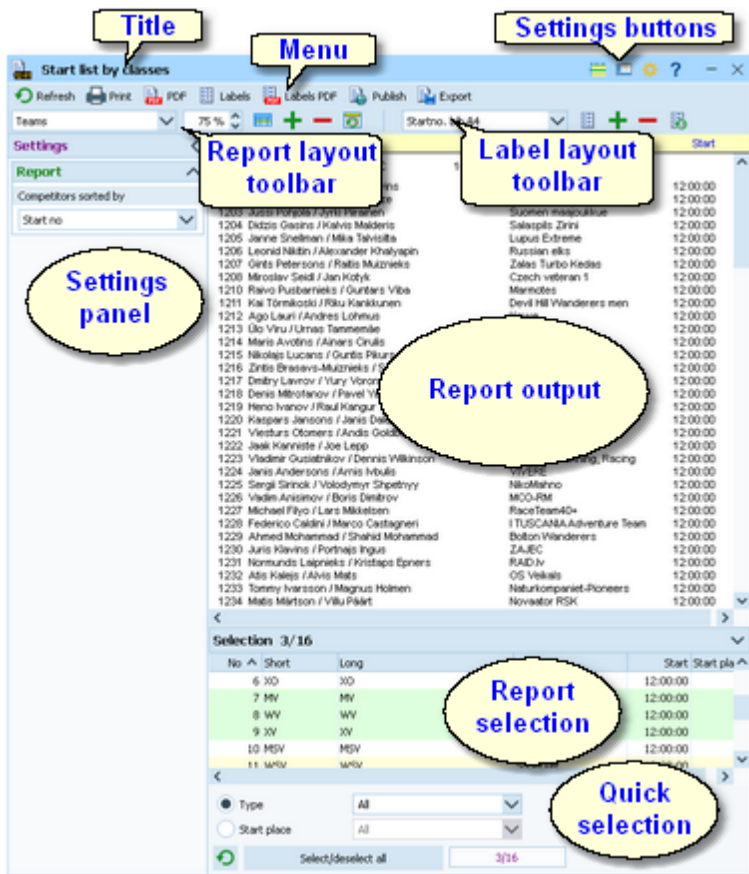
The report window will stay visible until you explicitly close it.

Report window components

The *title* shows the name of the report.
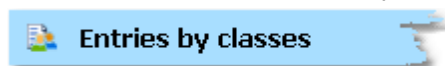
In the **menu** you find the basic report functions. For more details, see the paragraph below.

The **settings buttons** in the title bar provide basic settings for the report. Mostly these are the Selection layout, the View settings and Display formats. Also, you find the context help button there (you can also invoke it by the **F1** shortcut). See below for more details.
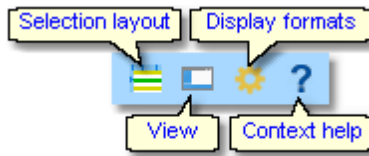
With the **Selection layout functions** ☰ you can optimize or reset the selection grid layout.
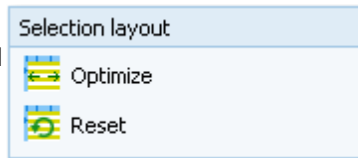
Use the **View** □ submenu to hide/show some elements of the report window. You can hide almost all elements located at the window borders, to get the most space for the report output.
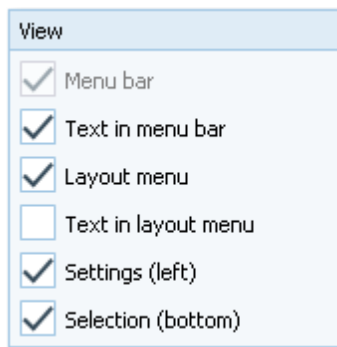
The **Display formats** ✿ submenu offers format settings for the form, like the time format shown here.
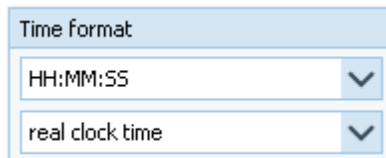
The **Report** and the **Label layout toolbar** provide the functions to manage and edit the layouts. Both work nearly identically. You can have multiple layouts both for the report itself and the labels. You can select the desired layout from the list box.
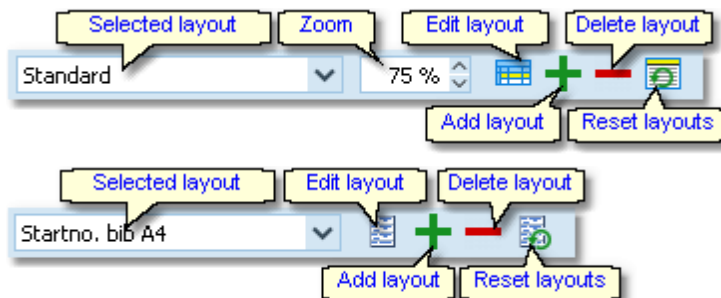
For more details, see the paragraphs below. For details on how to edit layouts, see the Report layout editor reference and the Label layout editor reference.

The **settings panel** offers special options for the report output. You can open and close it by clicking on its header. In the same way you can click on the headers of the sub-boxes to minimize and reopen them.

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

Stno	Chipno	Name	Club	Start
MV (63)		WRC	102 C (575)	24:00:00
1201	8652658	Armands Teteris / Ivars Purvins	Green power	12:00:00
1202	8652880	Artis Dobulis / Edgars Bremze	Izturiba	12:00:00
1203	8652210	Jussi Pohjola / Jyrki Piirainen	Suomen maajoukkue	12:00:00
1204	8652849	Didzis Gasins / Kalvis Malderis	Salaspils Zirini	12:00:00
1205	8651507	Janne Snellman / Mika Talvisilta	Lupus Extreme	12:00:00
1206	8652306	Leonid Nikitin / Alexander Khalyapin	Russian elks	12:00:00
1207	8652746	Gints Petersons / Raitis Muiznieks	Zalas Turbo Kedas	12:00:00
1208	8651576	Miroslav Seidl / Jan Kotyk	Czech veteran 1	12:00:00
1210	8652667	Raivo Pusbarnieks / Guntars Viba	Marmotes	12:00:00
1211	8652666	Kai Törmikoski / Riku Kankkunen	Devil Hill Wanderers men	12:00:00
1212	8652695	Ago Lauri / Andres Lohmus	Kawe	12:00:00
1213	8651405	Ülo Viru / Urmas Tammemäe	ELO	12:00:00
1214	8652679	Maris Avotins / Ainars Cirulis	Resnais Susurs	12:00:00
1215	8652214	Nikolajs Lucans / Guntis Pikurs	GuN 2017	12:00:00
1216	8651467	Zintis Brasavs-Muiznieks / Salvis Brasavs	ALNIS MV	12:00:00
1217	8651585	Dmitry Lavrov / Yury Voronov	Nevermore	12:00:00
1218	8652208	Denis Mitrofanov / Pavel Yakovlev	Red Dry	12:00:00
1219	8651525	Heno Ivanov / Raul Kangur	312	12:00:00
1220	8652165	Kaspars Jansons / Janis Dalderis	CT NOMA	12:00:00
1221	8652899	Viesturs Otomers / Andis Goldbergs	VAI VAI	12:00:00
1222	8652846	Jaak Kanniste / Joe Lepp	JJ WEST	12:00:00
1223	8651631	Vladimir Gusiatnikov / Dennis Wilkinson	Get Lost! Running, Racing	12:00:00
1224	8651408	Janis Andersons / Arnis Ivbulis	VIVERE	12:00:00
1225	8652228	Sergii Sirinok / Volodymyr Shpetnyy	NikoMahno	12:00:00
1226	8652883	Vadim Anisimov / Boris Dimitrov	MPO-RM	12:00:00

In the *selection panel* you can select the records which should be reported. Sometimes there are *quick selection* options available, f.ex. by the class type in this sample.
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.

No ^	Short	Long	Type	Start	Start place
2	WY	WY	Youngster	12:00:00	
3	XY	XY	Youngster	12:00:00	
4	MO	MO	Open	12:00:00	
5	WO	WO	Open	12:00:00	
6	XO	XO	Open	12:00:00	
7	MV	MV	Vet	12:00:00	

Selection 3/16

- Type: Open
- Start place: All

Select/deselect all   3/16

For the average report, there is no *status bar* visible. However, there are "live" reports which display the progress here.

Chip1 1
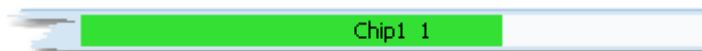
Report menu

The report menu provides the basic functions of a report.

🔄 Refresh   🖨 Print   📄 PDF   📋 Labels   📋 Labels PDF   📤 Publish   📤 Export
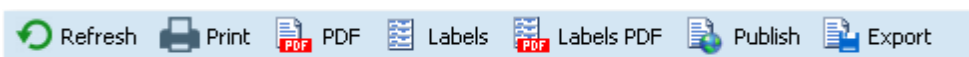
🔄 **Refresh - *F5***	The report will be refreshed. Do so after you had changed the selection or other report options. It may also necessary to refresh the report if you expect that the underlying data had changed in the meantime. Some special results do refresh themselves automatically.
🖨 **Print**	The 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 Label 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.
📤 **Publish**	The report will be written to one or more HTML or TXT file(s). See also the Publish 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.
📤 **Export**	The report will be written to a CSV or XML file. See also the Export dialog reference. 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 Upload files reference for more details.
![icon] Send EMails	Some reports do also offer the Send EMails button. See the Send Emails reference 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.
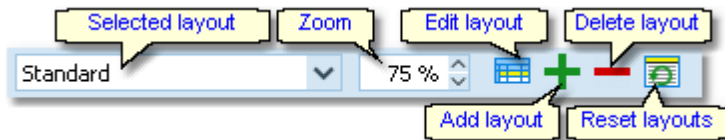
Selected layout	You can select a layout from the list. **Note:** the first layout created automatically by OEScore will always be called *Standard*. You can modify this name in the Report layout editor if you like.
Zoom	Sets the zoom for the report. You may change it quickly by directly typing into the field.
![icon] Edit	Invokes the Report layout editor. See the Report layout editor reference for more details.
✚ 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.
![icon] Reset layouts	This resets the complete layout set for this report back to the default layouts which had been installed with OEScore. 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.
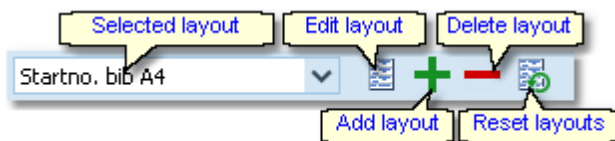
Selected layout	You can select a layout from the list.
![icon] Edit	Invokes the Label layout editor. See the Label layout editor reference for more details.
✚ Add layout	Duplicates the current layout into a new one. So, if you want to *create an additional label type*, then first select the one which 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.
![icon] Reset layouts	This resets the complete label layout set for this report back to the default layouts which had been installed with OEScore. 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 OEScore installed new or updated layouts

With upcoming releases or updates of OEScore, 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, OEScore will detect which layouts had been added or updated and it will add them to your working layout file, leaving the existing layouts unchanged. OEScore will then prompt you:

New report layouts installed

Compare the new layouts to the old ones.
Remove the hint *New* from the layout descriptions.
Finally remove the corresponding outdated layouts.

✓ OK
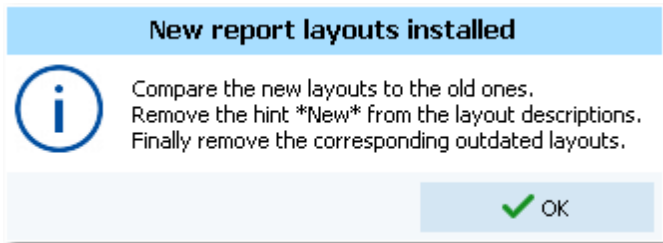
The same dialog will appear if label layouts had been updated, with the difference that it tells you New **label** layouts installed in the title. You can recognize the new layouts by a preceding *New* in the layout description.

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 OEScore, new and updated layouts are documented in the Release Notes V.12.1. 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.

5.1.3.1 Report layout editor

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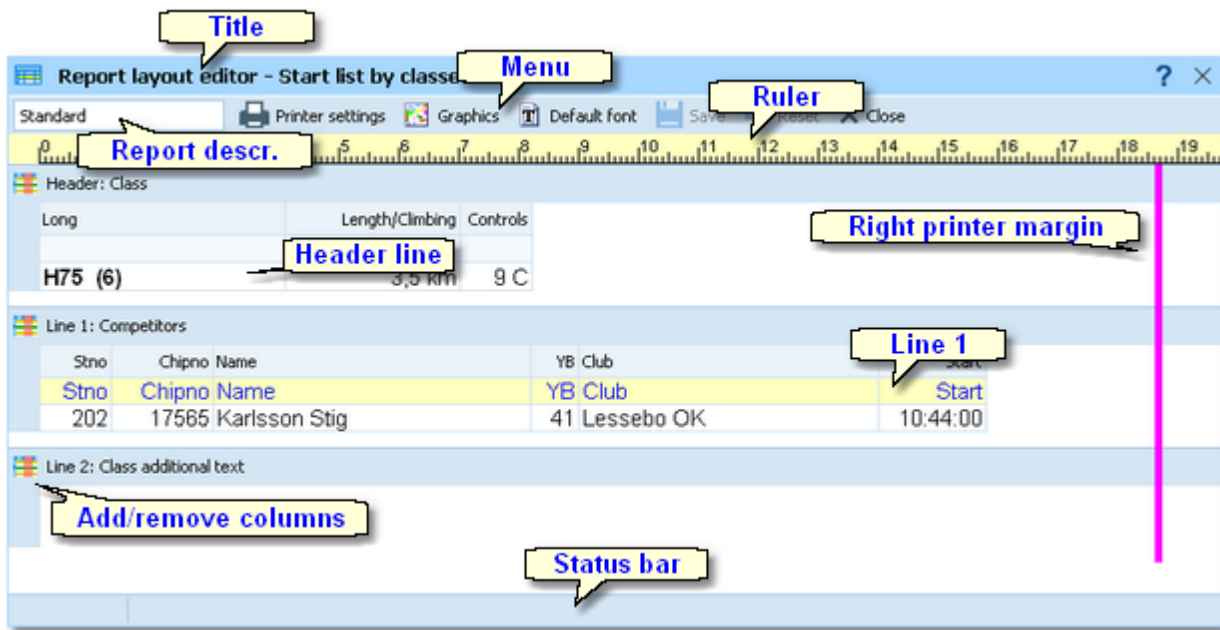
Report layout editor components

The *title* shows the name of the report.
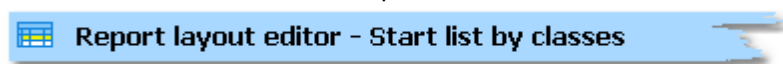
In the *menu* you find the basic report layout editor functions. For more details, see the paragraph below.

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.
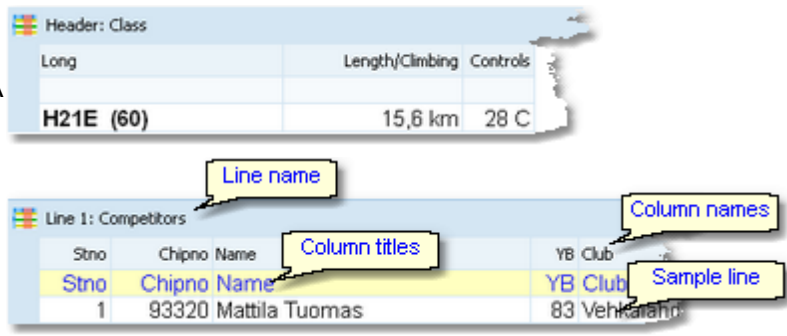
The *right printer margin* shows the margin given by the printer's page width. You can change this by choosing another printer or paper format. See the menu paragraph below.

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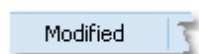
Report layout editor menu

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

| Standard | | 🖨 Printer settings | 🖼 Graphics | 🔠 Default font | 💾 Save | ↩ Reset | ✖ Close |
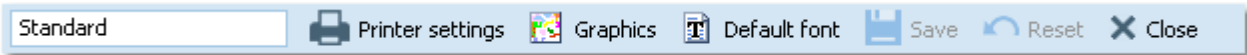
Report description

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.

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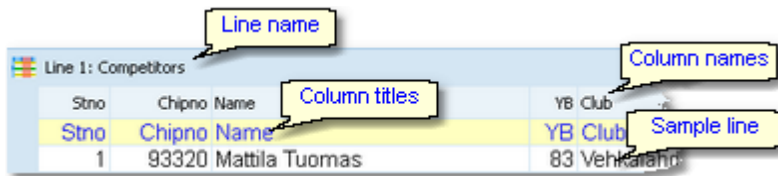
The line name and the sample line show you which kind of line you are working on. In the sample line, every column is displayed WYSIWYG, using the column's font. The column names are predefined by OEScore while you can modify the column titles. Usually the column titles are preset to the column names.

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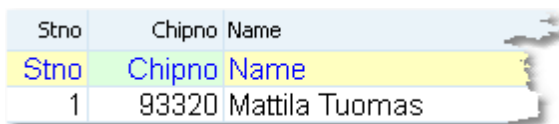
To *select multiple columns*, *Shift-Click* or *Ctrl-Click* all of them.

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

This will display the columns list of the line. Just check/uncheck the columns like you want to have it. You can also move the columns in this list by dragging them up or down.
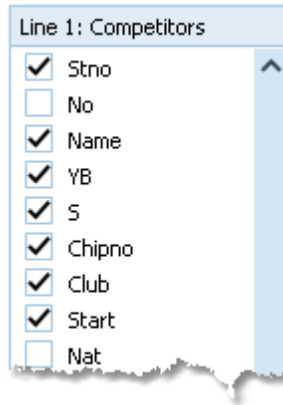
To *resize a column*, grab the right edge of the header and drag it to the right size.

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.
T Font	Sets the font for this column.
TE Text	This will popup a dialog where you can modify the heading text of this column.
T Default font	Resets the column's font to the report default font.
TE 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.
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. If you check the option Scale font, then the fonts will be scaled accordingly, otherwise the

font sizes will not be changed.

− 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 OEScore by appropriate text, like the punch numbers. You can customize them by just entering the desired text. If you want to get back the default headers, then simply reset to the *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.

OEScore includes a report 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.

Report graphics designer

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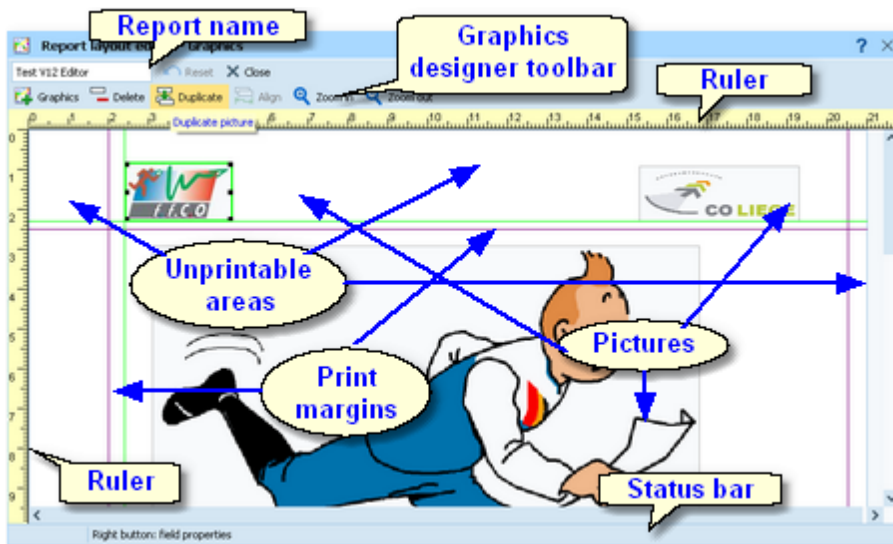
The report graphics designer works nearly in the same way as the Label layout editor, with the main difference that here you have graphics fields only.

Report graphics designer components

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

Test V12 Editor

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

Insert picture

Duplicate pictures

Graphics — Delete Duplicate Align Zoom in Zoom out

Delete pictures   Align pictures   Zoom
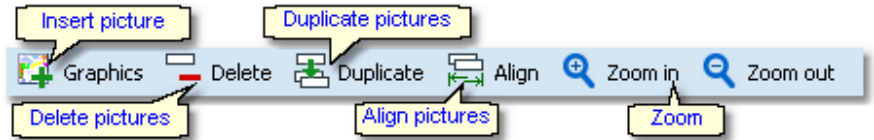
The ***rulers*** are just an aid for sizing and positioning the pictures.

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

Modified

.

Report graphics designer toolbar

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

Reset

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

Insert picture

Duplicate pictures

Graphics — Delete Duplicate Align Zoom in Zoom out

Delete pictures   Align pictures   Zoom
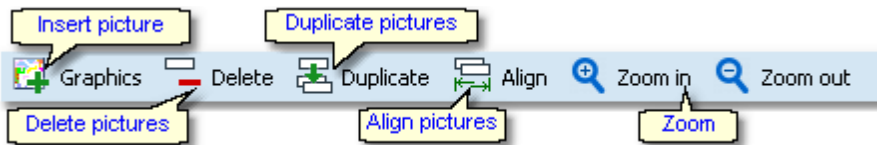
Insert picture	Inserts a new picture field. This field has no picture assigned initially. *Right-click* and select an image file via the popup menu. For more details see the next paragraph.
Delete pictures - *Del*	Deletes the selected pictures.
Duplicate pictures	Duplicates the selected pictures.
Align 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

D:\Entw2018\OLEinzel\Report\LogoFFC(

Reset to original size

Image

Select the image file here.

 Reset to original size

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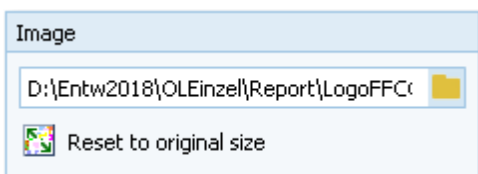
To *select a picture*, just click anywhere on it. It will be marked by a green box. The green helper lines should help you to get the best precision when positioning the picture.
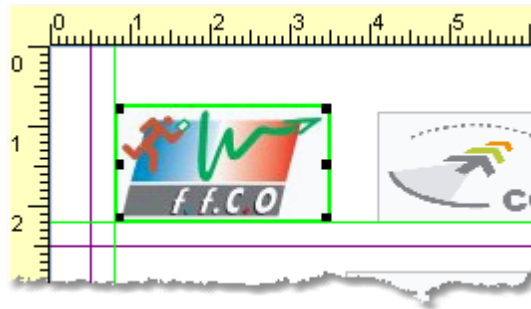
To *select multiple pictures*, *Shift-Click* or *Ctrl-Click* all of them. Note that the last selected picture is marked by the blue box. This is the one which is used as the reference for the Align function, see the above paragraph.
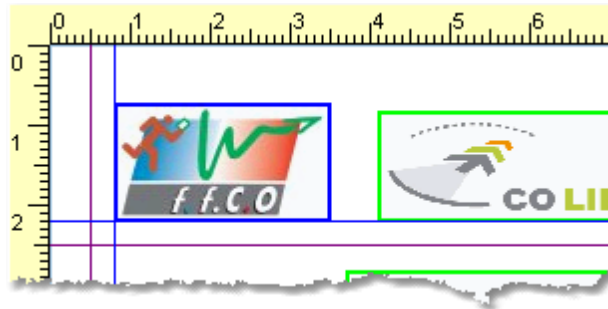
Sometimes it may be easier to use the selection rectangle. Click anywhere left and above the left-top-most picture you want to select. Note that you must not click into a picture since in this case you would select this picture only. Hold the left mouse button down and drag the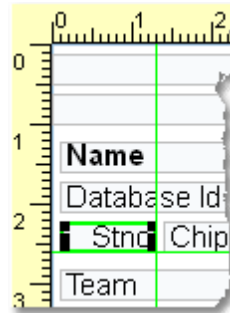 mouse to the bottom right. The selection rectangle will appear and it will follow your mouse moves. When you have all pictures inside the rectangle then release the mouse button. All pictures will be selected which were completely inside the rectangle.

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.

5.1.3.2 Label layout editor

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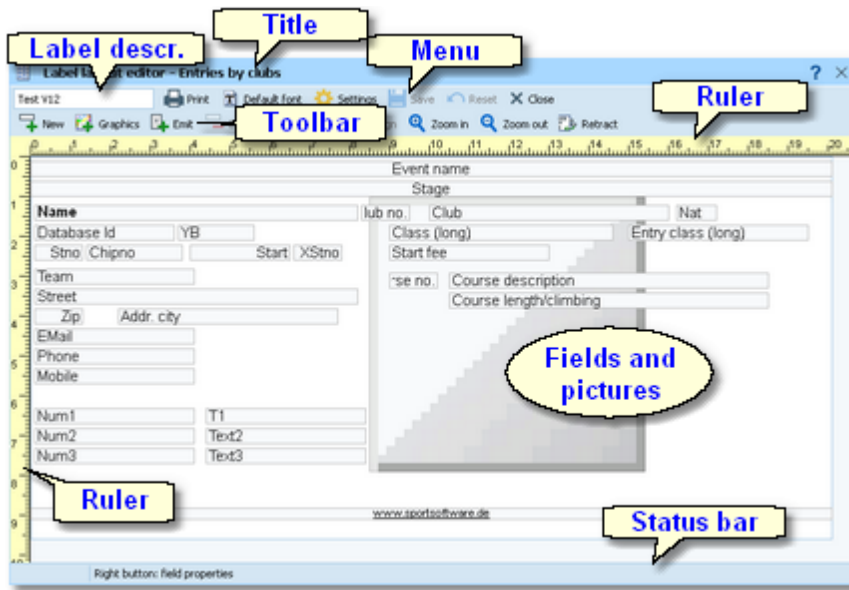
Label layout editor components

The *title* shows the name of the report.
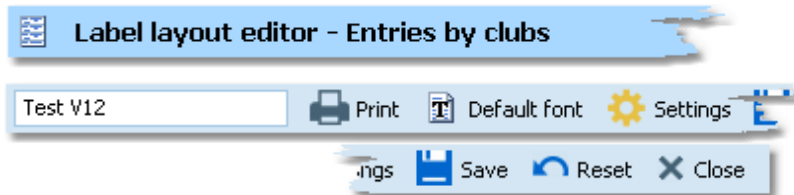
In the *menu* you find the basic label layout editor functions. For more details, see the paragraph below.

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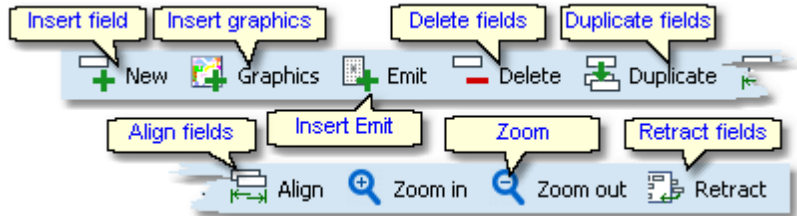
The *rulers* are just an aid for sizing and positioning the fields.

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.
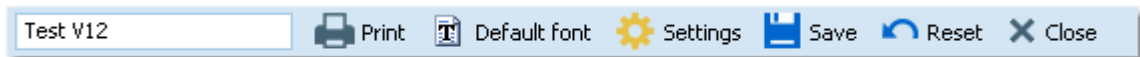
Label description	You can give the label layout a description which tells you for what it is designed for.
Print	Prints a sample page using the current printer settings.
Default font	You can select the default font for the label. This should be the one which is used for the most fields. Of course the 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.
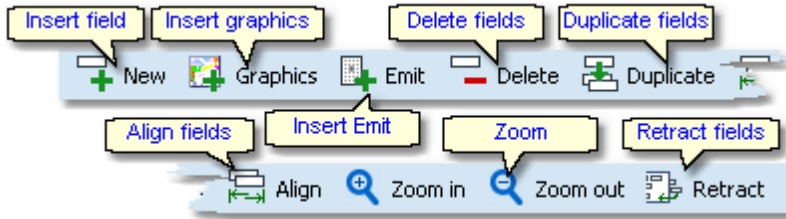
➕ Insert field - *Ins*	Inserts a new field. This field has no type or text assigned initially. *Right-click* and select a data field or enter a fixed text via the popup menu. For more details see the next paragraph Customizing a field's properties.
🖼️ Insert graphics	Inserts a new graphics field. This 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 this additional button 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:
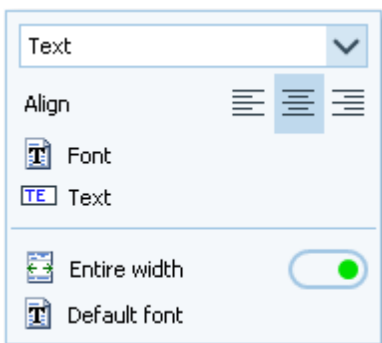
There are also additional properties like the font etc. **Note:** if multiple fields are selected, this modifies all the selected fields.

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.
TE Text	This will popup a dialog where you can enter the text if this is a text field.
▤ Entire width	If set to **ON**, then the field will always cover 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.
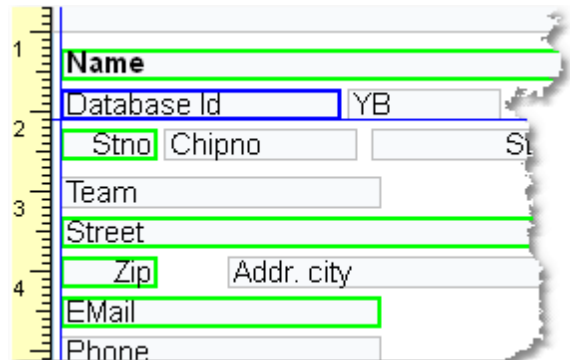
To *select many fields*, it may be easier to use the selection rectangle. Click anywhere left and above the left-top-most field you want to select. Note that you must not click into a field since in this case you would select this field only. Hold the left mouse button down and drag the mouse to the 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.
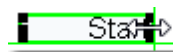
To *move fields*, first select all of them and then drag them to the desired position.

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:
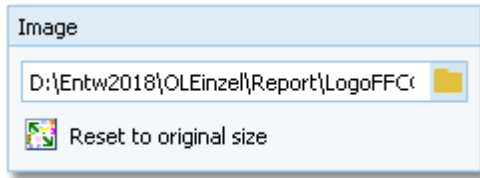
Image   Select the image file here.

 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 V11

You **can't use** the V11 labels in this new SportSoftware V12. But you can "copy manually" (only!) those which you want to use in future also. This is not much work and by this way you get rid of all those many layouts which had been left unused over the years.

Proceed as following:

- Print the old layout from OEScore V11. 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.

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 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.

OEScore 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.

5.1.3.3 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.
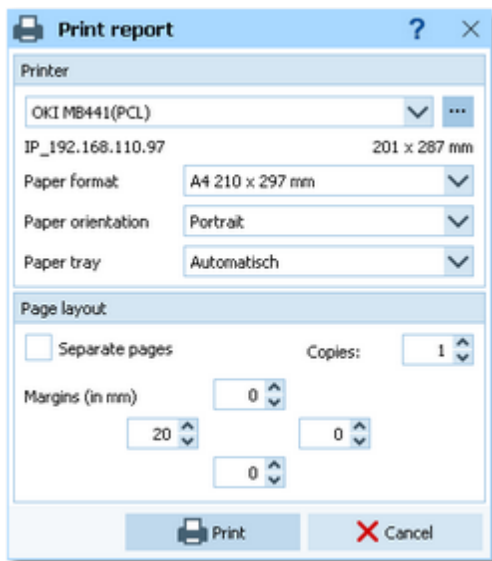
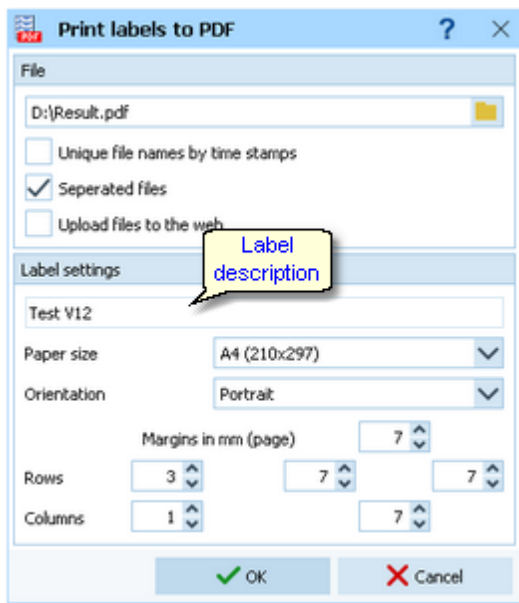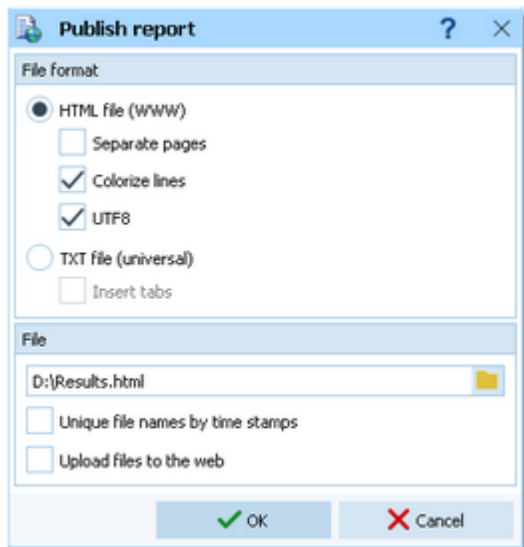|	
Printer	Select the printer from the list box. With the other listboxes you can define the Paper format, the Paper orientation and the Paper tray. Click on the button ··· to open the Windows printer properties dialog, where you can define additional properties. The paper size will be displayed.
Separate 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

5.1.3.4 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.
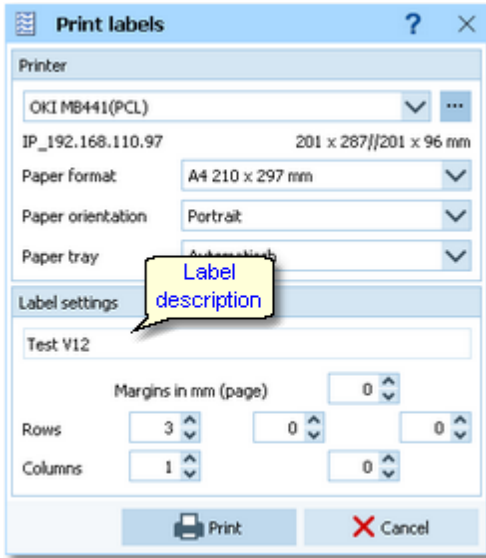
Printer   Select the printer from the list box.
                                With the other listboxes you can define the Paper format, the Paper orientation and the
                                Paper tray. Click on the button ··· to open the Windows printer properties dialog, where you
                                can define additional properties.
                                The paper size and the size of a single label will be displayed.

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

5.1.3.5 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 Select file 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 Separate 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.
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

Upload files

Report layout editor

5.1.3.6 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 Select file 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

Reports

Upload files

Label layout editor

5.1.3.7 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 or yellow.
UTF8	By default, the export file is UTF8-encoded. Uncheck this option if you explicitly wish to have the file encoded by the Windows codepage.
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 Select file 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

5.1.3.8 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.
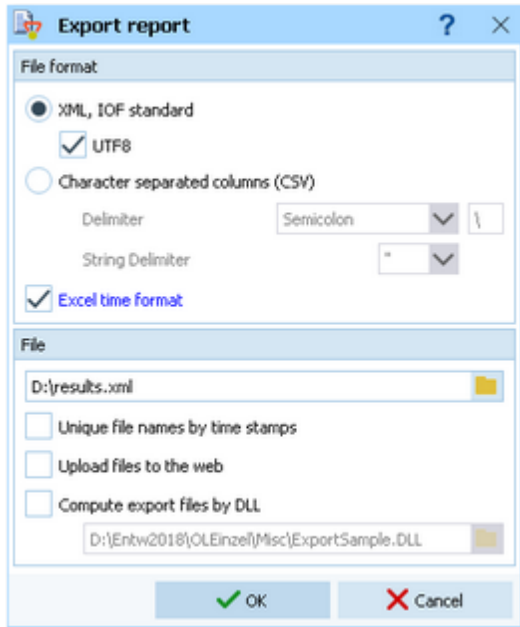
File format	Select XML or CSV.
CSV	The record structure is given in a special header line at the beginning of the file. The first column is always empty, headed by a unique identification of the export file. There are many exports of OEScore which can also be imported using the same format. The imports 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 the XML format defined by the IOF.
UTF8	By default, the export file is UTF8-encoded. Uncheck this option if you explicitly wish to have the file encoded by the Windows codepage.
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 Select file 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 OEScore's own CSV

format as well as the IOF XML format, f.ex. Winsplits.

OEScore 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 OEScore, a demo DLL named *ExportSample.DLL* is included. You find it in the subfolder *\Misc* of your OEScore 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

Reports

Upload files

Result Reports

5.1.3.9 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.
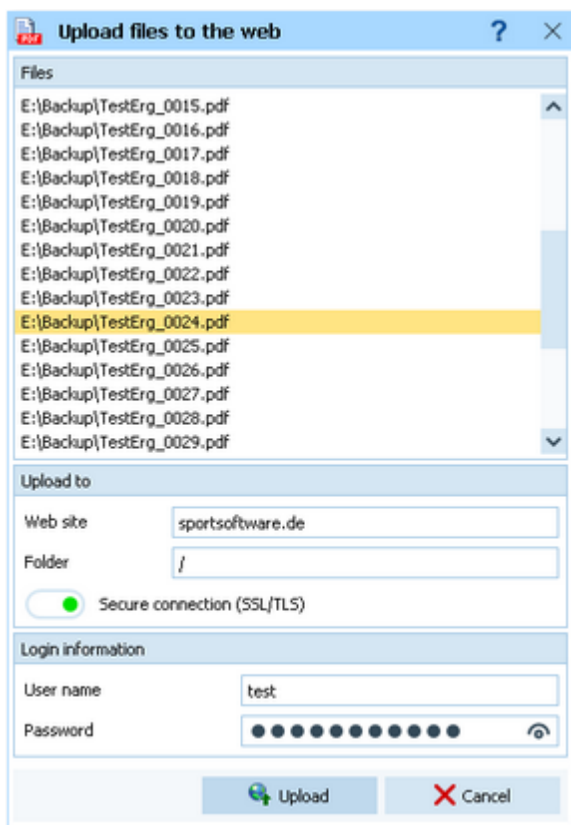
Files		Displays all the files which had been created by the Publish or Export function of the report.
Upload to		Enter the URL of your web site and the destination folder on this server.
Login information		To be allowed to login on this server, you will need a valid user name and password. Ask the owner or web master of this site for the correct settings. Secure connection: Set this option to **ON** if your mail 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.
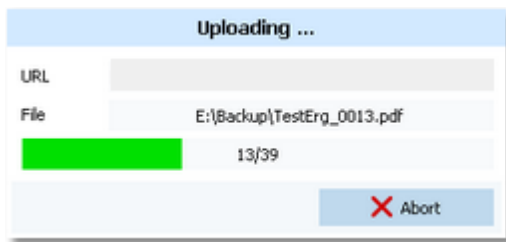
See also

5.1.3.10 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
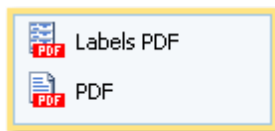
where you can select whether the report or a special label layout should be used as email attachment.

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. The dialog for the labels works in a similar way.
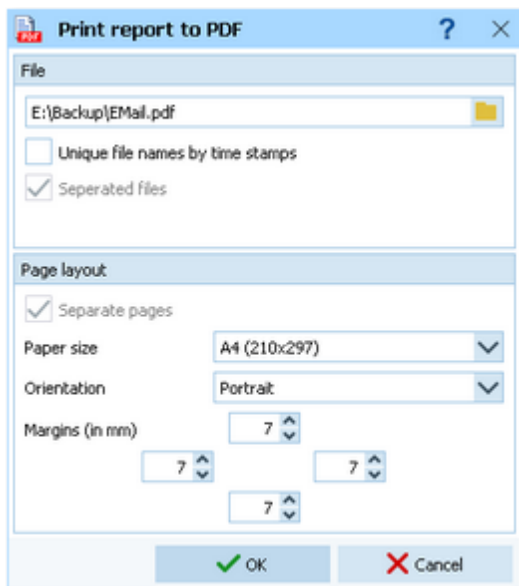
The report will be printed to PDF with the *Seperated files* option which creates an extra file for every addressee. It is a good idea to check *Unique file names by time stamps* and have those email attachments saved in a special folder. This way you have some kind of logged information what you did 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.
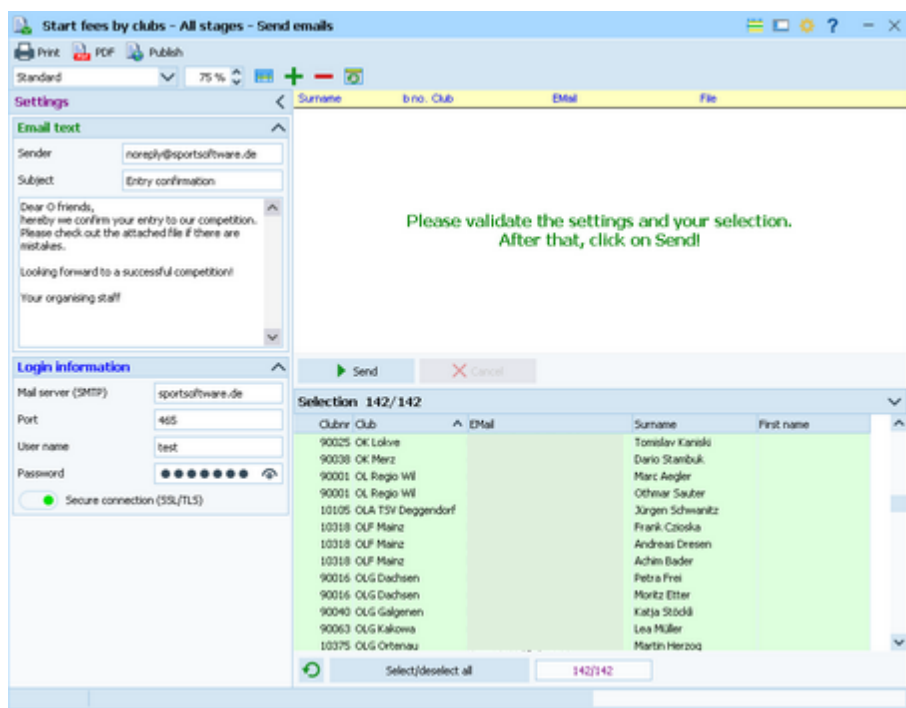
Check out the settings at the left. Normally you will set up this the first time you are sending and keep this unchanged afterwards.

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: Set this option to **ON** 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*.

The 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.

See also
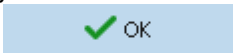
Reports

PDF dialog

Publish dialog

Label PDF dialog

5.1.4 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:

5.2 Event

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

On starting, OEScore always selects the previously selected event. Via *Event - Select*, 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 OEScore. 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

5.2.1 Select event

On starting, OEScore always selects the previously selected event. If this event cannot be found, you will get a message. OEScore 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".
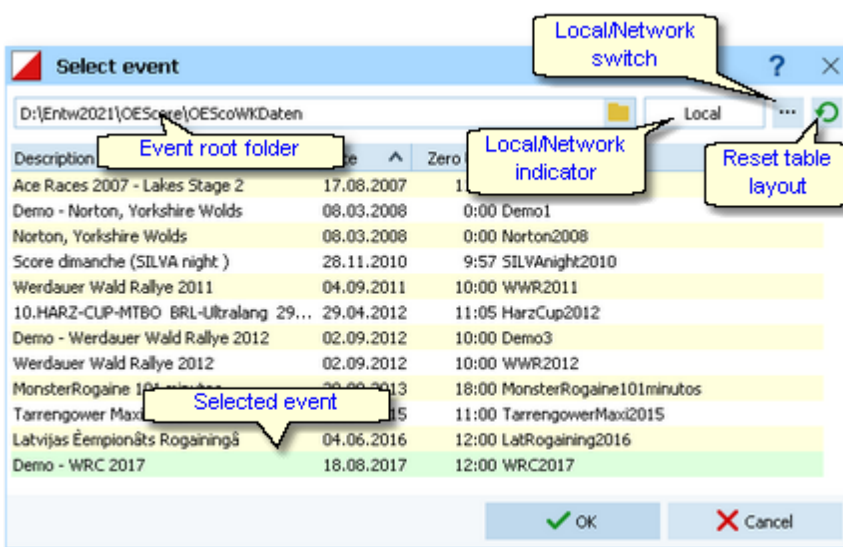
When opened, this dialog displays all the relevant events which can be found in the current event root folder. Relevant

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 Select folder 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

You can have the event root folder on any remote hard disk without any limits. Once you had used a remote folder, OEScore 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

5.2.2 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 event type. OEScore distinguishes between 3 different event types. The event type is shown in the status bar next to the chip system.

Standard: Individuals, normal score O, teams supported
This is the normal individual competition, and you can have teams. In all reports the teams are shown like a single competitor, with all names of the team mates in the name column. Just like so far.

Teams only, normal score O
You can edit an extra name for the team. Team mates can be from different clubs.
In all reports the teams are shown with their team name and optionally the names of the team mates in extra lines, just like you are used to from relay teams.

Teams only, Rogaining
A Rogaining competition follows special rules. The report layout is the same as given above. *Look for Rogaining* in the index to find more about these special rules.

Select the chip system. With the ***Chip system*** 🔧 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.

You can set some options how the team punches should be handled. These options are obligatory for Rogaining competitions but they could also be interesting for the other event types.
By Teams: Everybody has to punch you can define whether a control must be punched by all team mates or not to be counted for the score result. *This feature is not yet implemented in the first releases!*
The max. difference defines within which time all team mates have to punch the same control, so that this will be counted. Rogaining competitions usually have a value of 1 minute here. With the rules, you can define additional penalty points if the maximum punch difference has been violated. Leave the field blank if there is no limit.
Hidden control codes also comes from Rogaining. That means that the "official" code given on the map is not the real code in the control station. But for the result only this "hidden" code will count. This had been introduced for Rogaining competitions which last for 24 hours and more (in large areas of many square kms) , to prevent against punch cheating.
For more details about how these options are computed, see the Evaluate chips and Replacement controls references.

In the printed reports, the event description is printed on top of every page. If you want to display more information about the event there, you can 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.

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
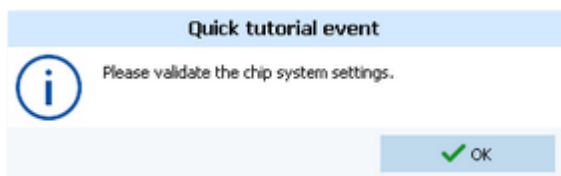
Just do so ...

See also

5.2.3 Create a new event

When creating a new event, the Event settings dialog will be displayed. See the Event settings reference for more details.

OEScore will switch into this new event automatically.

See also

5.2.4 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**.
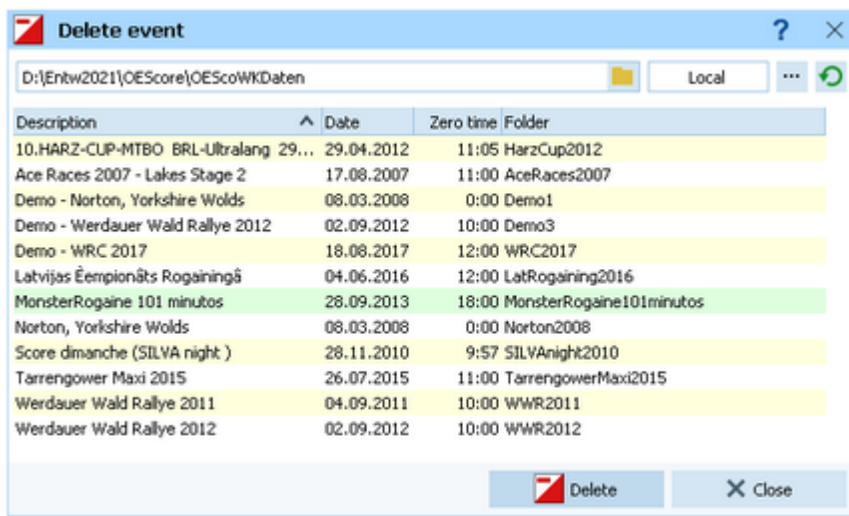
Notice: If you are working with different restricted user accounts, then please first study the Working with restricted user rights chapter.

See also

5.2.5 Backup event

Do not forget backing up your current event after each working session with OEScore.
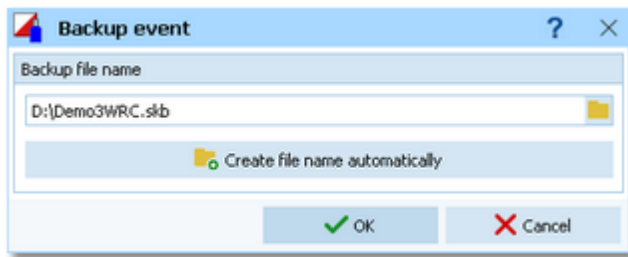
This function saves your event into a single compressed file of type *.skb*.

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

5.2.6 Restore event

With a periodical backup, you have the chance to restore your event data in error cases.
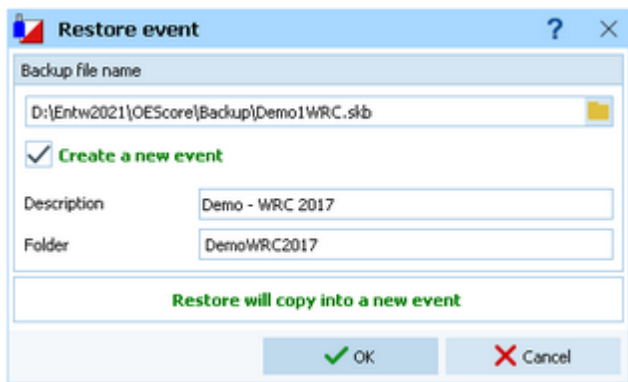
Select the backup file which contains your backup dataset. Normally this should be preset from the previous backup.

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 OEScore. 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

5.2.7 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.
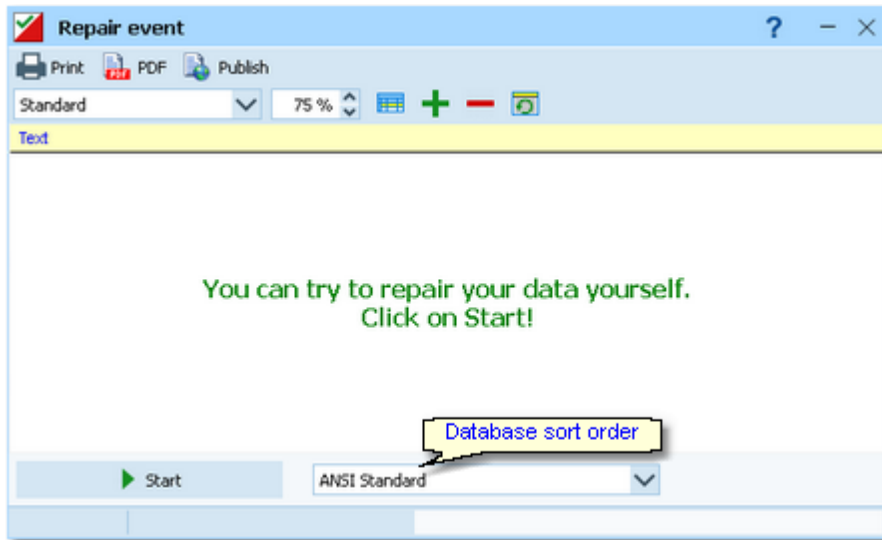
Click on *Start*. The data will be repaired. Internal structures and file size will be optimized, using the selected database sort order.If you need, you can print the protocol.

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 and 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

5.2.8 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.
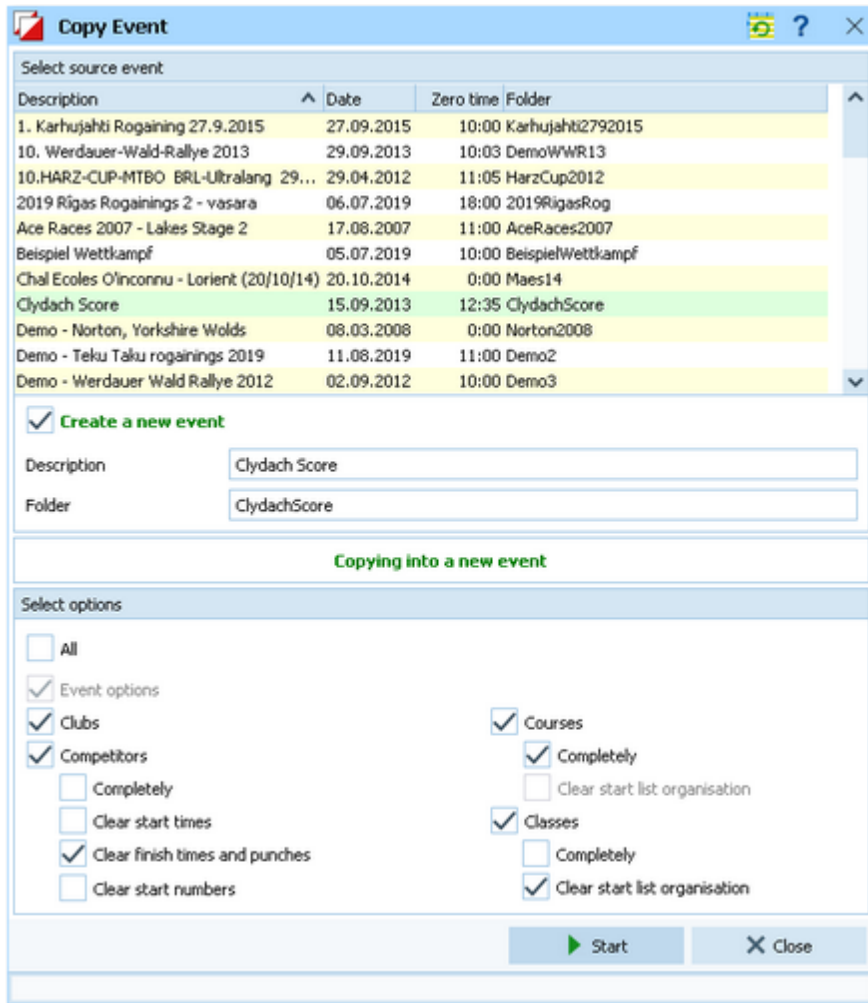
When opened, the source events list displays all the relevant events which can be found in the current event root folder. Relevant events are all those SportSoftware events which match the type and license of the application.

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. As an option, you can clear the start list organisation, if you had drawn by courses. This will enable you to set up a new startlist from the beginning.
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](#)

5.3 Entries Overview

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

Edit	Reports - Competitors	More reports
Entries	Entries	Clubs
Entries of the day	Clubs	Addresses of clubs
Start fee settings	Classes	
Distribute Elite entries	Individuals	Classes
Import	Entries summary	
Entries	Clubs	
	Classes	
Classes	Start fees	
Ranking	Overview	
	Clubs	
	Individuals	
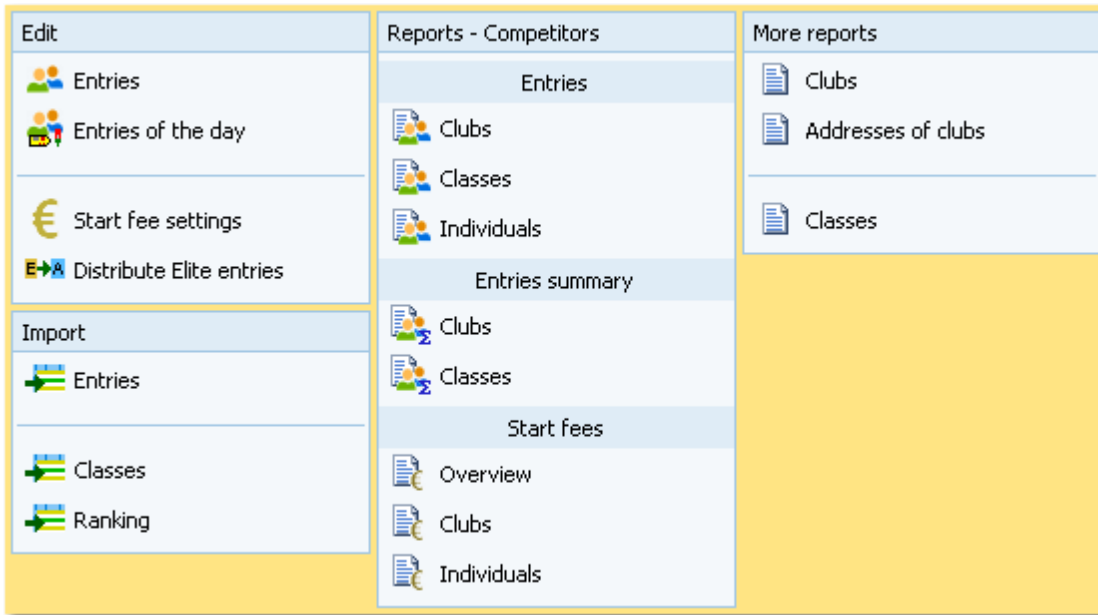
With *Entries - Edit*, you open the entries form. Since the entries form is very complex, the reference had been split to several topics:

- Entries (competitors)
- Classes
- Clubs
- Start fee settings

For entries of the day, you can decide whether you want to use the normal entries form with the EOD option or the special Entries of the day form.

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.

In some countries (so far I personally know Sweden and Finland only), the Elite classes are limited to a maximum number of competitors. Everyone who is qualified, can first enter for Elite. However, after the entries deadline, the organiser will import the current ranking points and then use the Distribute Elite entries function to select the best ranked for Elite and move those beyond the limit into an A or E2 class.

There are various reports about entries available.

See also
Managing entries - Task based help

5.3.1 Entries

The Entries form has three grids where you can edit competitors, clubs and classes. Look at the top of the data grid.
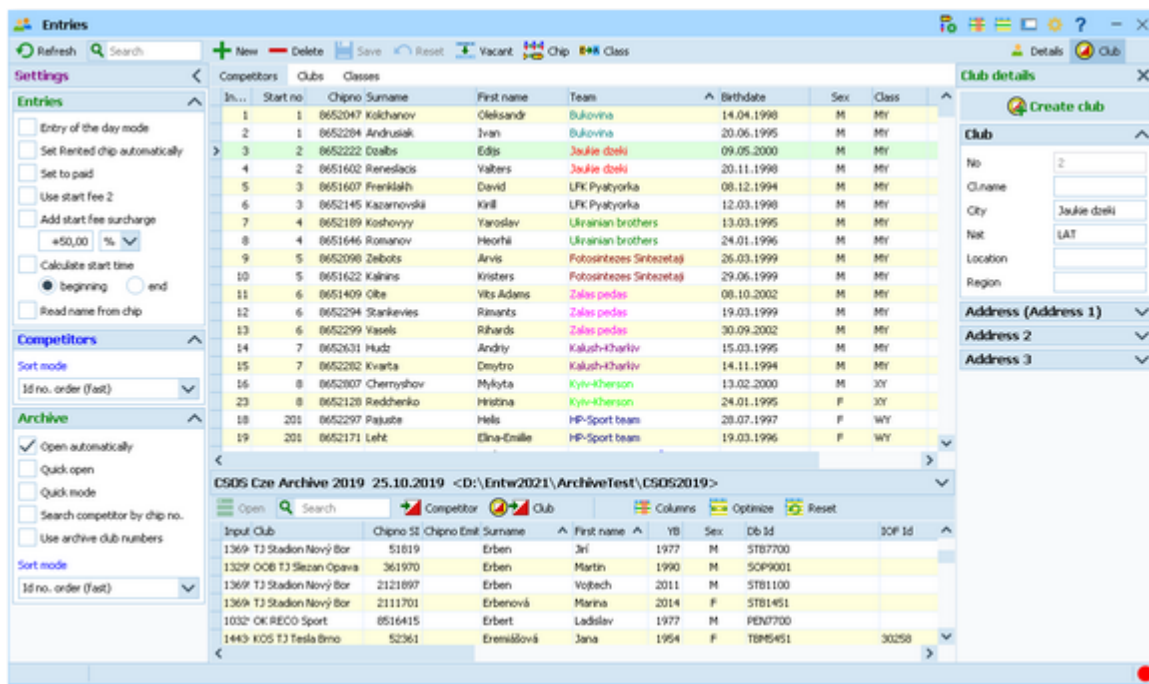
This topic deals with the Competitors grid of the entries form only. For more information on clubs and classes see the Clubs reference and the Classes reference.

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. These functions are available with the Customize table layout button 🔲 and the Table layout button 🔲 in the title bar. 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 competitors 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 and start time.
Entries of the day	Use this layout for entries of the day or direct entries. This is like the pre entries layout but including start number and start time.

You can use any of the predefined layouts as a starting point for your customizations.

⊟ Customizing the settings

Chip system 🔧	This will open the *Chip system submenu*. You can select and restart the device, and define the Chip system settings. For more information see the Handling the chip system devices reference.
Display formats ⚙	You can define the Time format and the Name format.

Entries

These settings define the behaviour of this function when adding competitors.

Entry of the day mode	In this mode, the EOD panel will be displayed. For more details, see the Entries of the day paragraph below.
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.

Set to paid	The Paid column will be checked automatically with a new entry. This is useful for entries on the day, since normally they come, pay and run.
Use start fee 2	With the classes, you can define a second start fee. Sometimes it is used for two different start fees for direct classes.
	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.
Calculate start time	You have the possibility to calculate a start time immediately for a new entry. This feature is useful for late entries outside the vacant places or for entries on the day. You can choose whether the start time should be calculated before the first existing or after the last existing start time in this class.
	Notice: The absolute precondition that this will work is that you have defined a valid start organisation for this class!
Read name from chip	With SportIdent and the right SICard type you have the possibility to read the competitor's details from the chip. This setting has priority over using the archive.
	If you check this option, then the name, club, address, age and sex will be read from the SICard. This works together with SICard6 and newer only.
	Sex is saved as text on the SICard. Therefore, this text must match the terms which are displayed by OEScore in reports. Otherwise the competitor will be saved as male.

Competitors

Sort mode	You can define the sort mode for classes, clubs and teams. They can be sorted by their Id numbers (class, club or team 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 Using the archive below.

─ Editing competitors (entries)

Before you can begin here, you must have the classes defined. See the Classes reference.

Be sure that you are displaying the competitors grid Competitors .

Competitors	Clubs	Classes						
In...	Start no	Chipno	Surname	First name	Team ^	YB	Sex	Class
1	1	8652047	Kolchanov	Oleksandr	Bukovina	1998	M	MY
2	1	8652284	Andrusiak	Ivan	Bukovina	1995	M	MY
3	2	8652222	Dzaĺbs	Edijs	Jaukie dzeki	2000	M	MY
4	2	8651602	Reneslacis	Valters	Jaukie dzeki	1998	M	MY
5	3	8651607	Frenklakh	David	LFK Pyatyorka	1994	M	MY
6	3	8652145	Kazarnovskii	Kirill	LFK Pyatyorka	1998	M	MY
7	4	8652189	Koshovyy	Yaroslav	Ukrainian brothers	1995	M	MY
		8651646		Heorhii		1996	M	MY

When working on the competitors, 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*.
Club	Selecting and assigning an existing club just works in the same way as with the class. You

can add new clubs and edit club details together with the competitor.

Click on the Club details button Club to open this panel.
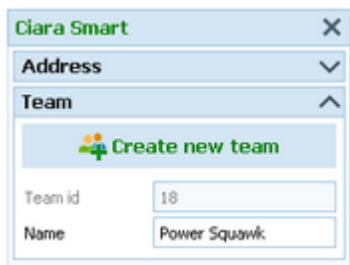
To create a new club, just click on the button Create club to create it and enter its details. See the clubs reference for more details about the input fields.

Team   For team-based score competitions and Rogaining, you can define the team in this column and omit the club.

Selecting and assigning an existing team just works in the same way as with the club and class. The team dropdown list will display the teams of the class only. You can add new teams and edit team details together with the competitor.

Click on the Details button Details to open this panel.

To create a new team, just click on the button Create new team to create it and enter its details. The Team Id is an internal number which you can't edit. Be sure to have different names for different teams!

A team is only possible with competitors of the same class. The club does not matter, but you can assign the competitors to their clubs for start fee calculations if necessary.

Notice:

To ***release a member from a team***, just clear the team field. Obsolete (empty) teams will be removed automatically.

To ***change the class of a team***, just change it for one team member. The other team mates

will be corrected accordingly.

If you ***move a competitor into another team*** (in the same class), then he will be assigned to the team's start no. and start time, if they are unique for the team and if they don't have finished.

To ***move a competitor into another team in another class***, first clear the team and save. In the next step you can change the class and assign the competitor to the desired team.

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.
Birthdate	At some Rogaining championships (at least the WRC), you need to enter the exact birth date. See below for more details.
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. Team members can have the same start number, otherwise it must be unique.
XStno, XStno Text	If this is necessary, you can edit the Xtra start numbers manually. *Please be very cautious here*, since there is no check if the start no. is valid. Normally the Xtra start numbers should only be distributed by the start list draw. See the Start list draw - Classes reference for more details.
Start time(s)	If a start time column is visible, then a value must be entered there. **Negative times:** You can enter start 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.
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 competitor, the start fee will be recalculated.
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 runner individually. If you get the payments from the clubs, then the simpler method is to enter this with the club.
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.
NC	Check this if the competitor should be not classified.
Block	Means start block. Sometimes you may wish to presort competitors within a class for the start list draw. Criteria may be their expected performances (favourites at the end) or simply individual start time preferences (early or late start times). Use this column for this purpose. Valid values are 1-9999.
	The higher the number, the later the runner will start. Runners with block left empty will get the earliest start times.
	If you want to draw the startlist by time blocks, the block accords to a time interval which you can define in the startlist organisation. In most cases it is preferred to assign a time block to the whole club. If you enter time blocks for runners individually here, this overwrites his club setting.
Nation	Normally, the nation of a competitor is determined by the nation of his club. If the nation of the competitor is different to that one, you can enter his nation here. In all reports, the nation of the competitor has priority over the nation of the club.
Rank, Ranking points, IOF Rank, IOF Ranking points	Usually these values are imported by the Import rankings function. The values can be used for a presorting for the start list draw.
Address	You can edit the individual address of the competitor.

Click on the Details button 👤 Details to open this panel.

Entry Id	External entry web services may provide their own entry id to be able to allow an identification between the entry system and OEScore. This field can be transferred by import files following the IOF XML format. Normally you should not touch this value.
Entry class	You will need this column only if you have classes which which have an attendance limit, like the elite classes sometimes. With a new entry then entry class will be filled with the class in the normal class column. If you have to change the class later, the entry class will be kept for reference. Anyway, you can edit this column in the same way like the normal class.
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.
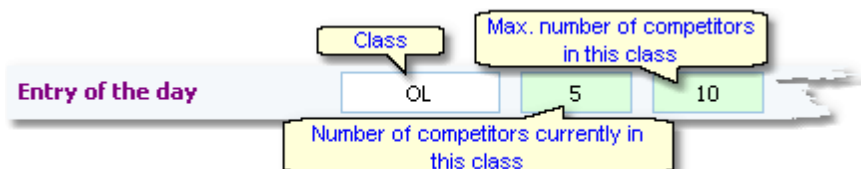
▬ Entries of the day

You can also use this grid to enter *entries of the day* or *direct entries*.

Check the option *Entries - Entry of the day mode*. Select *Table layout ▤ - Layout: Entries of the day*. This will look similar to the Pre entries layout, but additionally with start number and start time. Sort the table by input order. You have also some other options available which affect how entries of the day will be added. Look at the Customize the settings paragraph above for more details.

In Entry of the day mode, you will see the EOD panel:

This will help you to control the allowed number of entries for direct classes. When saving a new entry which exceeds the maximum number of competitors in this class, you will get a warning.
There is also some visual signalling, so that you become aware when the number gets near to the limit. Green means OK, Orange means only a few left and Red means above the limit.

Notice:
If you are inserting direct entries in a network simultaneously, then OEScore will adjust the start number automatically if the preset start number had already been assigned by another operator.

There is also an *extra form* available for *Entries of the day* like the Direct entries form in previous versions of the SportSoftware. Its main difference to the normal entries form here is that its operation is reduced to just Entries of the day. However, if you need to change classes or clubs during editing the entries, then this normal entries form would be the better choice.
For more details see the Entries of the day reference.

▬ Filling vacant places

At many events, free places for late entries must be predrawn with the start list draw. Late entries can only be accepted as long as there are free vacant places for the respective class. OEScore provides a **special handling when editing a vacant place** compared to editing a "normal" existing competitor.
If you had set the option Archive: Search competitor by chip no., then the competitor will be looked up in the archive

and his details will be inserted after leaving the chip no. column by *Tab*. You can also use the other methods to insert a competitor from the archive, see the next paragraph. The class will remain unchanged but the start fee will be recalculated using the current *Late start fee settings*.

⊟ Using the archive
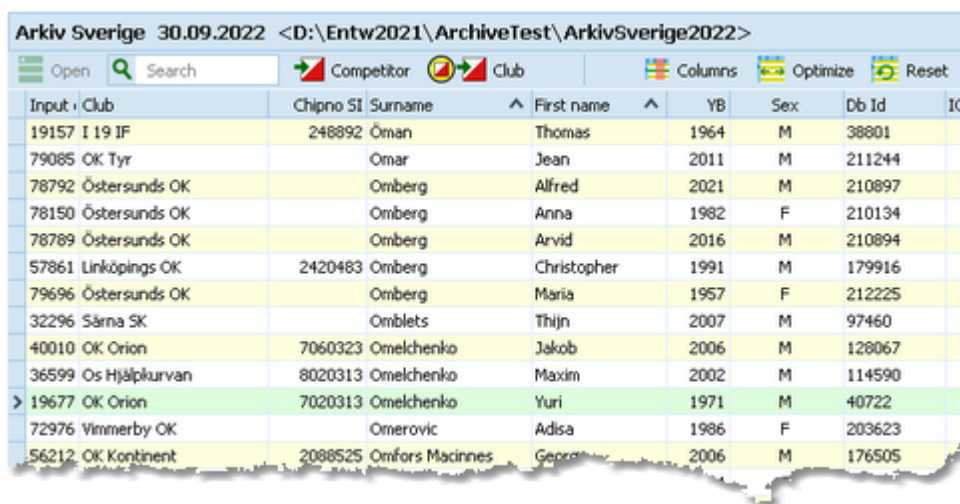
The archive is normally a national database which includes all runners of the country. This can be used to speed up the entries input. Think about such fields like Chip number, Database Id and address which are quite time consuming and error-prone to be entered manually. In many countries the O federation 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 OEScore.
You can see the characteristics of the current archive in the Archive header.

Sample Archive 08.09.2010 <D:\Entw2018\Archive\ArchiveDemo1>

You can click on it to show/hide the archive table.

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*.

Now you can search for the desired competitor and then doubleclick on him to insert him into the event. 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 competitors. Of course, there will be some competitors who are not in the archive. Simply enter them manually.

Sometimes a competitor is not found in the archive but his club (with other competitors). So you need to enter him manually but you want to copy the club from the archive because of addresses etc. To do so, enter the competitor manually. 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 🔴▨ 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 ▤ 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.
OEScore 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 (class!). 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 (e.g. start times of late entries or the class because it can't be calculated), then turn off the quick mode.
Search competitor by chip no.	You may read the chip of the competitor or enter the chip number manually and move into the next column by *Tab*. Then his details will be copied from the archive. This option only works with new entries or when filling vacant places.
Use archive club numbers	New clubs will be created in the event automatically if necessary. 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 competitor, his 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 via the main menu item **Entries - 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

OEScore 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 find it in the **Table layout functions** .

You can group by clubs or classes:

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 features for Rogaine

At some Rogaining championships (at least the WRC), the exact age at the competition day decides the age class where the competitor is allowed to compete in. So you need to enter the birth date.
You also have male, female and mixed classes. In the male and female classes, the competitors must be of the right gender. In the mixed classes there must be one competitor of each gender per team as a minimum.
To enable this check, you have to define those classes in the right way. Note that the check can be computed *in Edit mode only*, not when adding new entries. Because in the latter case the team may not be complete. See also the Classes reference.

This will be checked with event type Rogaining only. OEScore issues a warning if there looks something wrong.

▬ Special functions

Reading the chip no. from the chip
You may read the chip using a reading device and insert the chip number automatically. With an existing entry, this will overwrite the chip no. With a new entry, you can let OEScore search the competitor by the chip no. in the archive and insert his details. See the paragraph about Using the archive above.

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 *Chip system button* 📮⚙ in the title bar. See the Handling the chip system devices reference for more details.

Reading the competitor's details from the chip
See the Settings paragraph above.

📮 Next competitor without chip
You can also use 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 competitor to a vacant place
You may need this function if you want to put a competitor into a different class after the start list draw. If you have a predrawn start list which follows well-defined competition rules, then it is not possible to just change the class. Instead, the competitor 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.

E→A Join classes
You can move all competitors of one class into another. This may become necessary if a class requires a minimum

of runners, e.g. at championships.

See also

5.3.2 Entries reports

There are various entries reports. You find them in the main menu under *Entries*.
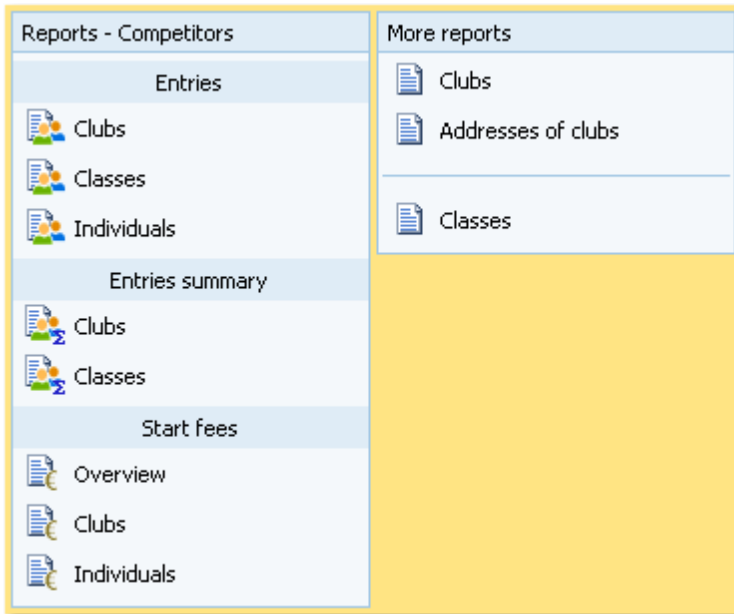
The titles should be self-explaining.

There are some special options in the reports about entries.

Display formats ⚙	You can define the Time format and the Name format.
Quick selection	In the selection panel of the entries report by classes you find the Quick selection combobox Normal; Championship ▼. 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.
	In the selection panel of the report about club addresses you find a similar Quick selection. This one allows to select which address types should be included in the report. For more information see the Clubs reference.
Competitors sorted by	This is available for club and class reports. Within a class/club the competitors will be sorted by the selected field.
Teams: Include runners	The teams are shown with their runners.
Rented chips only	This restricts the entries report on those competitors without a chip.

In the start fee reports by clubs and competitors, you see an additional menu button 📋 Blank receipts . Print blank receipts which you can use on the competition day for direct or late entries.

In the report about clubs (the clubs list) you can select whether and which addresses should be included in the report.

For general information about reports, see the reports reference.

Teams

The team representation depends on the event type.

With all event types, you can display the teams in a single line. All names of the team mates are displayed in the name column, and the team (name) column can be displayed in this line.
With the event types Teams only, normal score O and Rogaining, you have the additional option to display the names of the team mates in extra lines, just like you are used to from relay teams. For these two event types, usually all teams within a class should have the same size. This can be validated by the report Check teams.

For more details, see the Handling teams - Task based help and the Entries reference.

Label layouts

The Entries 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 all other Entries reports.

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). The export file of an entry report 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 requires the same format.

With the event types Teams only, there are two different CSV exports possible. If you check the option *Include runners*, then one record per competitor is exported. This format can be used to export end reimport later. If the option *Include runners* is unchecked, then one record per team is exported. Normally this format can't be used for a reimport.
Notice: The CSV file formats have been changed from V.11.0 to V.12!!

XML export

You can export the start list 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. In the **IOF XML V3 format**, teams are given by the special *TeamEntry* records.

This is the same format as for the entries XML import.

For more details, see the exports reference.

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.
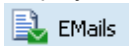
See also

Entries
Reports

5.3.3 Entries of the day

Although there is a similar Entries of the day mode in the normal entries form, here is an extra form available for the same task. This one should allow the most easy and secure operation on the competition day.

This form works nearly in the same way like the normal entries form and its layout is quite the same. If you are new to the entries function, then please first read the Entries reference very carefully before you continue. The paragraph below explains the differences only.

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

Special features - differences to normal entries

Compared to the normal entries form, this EOD form has a reduced layout and the operation had been optimized to the needs of EOD. Also, you have a better overview since the table displays the latest entries only.

Competitor grid only	Only the competitor grid is displayed, no grids where you can modify classes or clubs.
Latest entries only	The table displays the latest entries only, beginning with the time when you opened this form. So at the beginning it will be empty. **Notice:** if you are working with multiple clients in the network, the table will show the latest entries from the other clients also, each time when it is updated (normally after saving an entry).
Insert mode by default	By default, the form starts in insert mode. Just enter one entry after another. However, if you need to change or delete a previous entry, you can cancel the insert mode and edit in the table as usual. To prevent you from overwriting an existing entry by accident, you have to confirm that.
Sorted by input order only	The entries in the table are sorted by input order and you can't change that, for a better overview.
Required functions only	Functions of the normal entries form which are not required here, are not available, f.ex. reports or the group by function.
Restrict to classes allowed	Using the class type selection on top of the settings, you can restrict the classes for which new direct entries can be entered. Usually you can assign a class type called *Open* to all *open or direct classes*, so that the class column will only offer those classes in the listbox. For more details about class types, see the Classes reference.
Switch start fees individually	First, the start fee is set to start fee 1 or 2 of the class according to the option at the settings panel. Additionally you can switch to the other fee just for this entry by simply clicking the Start fee 2 checkbox. This works in insert mode only.

Protected options   Some settings are disabled to protect them against accidental changes and some are preset to the right value. These are *EOD mode*, *Quick mode, Use archive classes* and *Use archive club numbers*.

Notice:

If you are inserting direct entries in a network simultaneously, then OEScore will adjust the start number automatically if the preset start number had already been assigned by another operator.

See also

[Managing entries - Task based help](#)

[Entries](#)

5.3.4 Classes

The Entries form has three grids where you can edit competitors, 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 competitors 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.

➖ Loading a class template from the archive

If you are using the archive, you may already have a well defined class table template (offered from your federation) for your event. Then copy this class table from the archive into the event and use this as your starting point. For more details see the [Copy classes into the event 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.

Your web entry service may offer an export which you can import here. For more details, see the [Import classes](#) reference.

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.
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
	OEScore 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 and the Entries of the day reference for how you can use this value.
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 from the archive. It is sufficient to have Age to only for youngster classes and Age from only for veteran classes. See the Entries reference for more details. **Notice:** For **Rogaining** competitions with overall result, both Age from and Age to must be filled in the right way. See the paragraph at the bottom!
Type	You can assign a class to a class type. The class types provide you additional selections for start list and result reports.
	To modify the 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***.
	At the right, you see the Class type panel.

To create a new class type, just click on the button **✚ New class type** to create it and enter its details. The No is an internal number which you can't edit. Be sure to have different descriptions for different class types!

Classified
: This column is checked by default which means that in the results the class will be classified by points and places. If you uncheck this, then in the result of this class there will only be a comment that the competitors did their course correctly.

Max. competitors
: Sometimes you have an attendance limit for some classes. You can use this for entries of the day. The number given here may be the number of maps prepared for a direct class. So you can check this when entering and perhaps direct the competitor into another class if no more maps are available.

: You may use it also for Elite classes. You may use this value to shift competitors beyond the limit into lower A classes. See also the Distribute Elite entries reference.

Text
: You can define a text which can be shown on start list and result reports as a class specific hint.

Notice: If you are using the ***Emit punching system***, please check out the *start punch setting* for all new classes! See the Emit settings reference for more details.

⊟ Special hints for Rogaine

To enable the special entries age and gender check in entries, you have to enter both Age from and Age to for those classes. See also the Entries reference.

At many Rogaining competitions you have a special system of class types which must be assigned to the right classes. This is necessary to allow to compute the special Rogaining overall result. The principle there is that *a class type includes all classes of a specific age group*. F.ex. the SuperVet class type means the male, female and mixed SuperVet age classes (from 55 on). You can define several class sets to be used for different courses (f.ex. 4h and 8h) in the same event.

The basic principle to get the overall result working is to fill both Age from and Age to with the right values.

Examples: Youngster = 0-22, Open = 0-99, Vet = 40-99, etc. For more details please study the class types and course assignments in the demo events WRC 2017 and Teku Taku 2019 and run the overall result.

See also

Managing entries - Task based help

Copy classes into the event

Import classes

5.3.5 Clubs

The Entries form has three grids where you can edit competitors, 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 competitors 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 (competitor) 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.

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..
Nation	The nation abbreviation should only be entered for foreign clubs.
Addresses	You can enter up to three addresses per club.

Click on the button 👍 Addresses to open this panel.

You can define your own description for the three addresses 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 competitors 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 competitor, then you have to use the flag Paid which is offered with the entries.

If you have direct or 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 and direct entries, use the individual flag but do not change the paid amount of the club here (where those runners 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 to indicate that the club has to pay a rent fee for him.

Currency sign

OEScore 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.

See also

Managing entries - Task based help

5.3.6 Start fee settings

This dialog will be invoked by the function *Entries - Start fee settings*.

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

5.3.7 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 Select file reference for more details.

Notice: If you are using the *Emit punching system*, please check out the *start punch setting* for all new classes! See the Emit settings 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.11.0 to V.12!!

If your import file contains errors then this may damage your event data.

See also

Import entries

Copy classes into the event

Import classes into the event

Export dialog

Classes

Entries

5.3.8 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 function Extras - Import competitors into the event which is specially designed for this purpose.

Competitors	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 competitors can be identified.
	Although OEScore has some built-in control features, it is your responsibility to make sure that no entries will be imported twice from the web site. If you don't have this possibility from the web site, then it should assign a unique number or text to the database id, so that both OEScore and the web site have a common identification field. The very best solution would be if the web site could use the same archive as it is used locally.
Identify competitors by	Define by which field existing competitors should be identified.
	It is recommended to identify existing competitors by the entry id or the database id.One of them must be delivered by the import file.
	Checking the competitors against the archive is not useful here. OEScore 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 competitors and if you had checked one of the special late entries handlings, then only those competitors will be considered who had entered beginning with this date. Leave the field blank if you want to compute all entries included in the file according to those options.
Late entries, Calculate start times	You have the possibility to calculate a start time for the imported competitor. This feature is useful for late entries outside the vacant places. You can choose whether the start time should be calculated before the first existing or after the last existing start time in this class.
	Notice: The absolute precondition that this will work is that you have defined a valid start organisation for this class! Otherwise the competitor will be imported but get no start time. This will be displayed in the log window.
Late entries, Add start fee surcharge	Normally, OEScore inserts the start fee of the class for every new competitor. 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.
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 OEScore 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 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.
Export file of a single day event	Currently this option has no meaning in OEScore.
File name	Select the import file here. See the Select file reference for more details.

The import will create a comprehensive report about itself which will help you to fix possible errors.

━ Importing teams

With the CSV format the team data can be included in the file. To get a sample, just export an entry report which includes teams.

With the XML format, teams can be imported in two ways. The normal way is that the import file should provide the *TeamEntry* structure. This is how the IOF XML V.3 has designed it. The second possibility is the *special team handling of Eventor*. OEScore supports that.

Notice
The CSV file format had been changed from V.11.0 to V.12!!

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 classes

Import clubs into the event

Export dialog

Entries

5.3.9 Import rankings

In some countries (so far I personally know Sweden and Finland only), the Elite classes are limited to a maximum number of competitors. Everyone who is qualified, can first enter for Elite. After the entries deadline, the organiser can update the ranking points by a special import file and then use the Distribute Elite entries function to select the best ranked for Elite and move those beyond the limit into an A or E2 class.

As a second option you can import the IOF ranking CSV file which is offered at the IOF web site. The imported rankings can be used for the start list presorting at WRE.
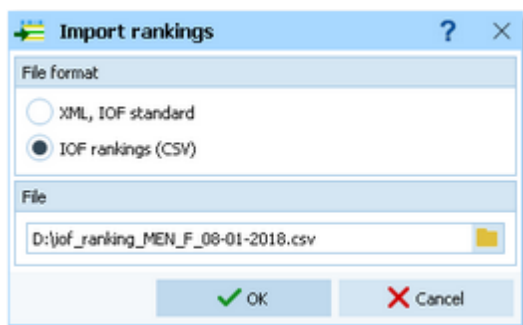
File format	Select XML or CSV.
XML	This import requires the IOF XML format, document type *Rank List*. For more information on the IOF XML formats, have a look at the IOF web site.
IOF rankings (CSV)	This import requires the IOF ranking file which is offered for download by the IOF.
File name	Select the import file here. See the Select file reference for more details.

The identification of the competitors works differently for both imports.

With XML, the competitors have to be identified by the database id, since it is expected that the ranking list had been exported from the same database on which the archive is based on. The ranking file includes both a ranking position and a ranking point value for every competitor.

With CSV IOF rankings, the competitors have to be identified by the IOF Id. The IOF Ids have to be delivered with the entries and they may have been imported from an entry system or entered manually. To avoid errors with wrong IOF Ids, the name in the IOF file is checked against the name in the event data. This check accepts different spellings of Umlauts like ä, ö, ü, or á, è etc. These are mostly not correct in the IOF's CSV file. Differences are listed in the import protocol and the ranking data are imported for this IOF Id. *Check out the import protocol and decide*

what to do!

The ranking file includes both a ranking position and a ranking point value for every competitor.

Notice: National rankings (XML) and IOF rankings (CSV) are imported into different fields in the database. This allows to use both national rankings and IOF rankings for a start list presorting at WRE which are often embedded into national championships.
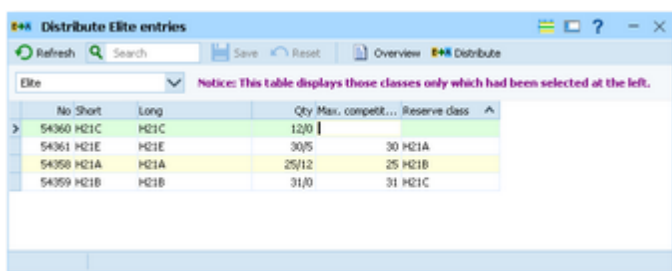
See also
Distribute Elite entries

5.3.10 Distribute Elite entries

In some countries the Elite classes are limited to a maximum number of competitors. Everyone who is qualified, can first enter for Elite. After the entries deadline, the organiser can update the ranking points by a special import file and then use this function to select the best ranked for Elite and move those beyond the limit into an A or E2 class.

Notice: it does not matter from where the ranking points are coming. You can also enter them manually with the entries.
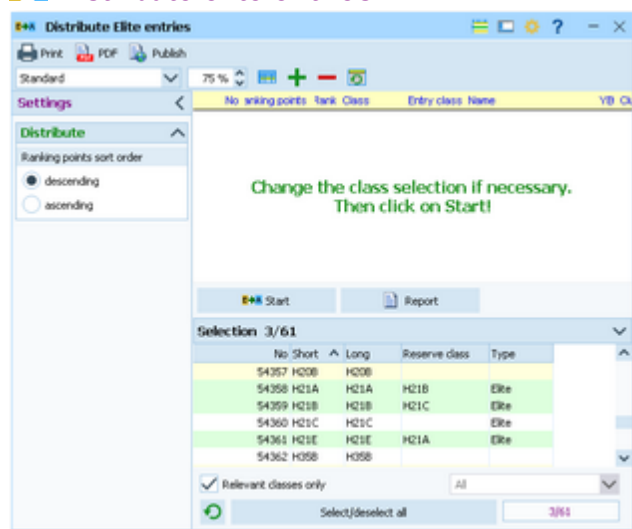
Select the right class type(s) to reduce the table to the relevant classes. In the sample, there is a class type called *Elite* which selects the Men Elite and the corresponding reserve classes only. For more information about class types see the Classes reference.

However, it is no problem if you display all classes in the table and work on the relevant ones only.

For each class, you can define the maximum number of competitors and the reserve class where the remaining entries will be shifted to. The quantity column shows the current state of the class, how many are in the class and how many already had been shifted to the reserve class.

⊟ Special functions

E→A Distribute elite entries

By default, the relevant classes (those which have a reserve class assigned) are preselected. You may change this selection, f.ex. to distribute a single class only.
Click on the *Start* button to launch the task. The competitors will be displayed in the report together with their class.

Use the *Report* button to simply display the current status of the selected classes, without any changes of the class assignments.

In the report, the competitors of every class are sorted by the ranking points. Define if this should be *descending* or *ascending* (in some countries 0.00 is the best ranked). *Not matching competitors* (f.ex. those who should not be in the elite class) are marked by an asterisk *.

You can repeat the distribution as often as you need to get the desired result. You can keep both the definition table and the distribution report open, modify a value in the table and repeat the distribution for this

class.

Chained or hierarchical distribution

It may be necessary to distribute entries among several classes. F.ex. the mens' entries should be sorted into H21E, H21A, H21B and H21C. There, the last H21E entries will be moved to H21A, which will move the worst H21A entries into H21B and so on. It may even be possible that a competitor with a very low ranking had entered for H21E but he will fall down to H21C.

This mode requires some special care. You must make sure that the classes will be distributed in the right order. So try to find a suitable sort order which computes them in a row. Often the order by class numbers or by reserve classes provides the right sort order. If this is not possible, you will have to do the distribution for each class individually from top to down. Every single step will be added to the protocol, so it is wise to print it (on paper or PDF) for reference purposes.

➖ Reports

The **Overview report** supplies a complete summary of the definitions.

For general information about reports, see the reports reference.

See also
Import rankings

5.4 Course setting

The **Courses** main menu topic offers you all course setting functions.
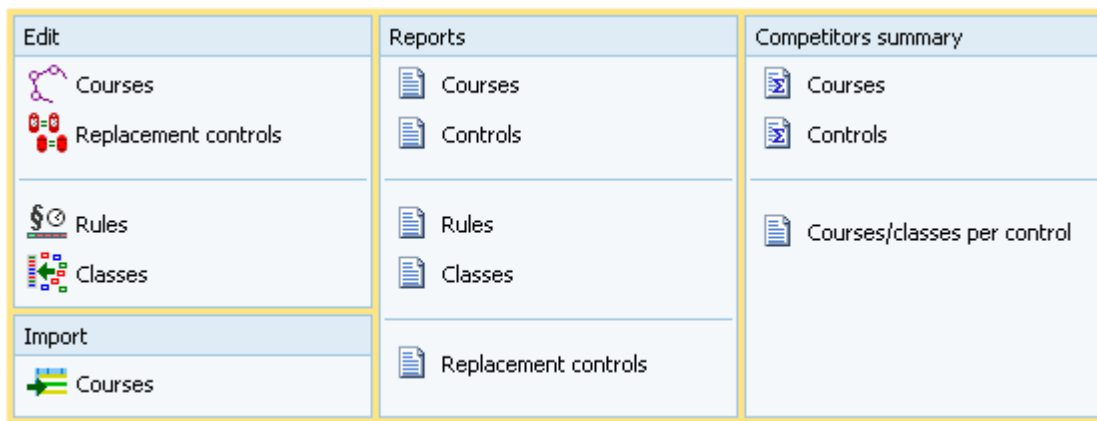
These are the **Courses form**, Replacement controls, Rules, Import courses and Assign Classes - Courses.

With **Courses - Courses**, you open the courses form. It has two tables where you can edit the Courses and the Controls.

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. For more details, see the Courses reports reference.

See also

    Course setting - Task based help

5.4.1 Courses

The Courses form has two grids where you can edit courses and controls. Look at the top of the data grid.
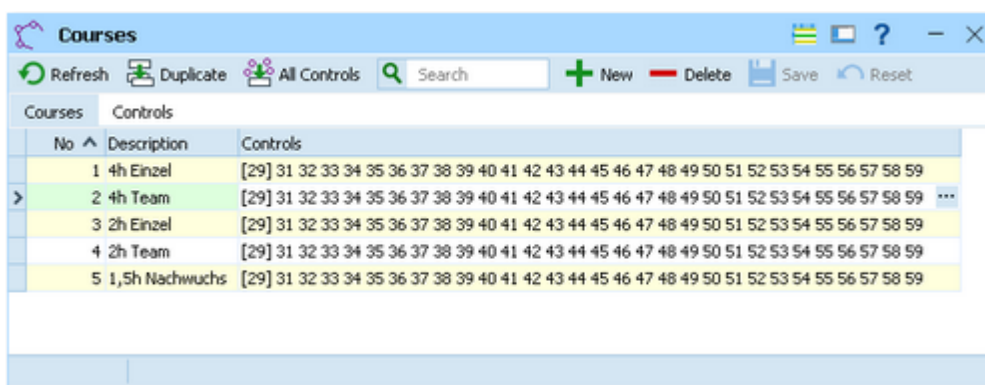
This topic deals with the Courses grid of the courses form only. For more information on controls see the Controls reference.

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

Notice: At score O events, it is most common that you have a single course including all controls only, and the various classes have different time limits. For some reason, it may be useful to have several copies of the same course named in a suitable way.

 Editing courses

Be sure that you are displaying the courses grid .

No ∧	Description	Controls
1	4h Einzel	[29] 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59
2	4h Team	[29] 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 ⋯
3	2h Einzel	[29] 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59
4	2h Team	[29] 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59
5	1,5h Nachwuchs	[29] 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59

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.

Controls   This column shows the current number of the course's controls together with a list of them. To edit the controls, click on the edit button ⋯. For more details, see the next paragraph.

Defining the controls

To edit the controls, click on the edit button ⋯ in the controls column. The course dialog will be displayed.
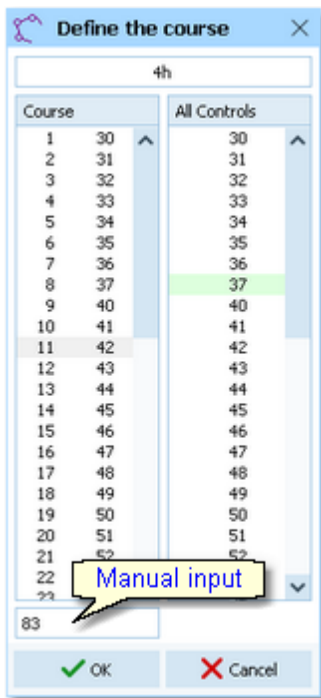
The course with its current controls is shown in the left listbox while all available controls are shown on the right. Be sure to have all controls defined in the controls grid.

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*.

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

You can copy the current course into a new one and edit it afterwards.

Insert all controls

You can insert all controls into the course. At Score O it is a quite common situation that a course includes all controls.

See also

5.4.2 Courses reports

There are various courses reports. You find them in the main menu under *Courses.*
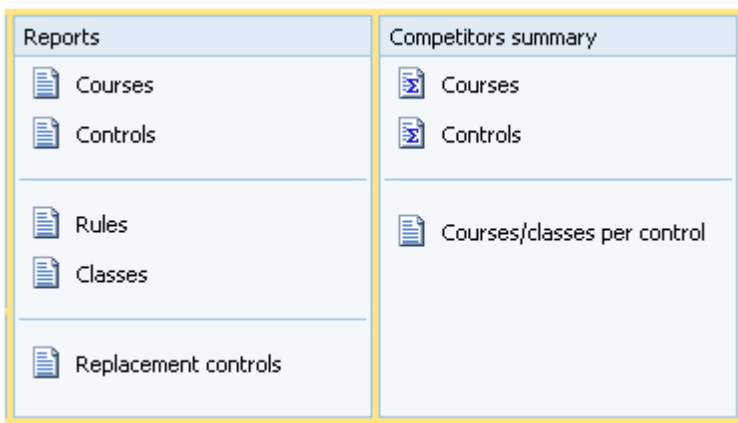
The titles should be self-explaining. The reports in the left box are simple overview reports, while those in the right box give summaries which may be valuable for several purposes.

There are some special options in the reports.

Display formats ⚙	You can define the Time format.
Quick selection	In the selection panel of the classes report (Assign classes-courses) you find the Quick selection combobox `Normal; Championship ∨`. 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.
Layout: Include classes	This is available for the Competitors per course report. Classes will be included according to this setting.

The Replacement controls report lists all replacement definitions together with a comment. This shows whether there are violations to the basic rules (see Replacement controls).

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.

CSV export

The Courses and the Rules report can be exported to CSV format. The record structure is given in the header line

within the output file (format header). The export file of a Courses report 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 formats have been changed from V.11.0 to V.12!!

For more details, see the [exports](#) reference.

See also

[Course setting](#)

[Reports](#)

5.4.3 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 enter a description for the control or simply keep the default text.
Points	Enter the point value for this control.

See also

5.4.4 Replacement controls
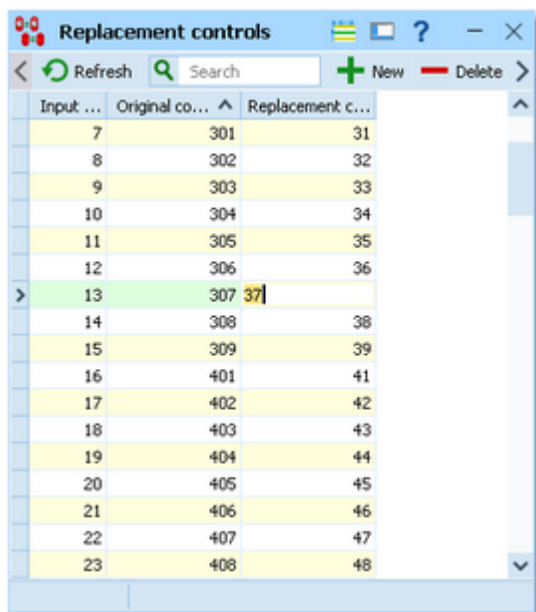
There are two different scenarios where replacement controls are necessary.

At Rogaining competitions using the Hidden control codes mode (see the Event settings or Evaluate chips) the replacement codes are an important part of the course planning.

On the other hand, 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 controls table.

With Emit, you may simply have reserve controls with other code numbers only.

Input ...	Original co... ∧	Replacement c...
7	301	31
8	302	32
9	303	33
10	304	34
11	305	35
12	306	36
13	307	37
14	308	38
15	309	39
16	401	41
17	402	42
18	403	43
19	404	44
20	405	45
21	406	46
22	407	47
23	408	48

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 point scoring 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 data grid reference.

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. For score O, this is *absolutely necessary* since otherwise the *point scores will be calculated wrongly*, especially with the Hidden control codes mode.

However, there are many possible reasons why this can't be fulfilled. So OEScore 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 Courses reports reference. Of course, you as the organiser are responsible to find wrong point calculations and to correct them manually!

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...)

See also

5.4.5 Rules for credits and penalties

If a competitor exceeds the time limit, this will punished by penalty points. Sometimes there are also credits awarded if a competitor is faster than the time limit. There may be different rules for different classes.

Using time bands, you are able to define different penalty levels, depending on how much a competitor exceeded the time limit.

➖ Defining the time bands

To edit the time bands, click on the tab [Time bands].

As a maximum, you can enter *5 bands for credits* and *30 bands for penalties*. The first band always starts with 0. It is predefined and can't be edited. The last band starts with the given value and goes up to the maximum time.
In the sample, the last but one time band is from 20 to 60 minutes, while the last one will be all times above 60 minutes.

You can simply enter the margins of the time bands. Enter all times in minutes and seconds *[MMM:SS]* as the difference to the time limit. They will be displayed with the right sign *+/-* automatically.

At the bottom, enter the Time unit. This is the interval by which credits and penalties are given within the time bands. According to common Score O rules, this is preset by 1 minute. However, you have the possibility to define a larger or smaller unit down to one second. Of course all time band margins must be multiples of the time unit.

To save your changes, press the *OK* or the *Save* button.

Do not hesitate to do some experiments. Try different possibilities and investigate their effect in the rules table. The last time band is always shown by - 999:00.

Notice: The time bands are valid for all rules. It is not possible to define specific time bands/time units for each rule.

➖ Editing rules

Every modification to the time bands will be displayed in the rules table immediately.

Enter the credit or penalty points for each time band. Usually the penalties should increase with higher time bands.

Notice: there is a special value 999 for the penalties. This means that a competitor will *lose all his points if he is in that time band*, which is normally the last one.

The last time band is always shown as n - 999:00 (all times above n).

There are three special columns. If you enter a points value for Credits from, then this means that a competitor *will be awarded credits* for finishing below the time limit *only if he had collected at least the Credits from points*. Alternatively, you can check Credits all to define that the credits *will only be awarded if the competitor had collected all controls*. Of course, if you leave both fields empty/unchecked like displayed above, then the credits will be awarded to every early finisher.

The Diff. Penalty is an *additional penalty* for teams which did not punch within the maximum punch difference. Some countries have this rule...

Notice: If you check Credits all, then Credits from will be cleared automatically.

See also

Course setting - Task based help

Courses

Assign Classes - Courses

Courses reports

Event settings

5.4.6 Assign Classes - Courses

To achieve the desired automatic point calculation, the courses and rules must be assigned to the classes. You have also to define the time limit for each class.

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

Editing assignments

No ∧	Short	Long	Course	Time limit	Rule
1	D 21E	D 21E	4h Einzel	4:00:00	Regel 1
2	D 21A	D 21A	4h Einzel	4:00:00	Regel 1
3	D 40	D 40	2h Einzel ⌄	2:00:00	Regel 1
4	H 21E	H21E	4h Einzel	4:00:00	Rule 11
5	H 21A	H21A	4h Einzel	4:00:00	Regel 1
6	H 40	H 40	4h Einzel	4:00:00	Regel 1

Please observe the following hints.

Course	Just select the right course from the listbox. See also <u>List box selectors</u> reference for more details.
Time limit	The time limit is the allowed scoring time for this class.
Rule	Just select the right rule from the listbox. See also <u>List box selectors</u> reference for more details.
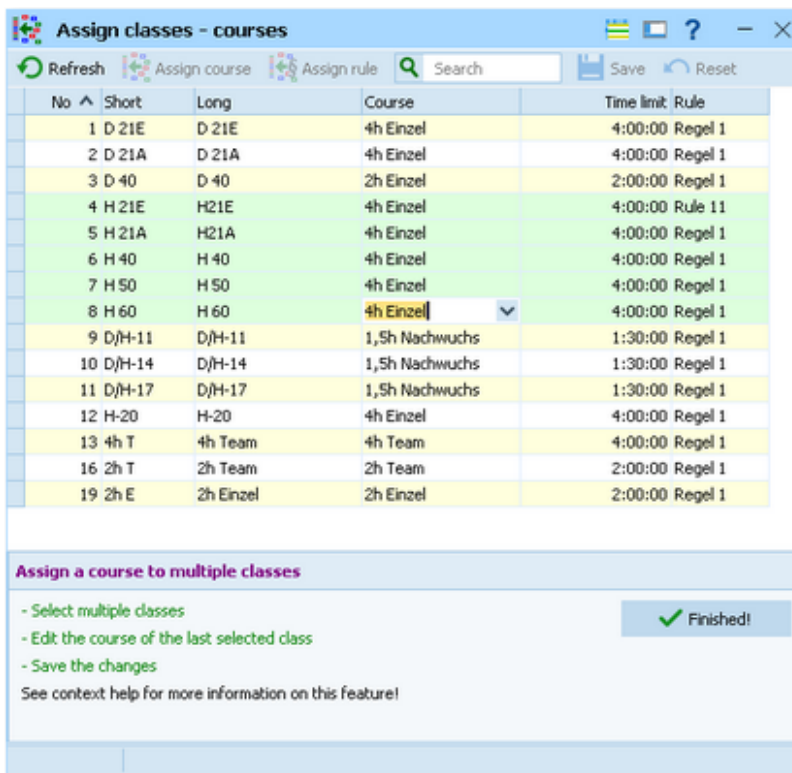
Assigning a course to multiple classes

Often several classes do the same course. Especially at score O events, it is most common that you have a single course including all controls only for all classes. There is a special function to speed up such assignments. Click on the **Assign course** button 🔀. The form will change its appearance.

Assign classes - courses

🔄 Refresh 🔀 Assign course 🔀 Assign rule 🔍 Search 💾 Save ↺ Reset

No ∧	Short	Long	Course	Time limit	Rule
1	D 21E	D 21E	4h Einzel	4:00:00	Regel 1
2	D 21A	D 21A	4h Einzel	4:00:00	Regel 1
3	D 40	D 40	2h Einzel	2:00:00	Regel 1
4	H 21E	H21E	4h Einzel	4:00:00	Rule 11
5	H 21A	H21A	4h Einzel	4:00:00	Regel 1
6	H 40	H 40	4h Einzel	4:00:00	Regel 1
7	H 50	H 50	4h Einzel	4:00:00	Regel 1
8	H 60	H 60	4h Einzel ⌄	4:00:00	Regel 1
9	D/H-11	D/H-11	1,5h Nachwuchs	1:30:00	Regel 1
10	D/H-14	D/H-14	1,5h Nachwuchs	1:30:00	Regel 1
11	D/H-17	D/H-17	1,5h Nachwuchs	1:30:00	Regel 1
12	H-20	H-20	4h Einzel	4:00:00	Regel 1
13	4h T	4h Team	4h Team	4:00:00	Regel 1
16	2h T	2h Team	2h Team	2:00:00	Regel 1
19	2h E	2h Einzel	2h Einzel	2:00:00	Regel 1

Assign a course to multiple classes

- Select multiple classes
- Edit the course of the last selected class
- Save the changes

See context help for more information on this feature!

✔ Finished!

In this mode, you can select multiple classes. Unlike with the report selection, you have to *Ctrl-Click* to select the records.

For the last selected class, enter the right course and save it. This course will be assigned to the other selected classes as well. **Note** that you must edit the course of the class which you had *selected at last*. This is not necessarily the last one of all selected in the list.

If you are finished with all those multiple assignments, then click the **Finished!** button to return to normal working mode.

Assigning a rule and time limit to multiple classes

Similar to courses, also the same rule and time limit may be used by several classes. Click on the **Assign rule** button 🔀. The form will change its appearance.

No ^	Short	Long	Course	Time limit	Rule
1	D 21E	D 21E	4h Einzel	4:00:00	Regel 1
2	D 21A	D 21A	4h Einzel	4:00:00	Regel 1
3	D 40	D 40	2h Einzel	2:00:00	Regel 1
4	H 21E	H21E	4h Einzel	4:00:00	Rule 11
5	H 21A	H21A	4h Einzel	4:00:00	Regel 1
6	H 40	H 40	4h Einzel	4:00:00	Regel 1
7	H 50	H 50	4h Einzel	4:00:00	Regel 1
8	H 60	H 60	4h Einzel	4:00:00	Regel 1
9	D/H-11	D/H-11	1,5h Nachwuchs	1:30:00	Regel 1
10	D/H-14	D/H-14	1,5h Nachwuchs	1:30:00	Regel 1
11	D/H-17	D/H-17	1,5h Nachwuchs	1:30:00	Regel 1
12	H-20	H-20	4h Einzel	4:00:00	Regel 1
13	4h T	4h Team	4h Team	4:00:00	Regel 1
16	2h T	2h Team	2h Team	2:00:00	Regel 1
19	2h E	2h Einzel	2h Einzel	2:00:00	Regel 1

Assign a rule to multiple classes

- Select multiple classes
- Edit the rule of the last selected class and enter the time limit   ✔ Finished!
- Save the changes

See context help for more information on this feature!

This function works in the same way like the course assignment described above. The only difference is that you have to edit the rule and the time limit here.

See also

[Course setting - Task based help](#)

[Courses](#)

[Rules for credits and penalties](#)

[Courses reports](#)

5.4.7 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 OEScore or the *IOF standard XML format*.

However, since at score O you mostly have all controls in a single course and the controls do have sequential code numbers, it looks like entering them manually is the easier and quicker method. Also, **most of these import formats do not provide the point values** but the code numbers only.
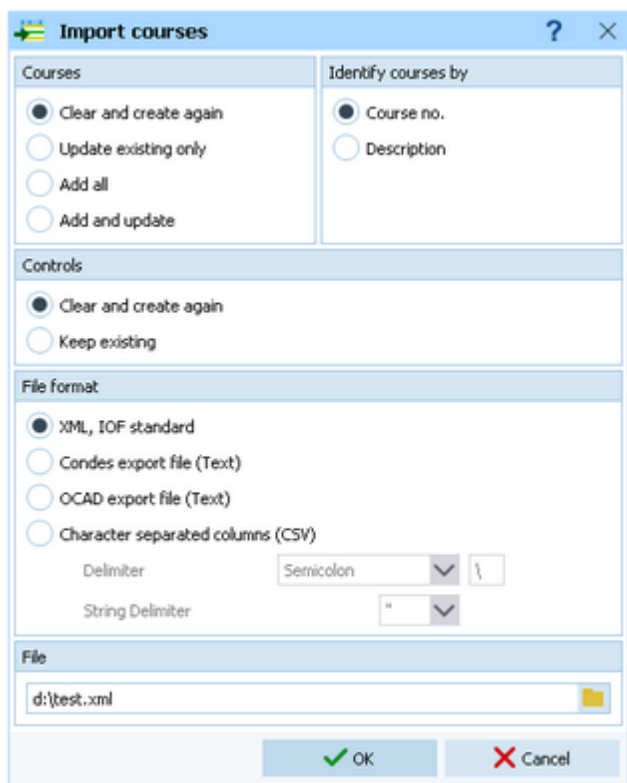
Courses	Select the right working mode of the import. *Clear and create again* is to be preferred as long as you don't have defined the course assignments. For more details on the latter task, see the Assign Classes - Courses reference.
	After you had done the assignments, you may also need to import 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 OEScore. 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.
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. For normal class courses, you should prefer this format.
	Condes creates course numbers only temporarily for its export. Thus they may not match the definitions in OEScore. 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. OEScore 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!
	Only the *newer XML V3 format* which is exported by *Condes* does *support the point values*.
Condes (Text)	This is the export from older Condes versions. Condes does not export course numbers. Thus, with option *Update* the courses must be *identified by the description*.
OCAD (Text)	This is the export from older OCAD versions, also available as Courses version 8 (Text) in OCAD versions 9 and later.
	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 Select file 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.11.0 to V.12!!

If your import file contains errors then this may damage your event data.

Except when using XML (see above), you have to assign courses to classes manually.

New courses with missing course numbers will get course numbers beginning with 9001.

See also
Courses

5.5 Start list

The *Start list* main menu topic offers you all functions to create the start list and to display start list reports.
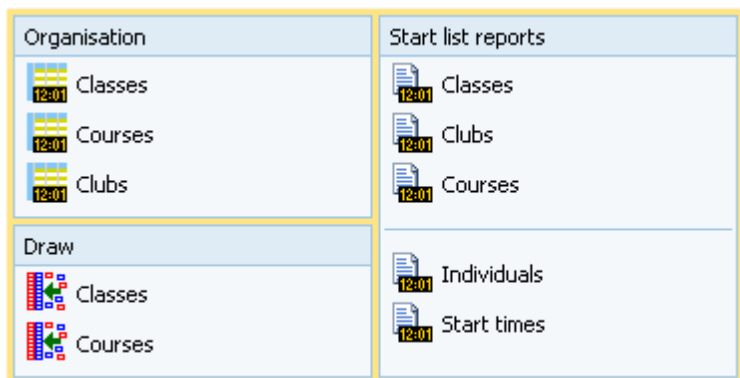
With the *Start list organisation*, you define the basic structure for the start list draw. According to how you want to draw, you have to define it either by classes or by courses. If you are using time blocks, then you will have to define them for the clubs.

The *start list draw* can then be done by classes or courses, respectively.

The start list reports can be displayed from this menu with a single mouse click.

See also
Creating start lists - Task based help

5.5.1 Start organisation by classes

To be able to draw a start list according to basic competition rules, you have to define the start organisation.
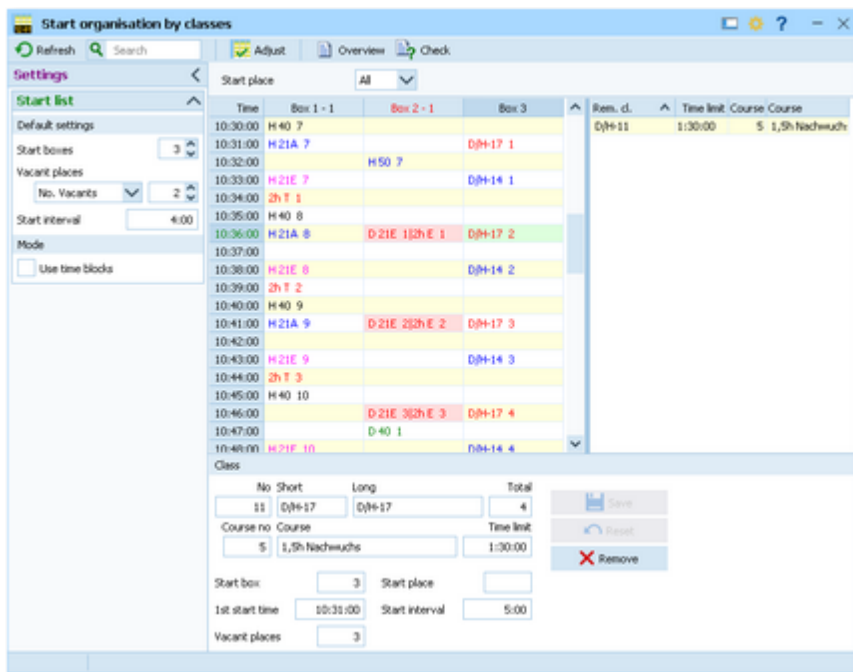
A start list can only be drawn without errors if there is an error-free underlying organisation. For instance, you have to ensure distributing start numbers uniquely. Within a single start box, there must not be any start time with two runners starting. As a basic rule, equal start intervals should be maintained within each class. Building up the start organisation visually on screen, you can fulfil all these preconditions easily.

Notice: At many score O events there is a mass start. In this case it will be easier to use the start organisation by courses.

⊟ Customizing the settings

Display formats ⚙   You can define the Time format.

Start list

These settings define the defaults for inserting classes into the start organisation.

Start boxes   Increase the number of start boxes to the number of how many competitors should start concurrently. Within a start box, only one competitor should start at the same time. Use this as an organisational tool, for example to ensure that no competitors with the same course start concurrently. However, this looks as not so important for Score O.

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 competitors in the class, or if this should be a fixed number.

Start interval   The default start interval will be used when inserting a class into the table. Afterwards, you may require to change this to another value. In practice, it is always suitable to have a common start interval for all classes.

Use time blocks   At larger events, you may prefer to spread all classes over the whole start time range and distribute start times for each club or even for single competitors into predefined intervals. Further definitions for this kind of start list draw must be made in startlist organisation by clubs.
                                     In the table, a class will then occupy all matching start times within its start box. Only the first 120 min are shown here, since this is the same from 0.00 until the end.

⊟ Building up the start organisation

Basically, you should *display all start places* in the table. For more details on working with start places, see the paragraph below.

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. For each class you see the course and the time limit. You can sort the list by those columns to get a better overview for dragging them to the right start box.

Drag a class from the right list into the table. Drop it on the desired first start time in the desired start box. The class will be inserted into the start list. In the class panel you will see the actual values for this class. Modify the given values if necessary (mostly the start interval or the number of vacants) and click on *Save*. Repeat with all classes.
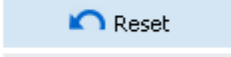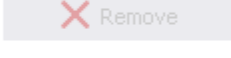
Within the start organisation table, it is easy to move a class. Just drag any start time of this class to a new first start time and/or start box. If you want to drag a class into a new start box, then first create one by increasing the value in the settings panel.

You can also rearrange the start boxes by dragging them to the right position. F.ex. you can add an empty new start box at the right and then move it into the mid of the table if you need that. This will be of special help if you are using the start places.

If there are start time conflicts within a start box, the box column header will be shown in red. Scroll down until you see the conflicting start time which is highlighted in red colour. If you don't see all classes, then enlarge the box column.

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.

One word to the Start place. This is an optional field and it can be used if you have several start points. The start place can be used to select the right classes for the start list reports. See the paragraph below and the Start list reports reference.

If there is a conflict so that two or more classes will get the same start time within a box, then the green browse buttons will be shown. Switch to the desired class and do the necessary corrections.

Click on the **Remove** button to remove a class out of the start organisation back to the remaining classes list.

Classes with mass start (start interval 0) will be shown at their (only) start time and will be marked by three asterisks ***.

The Search field finds the first start time of the class in the start organisation table.

➖ Working with multiple start places

If you have multiple different start places, you have to enter them into the right field. In addition to that, this scenario requires some extra care. F.ex. you have to make sure that every start box includes classes of the same start place only.

The header of each start box displays the start place(s) if there is one: Box 1 - 1 . If you see more than one start place here, then you will have to fix this.

At large events with many start boxes, it will help you to *filter the start organisation table* by the start place. Use the list box at the top panel Start place All for this purpose. **Notice:** If there are multiple start places in the same start box, then the filtered view will display only the classes of the selected start place! So fix this issue first...

If you drag a new class into the start organisation table, which is filtered by a start place, then this class will get this start place assigned automatically.

The check report includes two paragraphs indicating missing start places (only if you are using them at all...) and multiple start places in the same start box.

➖ Special functions

✅ Adjust start times
You can repair conflicting start times automatically. This may be necessary if you had entered additional competitors after the start list definition.

➖ Reports

The **Overview report** supplies a complete summary of the start organisation. Classes are sorted by startbox and 1st start time herein.

The **Check start list organisation report** shows possible errors in your start organisation. Decide on your own how

to handle the errors.

For general information about reports, see the reports reference.

See also

> Start list draw - Classes
>
> Start list reports

5.5.2 Start organisation by courses

Besides the more usual draw by classes, it is also possible to draw by courses. All competitors with the same course will be drawn in a row. At Score O events, especially the Rogainings, there is often a mass start. In this case, usually all courses with the same time limit will be started at the same time. So the start organisation by courses may be preferred against the start organisation by classes. See the sample below.

The handling in this window is the same as with the start organisation by classes.
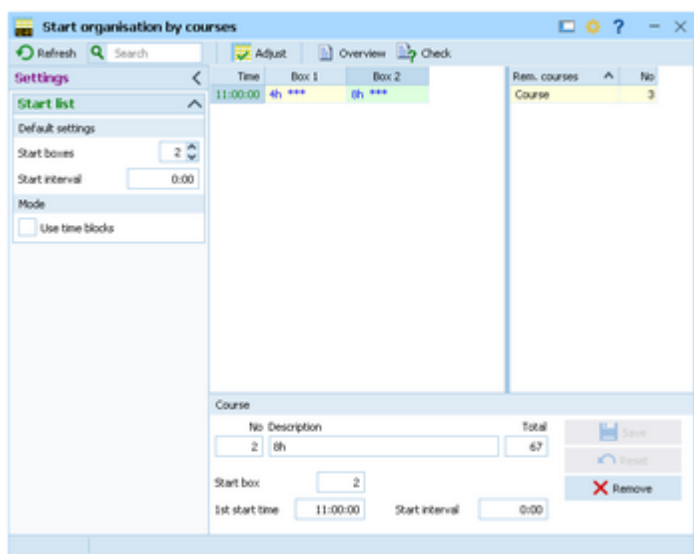
A start list can only be drawn without errors if there is an error-free underlying organisation. For instance, you have to ensure distributing start numbers uniquely. Within a single start box, there must not be any start time with two runners starting. As a basic rule, equal start intervals should be maintained within each course. Building up the start organisation visually on screen, you can fulfil all these preconditions easily.

➖ Customizing the settings

Display formats ⚙	You can define the Time format.

Start list

These settings define the defaults for inserting courses into the start organisation.

Start boxes	Increase the number of start boxes to the number of how many competitors should start concurrently. Within a start box, only one competitor should start at the same time. Use this as an organisational tool, for example to ensure that no competitors with similar courses start concurrently. However, this looks as not so important for Score O.
Start interval	The default start interval will be used when inserting a course into the table. Afterwards, you may require to change this to another value. In practice, it is always suitable to have a common start interval for all courses.
Use time blocks	At larger events, you may prefer to spread all courses over the whole start time range and distribute start times for each club or even for single competitors into predefined intervals. Further definitions for this kind of start list draw must be made in startlist organisation by clubs.
	In the table, a course will then occupy all matching start times within its start box. Only the first 120 min are shown here, since this is the same from 0.00

until the end.

⊟ Building up the start organisation

When opening the form or refreshing the table, you may get various warnings. One of them is quite important here: **Some classes don't have courses assigned.** This means that some classes are missing the course assignments. For more information about assigning courses to classes, see the Assign Classes - Courses reference.

Please make sure that every class has a course assigned.

Important! Creating the vacant places

The vacant places can't be created by the course definitions because normally several classes belong to a course. Thus, proceed as following:

First define a (dummy) start organisation by classes. For each class, there is only the number of vacant places important. You can use any start times (dummies!). See the Start list draw - Classes reference for more information.

When opening this form or at every refresh of the display, OEScore will check if the actual number of vacants matches your definitions. If there is a difference then you will be asked to correct this and create the desired vacant places. Be careful here if you are viewing this table after the start list draw! Most likely then there will be vacant places already occupied by real competitors, so the check will always report differences.

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 courses. You can sort the list like you need it to get a better overview for dragging them to the right start box.

Drag a course from the right list into the table. Drop it on the desired first start time in the desired start box. The course will be inserted into the start list. In the course panel you will see the actual values for this course. Modify the given values if necessary (mostly the start interval) and click on *Save*. Repeat with all courses.

Within the start organisation table, it is easy to move a course. Just drag any start time of this course to a new first start time and/or start box. If you want to drag a course into a new start box, then first create one by increasing the value in the settings panel.

You can also rearrange the start boxes by dragging them to the right position. F.ex. you can add an empty new start box at the right and then move it into the mid of the table if you need that.

If there are start time conflicts within a start box, the box column header will be shown in red. Scroll down until you see the conflicting start time which is highlighted in red colour. If you don't see all courses, then enlarge the box column.

Click on any course to display its settings in the **course 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 course panel works also with the list of remaining courses. Instead of dragging into the table, you can also insert a course by just adding all required values.

If there is a conflict so that two or more courses will get the same start time within a box, then the green browse buttons will be shown. Switch to the desired course and do the necessary corrections.

Click on the *Remove* button to remove a course out of the start organisation back to the remaining courses list.

 Courses with mass start (start interval 0) will be shown at their (only) start time and will be marked by three asterisks ***.

 The Search field finds the first start time of the course in the start organisation table.

➖ Special functions

📋 Adjust start times

You can repair conflicting start times automatically. This may be necessary if you had entered additional competitors after the start list definition.

➖ Reports

The **Overview report** supplies a complete summary of the start organisation. Courses are sorted by startbox and 1st start time herein.

The **Check start list organisation report** shows possible errors in your start organisation. Decide on your own how to handle the errors.

For general information about reports, see the reports reference.

See also

Start organisation by classes

Start list draw - Courses

Start list reports

Assign Classes - Courses

5.5.3 Start organisation by clubs

If you are using time blocks, you have to make basic definitions here.
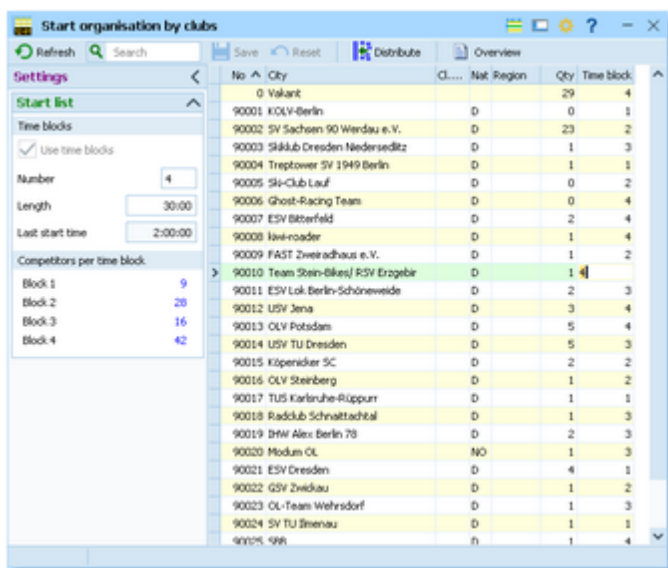
You can enter time blocks for each club. You may do this manually or use the *automatic distribution* (see below).

➖ Customizing the settings

Display formats ⚙   You can define the Time format.

Start list

These settings define the time blocks.

Number	Number of time blocks.
Length	Length of each time block.
Last start time	The last start time which is calculated by *Number*Length*.
	Notice: this read-only value is shown as relative start time.

Below these settings you find a summary of how many competitors are assigned to each time block. This may help to achieve a balanced load for the time blocks.

Notice: These numbers depend on the club time blocks which are defined here. Individual time blocks which are assigned in entries, are not computed here.

➖ Special functions

🔳 Distribute time blocks

You can distribute the time blocks randomly.

➖ Reports

The report supplies an overview of the block distribution.

For general information about reports, see the reports reference.

See also

> Start organisation by classes
>
> Start list draw - Classes
>
> Start list reports

5.5.4 Start list draw - Classes

If you had defined the start organisation by classes, then you can draw the start list now and modify the draw manually.

First, OEScore 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 you already had occupied some vacant places. If necessary, correct the start list organisation first.

This form provides an Overview table which shows all competitors (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 draw the start times and distribute the start numbers for all classes. 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

Display formats ⚙

You can define the Time format and the Name format.

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 competitors.
It is possible to draw all classes with a specific setting first and then redraw singular classes using a different setting.

Presorting

For the presorting within a class, you can use the *start block*, the (IOF or national) *rank* or the (IOF or national) *ranking points*.
You can select whether the sort order should be *ascending* or *descending*.
It is possible to draw all classes using start blocks first and then redraw singular classes using the ranking points. Another possibility is to use national rankings first and after that the IOF rankings for Elite classes.

Time blocks

If you are using time blocks, then this box is displayed instead of the above two. It just shows the current settings for the time blocks. For more information about time blocks, see the Start organisation by clubs reference.

Separate club

Separate club automatically This option is activated by default. It means that the Separate club algorithm should be processed after a start list draw automatically. Of course, you still have the possibility to uncheck this option if you don't want to separate competitors of the same club.

Select *First to last* or *Last to first* to define the direction in which this algorithm should work. Most competition rules demand from the end to the beginning (Last to first) because in this case those who will be inserted inbetween subsequent club starters will have no disadvantage from this action since they will be moved to a later start place.
If there had been unseparated pairs left, then try the opposite direction additionally or look for them in the Validation report and solve those cases manually.

⊟ Working in the Overview table

This table provides you an overview over the whole start list.

Time	Box 1	Box 2	Box 3
10:00:00		N/C Vacant	M60 Vacant
10:01:00	M21 ***		W50 Vacant
10:02:00	M21 ***|M40 Vacant	W21 Vacant	W60 Vacant
10:03:00	M50 Vacant	W40 Vacant	X21 Vacant
10:04:00		N/C Helen Smith	M60 David Day
10:05:00			X40 Vacant
10:06:00	M40 Vacant	W21 Francesca Pert	W60 Karen Blackbu
10:07:00		W40 Christine Defty	X21 Stephanie Fou
10:08:00	M50 Alistair Copeland / Tony Ki...	N/C Martin Baker	M60 Bob MacDonal
10:09:00			X40 Steve Foster /
10:10:00		Y18 Vacant	
10:11:00	M50 Dave- G Evans	W40 Mandy Faint	X21 Ruth Russell /
10:12:00		N/C Brian Tucker	M60 John Tiffany
10:13:00			
10:14:00	M40 Tim Williams		
10:15:00	M50 Nick Jones	W40 Roz Bardon	X21 Jon Meeks / Ar
10:16:00		N/C Frank Appleton	M60 Geoffrey Moor
10:17:00			
10:18:00	M40 Mike Naylor		
10:19:00	M50 John Dixon		X21 Ruth Greenw

As the first steps of the start list draw, you should

Draw the start times for all classes.

Distribute the start numbers for all classes.

Sometimes you may prefer to distribute the start numbers by clubs.

If rules demand that, you can separate the competitors of each club.

After each of these tasks, the Validation report will be displayed automatically. You find these functions in the ***Start times*** and ***Start numbers*** menu items.

If there are start time conflicts within a start box, the box column header will be shown in red. Scroll down until you see the conflicting start time which is highlighted in red colour. If you don't see all competitors of this time, then enlarge the box column.

To *modify a single competitor's start time*, just drag him into the desired time.

Notice: You can drag a competitor within his start box only. Modifying a competitor's start time in this table does not affect any other start times.

Click on a competitor to display his details together with the class status in the ***competitor panel***.

You can edit his start time here which has the same effect like dragging him.

If there is a conflict so that two or more competitors have the same start time within a box, then the green browse buttons will be shown. Switch to the desired competitor if you want to change something here.

Classes with mass start (start interval 0) will be shown at their (only) start time and will be marked by three asterisks ***. No individual competitors of this class will be shown and you can't modify the start time here. This has to be done in the start organisation.
To display the competitors and work on the start numbers, switch to the class table.

Notice: If you are using time blocks, there will be one mass start per time block, where you could have assigned the competitors.

Working in the Class table

Here you can work on each class seperately. Select the class from the class list at the right.

Overview	Class				
M50	Stno	XStno	Name	Club	Team
10:03:00	51		Vacant	Vakant	
10:07:00					
10:08:00	52		Alistair Copeland / Tony Kingham	Full	Team Copeland
10:11:00	53		Dave- G Evans	Full	
10:15:00	54		Nick Jones	Full	
10:19:00	55		John Dixon	Full	
10:23:00	56		Richard Beamer	Ind	
10:27:00	57		Dave Lloyd	Full	
10:31:00	58		Graham Townsend	Associate	
10:35:00	59		John Galway	Full	
10:39:00	60		John Herring	Full	
10:43:00	61		Steve Willis	Full	
10:47:00	62		Jens Strain	Full	

Using the functions of the ***Start times*** and ***Start numbers*** menu items, you can

Draw the start times for this class.

Shift the start times of this class. It may become necessary to change the first start time and/or the start interval after the draw, while the drawn start order should be kept.

First, change the corresponding values in the start list organisation. Then display the class in the class table and shift it.

Distribute the start numbers for this class.

If rules demand that, you can separate the competitors of each club. If there will be unseparated pairs left, check out the Validation report.

Assign X (Xtra) start numbers to this class. See the paragraph about special functions for more details.

Start times which do not match the start organisation will be shown in red. The competitors will be highlighted in red colour, also those without any start time.

To *modify the start order manually*, just drag the competitors like you wish. All other competitors will be adjusted accordingly.

Notice: If at least one competitor of the class has a finish time, then no changes are possible to this class anymore, except editing singular start times.

If you are *using time blocks*, then a competitor's start block will be marked with red colour if he could not be set into the desired time block.

Click on a competitor to display his details together with the class status in the *competitor panel*.

Competitor			
M50	1	Start times of this class do not match the start list organisation	💾 Save
54	Nick Jones	Full	↺ Reset
Start time	10:15:00		

You can edit his start time here. In this table, this is not the same like dragging him since the other competitors will not be adjusted.

➖ Using the Class selection list

No	Class	∧
9	G	?
1	M21	✔
3	M40	?
5	M50	?
7	M60	✔
15	N/C	✔
13	T21	?
2	W21	✔
4	W40	✔
6	W50	✔

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 first competitor of this 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 competitors do not have start times according to the start organisation. 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 competitors do already have finish times.

Notice: Nevertheless, you have the possibility to modify start times of competitors without a finish time of this class, but only in the overview table since this does not affect any other competitors. If you want to modify start times of finishers, then you must do this in the Chip evaluation. See the Evaluate chips reference for more details.

➖ Teams

First read the task based description of Handling teams.

Basically *a team will be handled like an individual competitor here*. The team is displayed with all members as the "name". All team members will get their team's start time and start number.

─ Special functions

Distribute start numbers

After the start list draw, you can distribute start numbers to the competitors in various ways. This is an optional task which won't be absolutely necessary for small and training events. However, for large or ranking events, it is recommended to distribute the start numbers even if you don't offer start no. bibs to the competitors. This gives you an additional sort order which may be useful sometimes.

For all classes This is available in the overview table. You will be prompted for the first start no and whether you want to have the start numbers in ascending or descending order according to the start times.
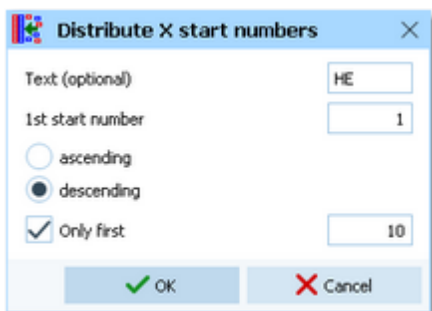
For a single class This is available in the class table.You will be prompted for the first start no and whether you want to have the start numbers in ascending or descending order according to the start times. It is possible first to distribute start numbers for all classes and afterwards change this for selected classes. F.ex. you may wish to have special start numbers for the Elite classes or have the opposite order there.

For all clubs This is available in the overview table. You will be prompted for the first start no. only. Use this method at small events where it is not necessary to have start numbers according to the start order.

Distribute Xtra start numbers

Xtra start numbers are a special feature which had been used first at the chase start of multidays. There, it is often wished to have extra start numbers by which the spectators and the speaker can recognize the leading competitors and in which class they are running. Mostly this is used for the Elite classes only. This may be not so important for score O events, nevertheless you have the feature available.

Xtra start numbers must be distributed for each class seperately. Click on the Distribute button .

This is a sample how the x start numbers may be distributed for the last 10 Elite runners in the start list. All of them will show their place and class on the bib.

To clear erroneous Xtra start numbers, use the Clear button

─ Reports

The **Validate start list draw report** shows possible errors in your start list. Decide on your own how to handle the errors. This report pops up automatically after every task of the overview table which performs on all classes.

For general information about reports, see the reports reference.

See also

Start organisation by classes

Start list reports

5.5.5 Start list draw - Courses

Besides the more usual draw by classes, it is also possible to draw by courses. All competitors with the same course will be drawn in a row. At Score O events there is often a mass start. In this case, usually all courses with the same time limit will be started at the same time. So the start organisation by courses may be preferred against the start organisation by classes. See the sample below.

The handling in this window is the same as with the start list draw by classes.
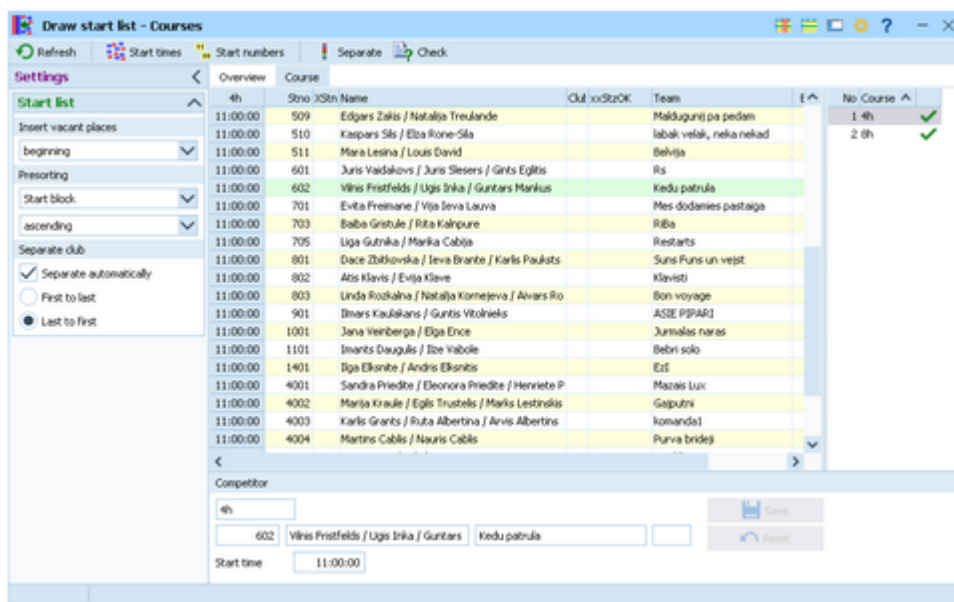
First, OEScore checks the start organisation.

If you receive an error message from this check, you may notice some restrictions for working on the start list. If necessary, correct the start list organisation first.

When opening the form or refreshing the table, you may get various warnings. One of them is quite important here: **Some classes don't have courses assigned.** This means that some classes are missing the course assignments. For more information about assigning courses to classes, see the Assign Classes - Courses reference.

Please make sure that every class has a course assigned.

Important! Handling the vacant places

The vacant places can't be created by the course definitions because normally several classes belong to a course. For more details on how to define the vacant places when drawing the start list by courses, see the Start organisation by courses reference.

When opening this form or at every refresh of the display, OEScore will check if the actual number of vacants matches your definitions. If there is a difference then you will be asked to correct this and create the desired vacant places. Be careful here if you are working in this form after the start list draw! Most likely then there will be vacant places already occupied by real competitors, so the check will always report differences.

This form provides an Overview table which shows all competitors (similar to the start organisation table) and a Courses table where you can work on each course seperately. It is recommended to begin with the overview table. There you can draw the start times and distribute the start numbers for all courses. After that, you can switch to the course table and check out and perhaps modify the draw of each course individually.

See the following paragraphs for more details.

Customizing the settings

Display formats ⚙	You can define the Time format and the Name format.
Start list	
Insert vacant places	Define where the vacant places should be inserted: at the *beginning* or at the *end* of the courses, or if they should be *drawn* like normal competitors. It is possible to draw all courses with a specific setting first and then redraw singular courses using a different setting.
Presorting	For the presorting within a course, you can use the *start block*, the (IOF or national) *rank* or the (IOF or national) *ranking points*. You can select whether the sort order should be *ascending* or *descending*. It is possible to draw all courses using start blocks first and then redraw singular courses using the ranking points. Another possibility is to use national rankings first and after that the IOF rankings for Elite classes.

Separate club

Separate club automatically This option is activated by default. It means that the Separate club algorithm should be processed after a start list draw automatically. Of course, you still have the possibility to uncheck this option if you don't want to separate competitors of the same club.

Select *First to last* or *Last to first* to define the direction in which this algorithm should work. Most competition rules demand from the end to the beginning (Last to first) because in this case those who will be inserted inbetween subsequent club starters will have no disadvantage from this action since they will be moved to a later start place.

If there had been unseparated pairs left, then try the opposite direction additionally or look for them in the Validation report and solve those cases manually.

⊖ Working in the Overview table

This table provides you an overview over the whole start list.

Overview	Course
Time	**Box 1**
10:26:00	4 hour score Alistair Copeland / Tony Kingham
10:27:00	4 hour score David Brown
10:28:00	4 hour score Michael Brough
10:29:00	4 hour score Andy Parsons
10:30:00	4 hour score David Day
10:31:00	4 hour score Peter Griffin
10:32:00	4 hour score John Rawden
10:33:00	4 hour score John Reay
10:34:00	4 hour score Keith Foster
10:35:00	4 hour score William Wilson / Samuel Wilson
10:36:00	4 hour score Dave Lloyd
10:37:00	4 hour score Chris Corbett / Clive Barnett
10:38:00	4 hour score Steve Green

As the first steps of the start list draw, you should

▊ Draw the start times for all courses.

▊ Distribute the start numbers for all courses.

 Sometimes you may prefer to distribute the start numbers by clubs.

 If rules demand that, you can separate the competitors of each club.

After each of these tasks, the Validation report will be displayed automatically. You find these functions in the *Start times* and *Start numbers* menu items.

If there are start time conflicts within a start box, the box column header will be shown in red. Scroll down until you see the conflicting start time which is highlighted in red colour. If you don't see all competitors of this time, then enlarge the box column.

To *modify a single competitor's start time*, just drag him into the desired time.

Notice: You can drag a competitor within his start box only. Modifying a competitor's start time in this table does not affect any other start times.

Click on a competitor to display his details together with the course status in the *competitor panel*.

Competitor			
4 hour score	Start times of this course do not match the start list organisation		💾 Save
50	William Wilson / Samuel Wilson	Team Wilson		↺ Reset
Start time	10:35:00		

You can edit his start time here which has the same effect like dragging him.

If there is a conflict so that two or more competitors have the same start time within a box, then the green browse

buttons ⟨ ⟩ will be shown. Switch to the desired competitor if you want to change something here.

H20 *** Courses with mass start (start interval 0) will be shown at their (only) start time and will be marked by three asterisks ***. No individual competitors of this course will be shown and you can't modify the start time here. This has to be done in the start organisation.
To display the competitors and work on the start numbers, switch to the course table.

Notice: If you are using time blocks, there will be one mass start per time block, where you could have assigned the competitors.

Working in the Course table

Here you can work on each course seperately. Select the course from the course list at the right.

4 hour scor	Stno	XStn	Name	Clut	Class	Team
10:26:00	15		Alistair Copeland / Tony Kingham	Full	M50	Team Copeland
10:27:00	21		David Brown	Ass	M21	
10:28:00	41		Michael Brough	Full	M40	
10:29:00	72		Andy Parsons	Ind	M40	
10:30:00	87		David Day	Full	M60	
10:31:00	64		Peter Griffin	Ass	M21	
10:32:00	51		John Rawden	Full	M40	
10:33:00	80		John Reay	Ass	M40	
10:34:00	79		Keith Foster	Full	M40	
10:35:00	50		William Wilson / Samuel Wilson	Ass	G	Team Wilson
10:36:00	45		Dave Lloyd	Full	M50	
10:37:00	56		Chris Corbett / Clive Barnett	Ind	M21	Team Corbett
10:38:00	53		Steve Green	Full	M40	
10:39:00	58		Gareth Townend	Ass	M21	

Using the functions of the *Start times* and *Start numbers* menu items, you can

Draw the start times for this course.

Shift the start times of this course. It may become necessary to change the first start time and/or the start interval after the draw, while the drawn start order should be kept.
First, change the corresponding values in the start list organisation. Then display the course in the class table and shift it.

Distribute the start numbers for this course.

If rules demand that, you can separate the competitors of each club. If there will be unseparated pairs left, check out the Validation report.

Assign X (Xtra) start numbers to this course. See the paragraph about special functions for more details.

Start times which do not match the start organisation will be shown in red. The competitors will be highlighted in red colour, also those without any start time.

To *modify the start order manually*, just drag the competitors like you wish. All other competitors will be adjusted accordingly.

Notice: If at least one competitor of the course has a finish time, then no changes are possible to this course anymore, except editing singular start times.
If you are *using time blocks*, then a competitor's start block will be marked with red colour if he could not be set into the desired time block.

Click on a competitor to display his details together with the course status in the *competitor panel*.

Competitor

4 hour score	Start times of this course do not match the start list organisation		💾 Save
50	William Wilson / Samuel Wilson	Team Wilson		🔄 Reset
Start time	10:35:00		

You can edit his start time here. In this table, this is not the same like dragging him since the other competitors will not be adjusted.

Using the Course selection list

No	Course ∧	
5	1,5h Na...	❓
3	2h Einzel	❓
4	2h Team	❓
1	4h Einzel	❓
2	4h Team	❓

Use the course selection list at the right to select a course. If you are working in the overview table, this will jump to the first competitor of this course. If you are working in the course table, this will display this course there.

There is a status indicator which tells you something about the draw status of the course:

✔ *OK* The course is drawn according to the definition and you are able to modify the start order or redraw it.

❓ *Errors* The course is not drawn yet or some competitors do not have start times according to the start organisation. Display the course to check out what is the matter and correct this if necessary.

🚫 *Locked* No start time draw allowed anymore for this course because one or more competitors do already have finish times.
Notice: Nevertheless, you have the possibility to modify start times of competitors without a finish time of this course, but only in the overview table since this does not affect any other competitors. If you want to modify start times of finishers, then you must do this in the Chip evaluation. See the Evaluate chips reference for more details.

Teams

First read the task based description of Handling teams.

Basically *a team will be handled like an individual competitor here*. The team is displayed with all members as the "name". All team members will get their team's start time and start number.

Special functions

Distribute start numbers
After the start list draw, you can distribute start numbers to the competitors in various ways. This is an optional task which won't be absolutely necessary for small and training events. However, for large or ranking events, it is recommended to distribute the start numbers even if you don't offer start no. bibs to the competitors. This gives you an additional sort order which may be useful sometimes.

🔢 *For all courses* This is available in the overview table. You will be prompted for the first start no and whether you want to have the start numbers in ascending or descending order according to the start times.

🔢 *For a single course* This is available in the course table. You will be prompted for the first start no and whether you want to have the start numbers in ascending or descending order according to the start times. It is possible first to distribute start numbers for all courses and afterwards change this for selected courses. F.ex. you may wish to have special start numbers for the Elite courses or have the opposite order there.

🔢 *For all clubs* This is available in the overview table. You will be prompted for the first start no. only. Use this method at small events where it is not necessary to have start numbers according to the start order.

Distribute Xtra start numbers

Xtra start numbers are a special feature which had been used first at the chase start of multidays. There, it is often wished to have extra start numbers by which the spectators and the speaker can recognize the leading competitors and in which class they are running. Mostly this is used for the Elite classes only. This may be not so important for score O events, nevertheless you have the feature available.

Xtra start numbers must be distributed for each course seperately. Click on the Distribute button [H1 H2]
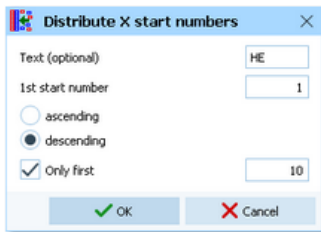
.

This is a sample how the x start numbers may be distributed for the last 10 Elite runners in the start list. All of them will show their place and course on the bib.

To clear erroneous Xtra start numbers, use the Clear button [H2].

Reports

The **Validate start list draw report** shows possible errors in your start list. Decide on your own how to handle the errors. This report pops up automatically after every task of the overview table which performs on all courses.

For general information about reports, see the reports reference.

See also

Start organisation by courses

Start organisation by classes

Start list reports

5.5.6 Start list reports

There are various start list reports. You find them in the main menu under *Start list.*
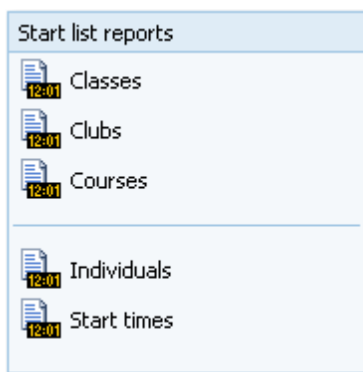
The titles should be self-explaining.

There are some special options in the reports which should be explained here.

Display formats ⚙   You can define the Time format and the Name format.

Quick selection: class types   This is available for class reports. You can use this to select all classes with the
or start places   desired class types or start places by checking them. For more information about class
                                types see the Classes reference. For more information about start places see the Start
                                organisation by classes reference.

Quick selection: start places, This is available for the report by start times. You can select start places and start
start boxes and start times   boxes, and additionally a specific time range. So it is possible to print a specific start
                                list for every start box at every start place which contains the starters in this box only.

Selecting start times in the   **Negative start times:** If you have start times before the zero time, select them in this

start list by start times	way. First *set the time format to relative to zero time*. Then enter a negative time into the from field (-...). 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.
Teams: Include runners	The teams are shown with their runners.
Competitors sorted by	This is available for class, courses and club reports. Within a class/club/course the competitors will be sorted by the selected field.

For general information about reports, see the reports reference.

Teams

The team representation depends on the event type.

With all event types, you can display the teams in a single line. All names of the team mates are displayed in the name column, and the team (name) column can be displayed in this line.

With the event types Teams only, normal score O and Rogaining, you have the additional option to display the names of the team mates in extra lines, just like you are used to from relay teams.

For more details, see the Handling teams - Task based help and the Entries 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). There is only a single line for each team.

Notice: The CSV file format has been changed from V.11.0 to V.12!!
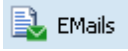
XML export

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, OEScore also allows the reports by courses to be exported into that format. The courses will appear as "classes" in that XML document.

There is a single record for each team.

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.

See also

Reports

5.6 Competition day

The *Competition day* main menu topic offers you all functions which you need to operate during the competition.
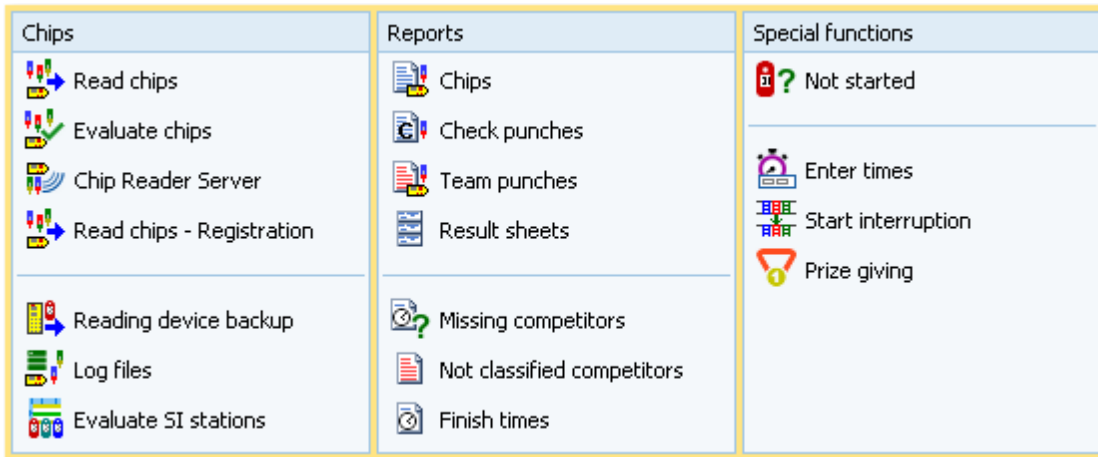
The two most important functions during a competition are Read chips and Evaluate chips. If you are downloading the chips on smartphones or PCs using the *Chip Reader client app*, then you need to run the Chip Reader Server of OEScore.

At small events without pre-entries, the Read chips - Registration function is more suitable than its normal version.

If necessary, you can enter finish times manually in a similar way like Read 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. Also, you can check out which classes are ready for the prize giving ceremony.

There can be various punches before and at the start with both chip systems. The best known of them is the obligate check punch of SportIdent. If those punches have been (with SportIdent) downloaded from the stations' backup memories, then you can use this information to find the competitors who did not start.

There are some special functions for handling unexpected situations during the event:

- Start interruption
- Reading device backup
- Log files
- Evaluate SI stations

See also

Running the competition - Task based help

Advanced competition day tasks - Task based help

5.6.1 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.
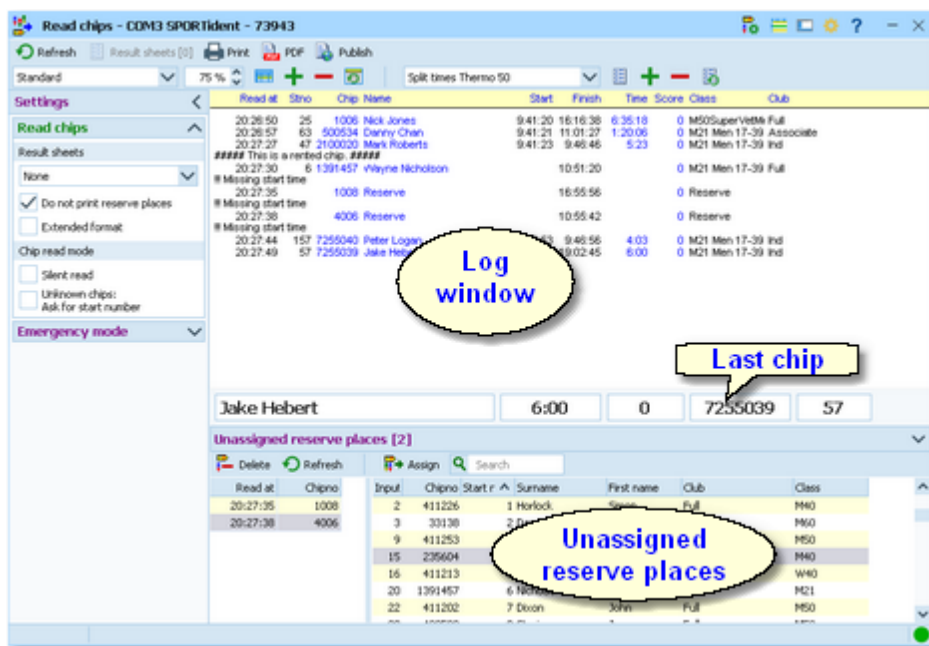
This function expects that the entries are pre-registered. Although you are able to read all unknown chips into reserve places here, OEScore provides a much better Read chips function if you don't have pre-registered entries. See the Read chips - Registration reference for more information.

The function detects a SportIdent or Emit reader device which is connected to the PC automatically. If it finds multiple devices, then click on the Chip system button 🔧 and select the right one from the device combobox. See also below.

In the normal case, reading the chips will run smoothly and they will be reported in the log window including all details. 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**. See the paragraphs below.

Customizing the settings

Chip system 🔧	This will open the *Chip system submenu*. You can select and restart the device, and define the Chip system settings. For more information see the Handling the chip system devices reference.
Display formats ⚙	You can define the Time format and the Name format.

Read chips

These settings define the behaviour of this function.

Result sheets	OEScore 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.
Extended format	You can print the sheets in normal format or in *Extended format*. When switching this option, a different pool of label layouts will be loaded. In addition to the normal sheets, the extended format sheets show the result standings of

the competitor's class. With the special *Rogaining layouts*, also the punch differences of the team are displayed.

So you can hand out complete intermediate results to every competitor after he had downloaded his chip in the finish. Since this is quite a heavy function especially for large events, please perform thorough performance tests before your race and before you promise that to the competitors.

Silent read

Normally, OEScore 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 of an unknown chip. If you cancel the prompt, then the chip will be saved to Reserve as usual. Checking this option may be reasonable if the competitors are wearing start no. bibs.

If the start number is assigned to multiple team members, then the chip is saved as Reserve and the (multiple) start number is focused in the bottom table. *So with the next mouseclick (or two) you can assign the chip to the right team member.*

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.

Select the reserve chip from the left panel and the right destination competitor on the right. Assign the chip using the button ![icon]. 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 ![icon].

The reserve places may also be handled by another person in Evaluate chips. In this case, use the Refresh button ![icon] to update the reserve list from time to time. This does also refresh the competitors table. Perhaps you may need the refreshing for the latter purpose only if you have many direct entries during the race.

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 OEScore will notify you by the network lost dialog.

- Close OEScore 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:\Entw2021\OLEinzel\Logs\ChipLog1_EM.DAT					3
Read at	Stno Class	Chip Name		Start	Finish	Time Club	
14:32:40	Reserve	2100019 Reserve		18:58:25	19:03:03	4:38	
14:32:46	Reserve	2100024 Reserve		18:58:14	19:02:50	4:36	

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 *ChipLog1_EM.dat* and *ChipLog1_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 OEScore 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.

See also

Running the competition - Task based help

Chip Reader Server

Read chips - Registration

Evaluate chips

Log files

Device backup memory

5.6.2 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, point scoring, modify chip contents, and more.

The data grid is just a readonly selection grid. 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 competitor quickly using the search field.

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

Customizing the settings

Chip system settings 🎛️   This will open the SportIdent settings or the Emit settings dialog, depending on the chip system in use. If you make a change which is relevant for calculating the (punch) times, they will be recalculated and the form's display will be updated.

Display formats ⚙️   You can define the Time format and the Name format.

Competitors

Sort mode   You can define the sort mode for classes, clubs and teams. They can be sorted by their Id numbers (class, club or team 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.

Scoring type

You can set some options how the team punches should be handled. These options are obligatory for Rogaining competitions but they could also be interesting for the other event types. If you modify one of these options, then everything will be recalculated accordingly and the form's display will be updated.

Teams: Everybody has to punch   You can define whether a control must be punched by all team mates or not to be counted for the score result. *This feature is not yet implemented in the first releases!*

max. difference   This defines within which time all team mates have to punch the same control,

	so that this will be counted. Rogaining competitions usually have a value of 1 minute here. Leave the field blank if there is no limit.
Hidden control codes	This means that the "official" code given on the map is not the real code in the control station. But for the result only this "hidden" code will count. This had been introduced for Rogaining competitions which last for 24 hours and more (in large areas of many square kms) , to prevent against punch cheating.

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.
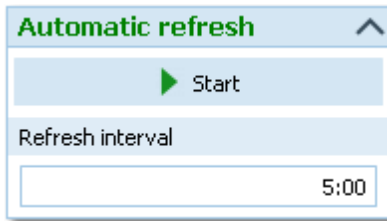
Set the right Refresh interval. An interval of some minutes is sufficient.

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 four sections for point scores, 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.
Points, Penalty, Score	These read-only fields show the calculated result of the competitor/team. They will be updated with every saving of modifications, f.ex. after adding punches or modifying the finish time.
Extra points, Comment	You can provide Extra points and a corresponding comment manually. This can be a credit or a penalty as well. See also the paragraph about teams below.
Start, Finish (Times) Start, Finish (Chip)	The start and finish fields in the Chip panel mean the start and finish punches saved on the chip. The corresponding fields in the Times panel mean the actual start/finish times which are saved for the competitor. They may have been calculated or editable according to the SportIdent or Emit settings. F.ex., 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. **Use this possibility only in the extraordinary case if there is really a competitor who had started before the zero time!**
Time	The (running) time is always calculated based on the other input fields. For teams, the team's time is displayed. See also the paragraph about teams below.
Class., Comment	You can change the classification if necessary. If you like, you can add a comment in the respective field.
Credit, Penalty	You can enter a manual time credit and/or penalty which will be computed when calculating the time.
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 buttons* ⌄ ⌃. **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

126	12:59:03	2
151	13:12:02	5
166	13:29:23	6
97	13:51:03	9
175	14:18:07	7
164	14:42:39	6
59	15:15:47	5
96	15:36:56	9
162	16:25:17	6
163	16:52:43	6
58	17:17:5	5

In the punch list, missing punches are shown in blue colour at the end of the list, wrong (additional) punches are shown in purple colour and valid punches are shown in black, together with the point value in green.

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. 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.

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.

307	3 (37)
308	3 (38)
309	3 (39)
401	4 (41)
402	4 (42)
403	4 (43)
404	4 (44)
405	4 (45)
406	4 (46)

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.
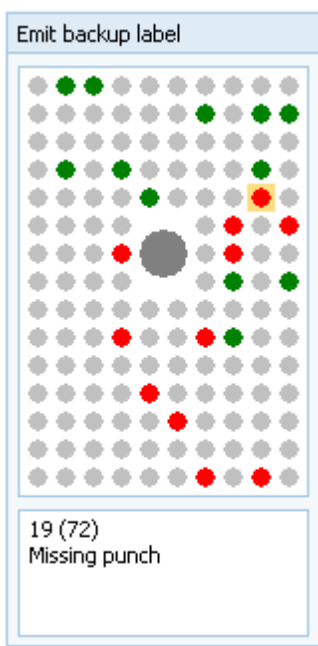
The pins are displayed how they they should look like on the competitor's backup label, based on what is saved from the chip. There are different colours used.

- **●** 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.

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.

Emit backup label

19 (72)
Missing punch

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.

Teams

First read the task based description of Handling teams.

Display the column Teams. Move it near the surname/first name columns to give you a better overview. If a competitor is assigned to a team, then the name of his team is given in this column. When displaying the chip contents, the hint Team will be given in the information text field left of the punch list.

Every team member carries his own chip. The team's time is calculated by the first start time and the last finish time of all members. For the score result, only those controls will be counted which had been punched by all members and within the max. punch difference, if this is defined.
With team members, always the times and points which belong to the whole team will be shown.
Extra points and the comment as well as time credits/penalties can only be entered for that team member where the **team name** is displayed in **bold**.

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.

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, set the option Extended format in the right way and print the label from the report menu.
Actually this is the function Result sheets - Selection with that single competitor selected.

See also

     Read chips

     Chip Reader Server

     Competition day reports

     Replacement controls

     Manual input (f.ex. not started)

     Result sheets - Selection

5.6.3 Chip Reader Server

New in OEScore V.12.1, you can read the chips in the finish, using the *Chip Reader Apps* on your smartphone or a Windows PC. These devices communicate with OEScore over WLan. You can have multiple smartphones runing the app and multiple PCs with the Windows app running in multiple instances on them. These Chip Reader (app) windows are called the *Chip Reader clients*.

For more information about these apps and how to install them, download the Chip Reader Pdf handbook from the 🌐 SportSoftware web site.

The Chip Reader clients search for a Chip Reader Server running in the network. To distribute the workload at large

competitions, it is possible to have multiple server windows running on different PCs. In this case, the clients will be able to select the right one.

This Chip Reader server window waits for connections from clients. Each connected client can then read a chip and send it to this server function. The chip will be computed here in exactly the same way like in Read chips. The only difference to Read chips is the source of the chips.
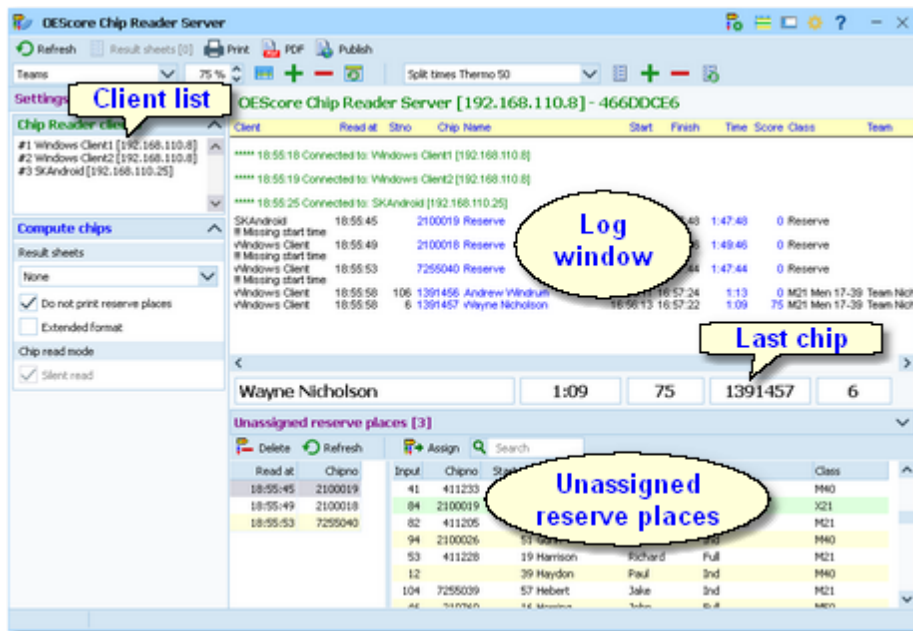
In the normal case, reading the chips will run smoothly and they will be reported in the log window including all details. Rented chips will be notified. The last chip will be displayed a bit larger in the bottom panel.

However, there will happen two sorts of situations where the operator of this function must interfere: **unknown chips** and **network failures**. See the paragraphs below.

Customizing the settings

Chip Reader settings 🔧

This will open the *Chip Reader Server submenu*.
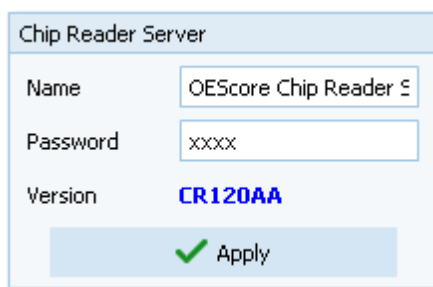
You have to define how Chip Reader clients should detect and communicate with this server window. Define a descriptive name. This will be displayed in the Chip Reader clients after they have connected to this server. Define a password for the clients. The clients must have the same password to be allowed to connect to this server.

Notice: The **Chip Readers must have the same version** like displayed here.

Display formats ⚙

You can define the Time format and the Name format.

Compute chips

These settings define the behaviour of this function.

Result sheets

OEScore 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.
Extended format		You can print the sheets in normal format or in *Extended format*. When switching this option, a different pool of label layouts will be loaded. In addition to the normal sheets, the extended format sheets show the result standings of the competitor's class. With the special *Rogaining layouts*, also the punch differences of the team are displayed.
		So you can hand out complete intermediate results to every competitor after he had downloaded his chip in the finish. Since this is quite a heavy function especially for large events, please perform thorough performance tests before your race and before you promise that to the competitors.
Silent read		Silent mode is fixed here. "Problematic chips" will be always saved to a reserve place. On the Chip Reader client there will be an extra status shown: **Validation required!** The competitor must be asked to go to an operator place where this can be solved. Normally this is the operator of this window, see below.

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.

Unassigned reserve places [3]								
Delete	Refresh	Assign	Search					
Read at	Chipno	Input	Chipno	Start r ^	Surname	First name	Club	Class
14:32:40	2100019	85	10138	235	Olsson	Ingmar	OK Vilse 87	H60
14:32:46	2100024	154	264152	236	Larsson	Pontus	OK Skogsfalken	H55
14:32:50	7255039	87	202556	237	Petersson	Bo	Lessebo OK	H55
		203	8180360	238	Jungstrand	Ulf	OK Skogsfalken	H55
		86	600524	239	Lernå	Ove	Kalmar OK	H55

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. Perhaps you may need the refreshing for the latter purpose only if you have many direct entries during the race.

Network break - Emergency mode

Unlike the normal Chip read window, there is no Emergency mode offered here. If you have Chip Reader clients running on Windows PCs, then use them to start OEScore and run the Read chips with emergency mode there.

One remark to WLan vs wired network

Everywhere and always I have demanded **NOT to use WLan** for the SportSoftware but only wired configurations.
Do not mix up things here!
You must distinguish between two different scenarios.

The normal scenario (like so far) is that we have OEScore installed and running on the client PCs. Those PCs read and write on the event data directly, which are saved on the server PC. In this scenario WLan is a NoGo, you must use cables and switches.

The new *Chip Reader app* creates a new scenario. The Chip Reader app does NOT access the event data directly. Instead it sends the chip data to this Chip Reader server module which replies with the result to the Chip Reader. Only this server works on the event data directly. *Only this scenario allows using WLan.* But it is also possible to connect Windows Chip Reader clients by cable.

See also

Running the competition - Task based help

Read chips

Evaluate chips

Log files

5.6.4 Read chips - Registration

For small events (well, there is no limit actually) without pre-entries, the Read chips with registration in the finish form is one of the most important functions during the running competition.
Since obviously teams cannot be computed by this function, it is not suitable for Rogaining events.
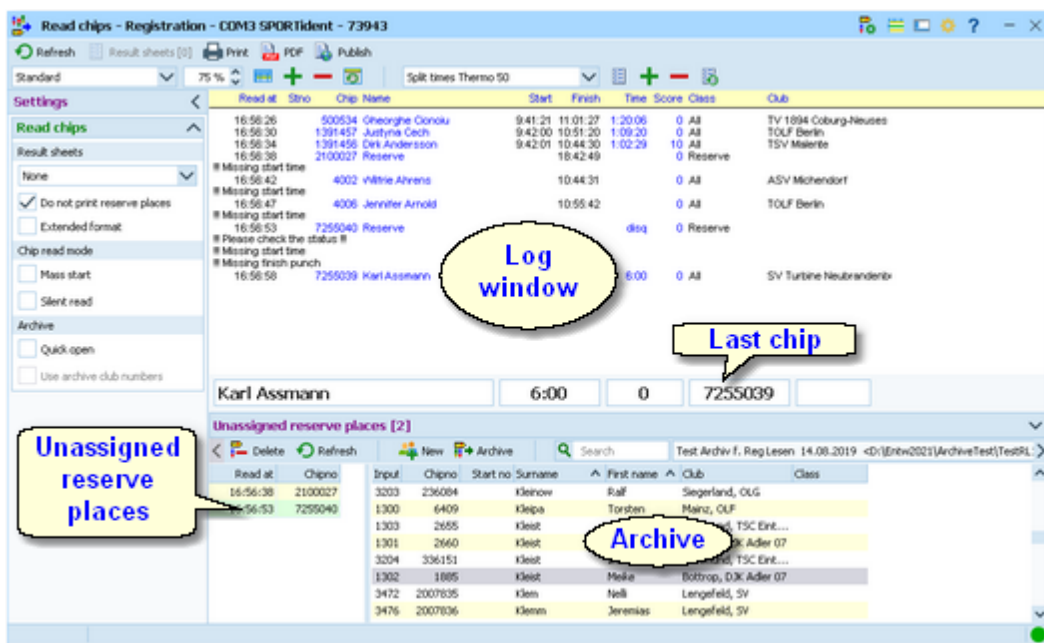
The function detects a SportIdent or Emit reader device which is connected to the PC automatically. If it finds multiple devices, then click on the Chip system button 📳 and select the right one from the device combobox. See also below.

This function saves the chips for non existing competitors only. The only exception is if the chip is already in the event, then it will ask you to overwrite it. If you have pre-entries, then you must use the (normal) Read chips function. See also the Read chips reference.

The **preconditions** to be able to use this function are:

- This form will use the first class which is defined and assign all competitors to this class. So you must have defined a single class.
- The first class must have a course assigned. This is the only course which is used by this function.
- You must use both start and finish punch in this event. As an alternative, you can have a mass start at the zero time, so no start punches are necessary.

You will be notified if one of these preconditions is not fulfilled.

You have the best benefit of this function if you have an archive where almost all possible competitors are included with the right chip numbers. When downloading a chip, OEScore will look for the chip number in the archive. If the chip can be found and the competitor is not yet registered in the event, then OEScore copies the archive data of this competitor into a new entry and assigns the chip details. Then OEScore assigns the class and course to the

competitor.

If you are not using the archive, then all chips will first be saved to reserve places and then you will have to enter the competitors manually. The same happens if the chip is not found in the archive.

In the normal case, reading the chips will run smoothly and they will be reported in the log window including all details. Rented chips will be notified. The last chip will be displayed a bit larger in the bottom panel.

However, you will have to do something if the chip is not known in the archive or if the chip comes the second time. See the paragraphs below.

Customizing the settings

Chip system 🖥️⚙️	This will open the *Chip system submenu*. You can select and restart the device, and define the Chip system settings. For more information see the Handling the chip system devices reference.
Display formats ⚙️	You can define the Time format and the Name format.

Read chips

These settings define the behaviour of this function.

Result sheets	OEScore 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, since you will assign them to real persons here.
Extended format	You can print the sheets in normal format or in *Extended format*. When switching this option, a different pool of label layouts will be loaded. In addition to the normal sheets, the extended format sheets show the result standings of the competitor's class. So you can hand out complete intermediate results to every competitor after he had downloaded his chip in the finish. Since this is quite a heavy function especially for large events, please perform thorough performance tests before your race and before you promise that to the competitors.
Mass start	One precondition that you are able to use this function is that you are using start and finish punches. However, training events can also have a mass start and then you don't have any start punches. In this case, check this option. Then all competitors without a start punch will get the zero time as their start time. So it would be possible to have a mass start AND punched start at the same time.
Silent read	Normally, OEScore 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.
Archive: 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. OEScore 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.
Archive: Use archive club numbers	This option is disabled here. You should not change it. It can only be changed when working on the entries. New clubs will be created in the event automatically if necessary. This setting
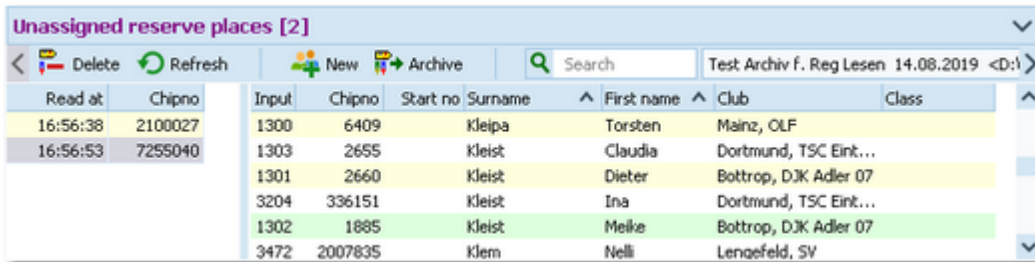
determines how the club numbers should be handled. Checked means that the clubs will keep the club number from the archive. Unchecked means that each new club will get the next available club number in the event. New clubs which were not in the archive, will get club numbers beginning with 90000.

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.

Read at	Chipno	Input	Chipno	Start no	Surname ^	First name ^	Club	Class
16:56:38	2100027	1300	6409		Kleipa	Torsten	Mainz, OLF	
16:56:53	7255040	1303	2655		Kleist	Claudia	Dortmund, TSC Eint…	
		1301	2660		Kleist	Dieter	Bottrop, DJK Adler 07	
		3204	336151		Kleist	Ina	Dortmund, TSC Eint…	
		1302	1885		Kleist	Meike	Bottrop, DJK Adler 07	
		3472	2007835		Klem	Nelli	Lengefeld, SV	

Select the reserve chip from the left panel and the right destination competitor from the archive on the right. Assign the chip using the *Archive* button . To find the competitor quickly, use an appropriate sort order and the quick search field at the top. If the competitor can't be found in the archive, then you can open the input panel using the *New* button .

Please enter the competitor here!

Surname	Krämer	💾 Save
First name	Stephan	✖ Cancel
Club	TV 1894 Coburg-Neuses …	

Just enter the name and the club and save the competitor. You can select the club from the Select clubs dialog using the button in the club field. For more details to that dialog, see the Select club reference.
The assigned chip will be reported in the log window and it will be queued for the result sheets.

If you know that a reserve chip is obsolete, f.ex. because it had been downloaded twice, then delete it using the button *Delete* .

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.

See also

Select club

Insert new club

Running the competition - Task based help

Read chips

Evaluate chips

Log files

Device backup memory

5.6.4.1 Select club

In the function Read chips - Registration there may finish competitors who are not stored in the archive. You can enter them manually. You can select the club in this dialog.
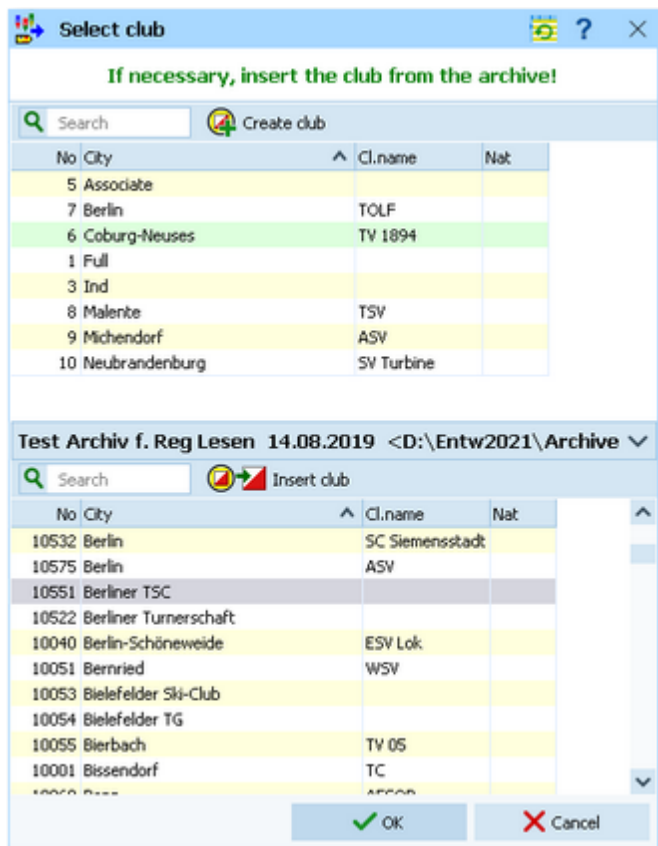
The upper list shows the *clubs which are already saved in the event*. If you find it there, then *dblclick* it or select it and click on *OK* ✔ to assign it to the new competitor.

The bottom table shows all *clubs in the archive*. If the club is not yet in the event, then you can select it in the bottom table and insert it into the event. Just *dblclick* it or click on the button *Insert club* 🔲. Then click on *OK* ✔ to assign it to the new competitor.

If the club is neither in the event nor in the archive, then you must create it manually. To do so, click on the button *Create club* 🔲 which will open a new dialog. Look into the Insert new club reference for more details.

The new club will be inserted into the upper table and you can click on *OK* ✔ to assign it to the new competitor.

See also

Read chips - Registration

Insert new club

5.6.4.2 Insert new club

This dialog can be invoked from the Select club dialog if you need to enter a new club which is not yet in the event and can't be found in the archive.
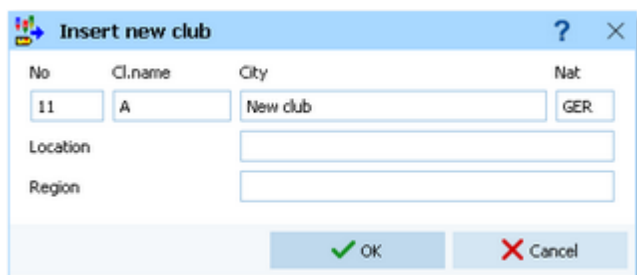
This dialog offers only a few main fields to define the club. For such events with *Registration in the finish* this should be sufficient. If you want to add more details to new clubs later (f.ex. an address), then add them in the clubs table.

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.
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. For more details, see the Clubs reference.
Location, Region	Use those columns to allow even more sort orders for clubs in reports..
Nation	The nation abbreviation should only be entered for foreign clubs.

Click on *OK* ✔ to insert the new club into the event.

See also

Read chips - Registration

Select club

Clubs

5.6.5 Competition day reports

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*.
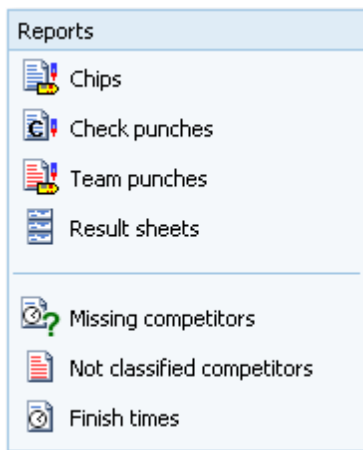
In all reports, you can set the Display formats ⚙: Time format and Name format.

Chips

This report supplies a list of all chips. Select Edited chips only to report only them. The punches are given with clock times. With team members, the result values of the team are displayed.

Check punches

This 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*.

Notice: If you had read the backup memory of check stations, then the punch times from those stations will be displayed and marked by **#**. Punches from the backup memories are necessary if you have SICard5 in use, and to see those additionally who did not finish yet.

Team punches

This report lists all team punches which exceeded the maximum punch time difference.

Emit code 99

This 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*.

Result sheets

Behaves like a report. You can select multiple competitors and then print their result sheets. The punches are shown as split times of the competitor. For more details see the Result sheets - Selection reference.

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 Manual input references.

In addition to this main section, there are three other sections which show competitors with missing finish times, competitors with a finish time but no chip downloaded and completely not registered chips which had punched the start station.

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 here.

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.

For general information about reports, see the reports reference.

See also

Result sheets - Selection

Evaluate chips

Evaluate SI stations

Enter times

5.6.6 Result sheets - Selection

You can select one or several competitors to print their result sheets.
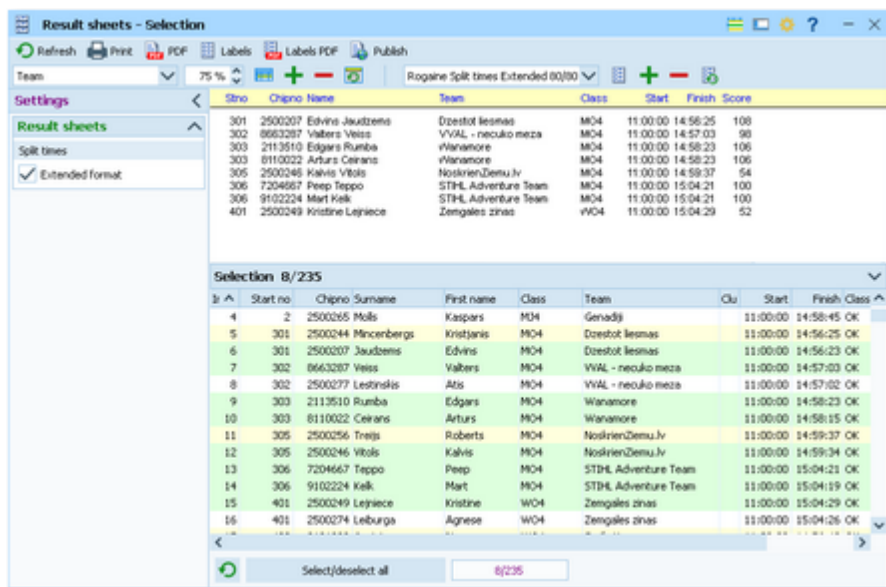
First they are shown in the report. Then you can print their result sheets either in *Normal* or *Extended* format using the label print functions.

A special usage of this function is printing a single result sheet out of Evaluate chips. Then this single competitor is preselected and the label print dialog will appear automatically.

Customizing the settings

Display formats ⚙   You can define the Time format and the Name format.

Result sheets

Extended format   You can print the sheets in normal format or in *Extended format*. When switching this option, a different pool of label layouts will be loaded. In addition to the normal sheets, the extended format sheets show the result standings of the competitor's class. With the special *Rogaining layouts*, also the punch differences of the team are displayed.

See also
Evaluate chips

5.6.7 Find competitors who did not start

There can be various punches before and at the start with both chip systems. The best known of them is the obligate check punch of SportIdent. If those punches have been (with SportIdent) downloaded from the stations' backup memories, then you can use this information to find the competitors who did not start.
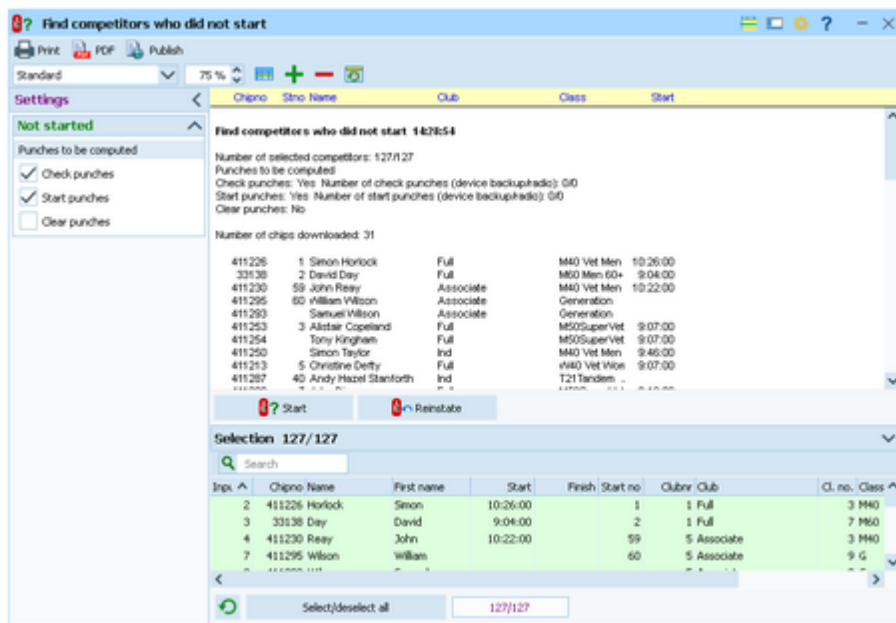
In addition or as an alternative to the check punches, you can also use the clear and start punches for this function.

When the start is over, *download the punches* of all required stations. See the Evaluate SI stations reference for more details. This function computes those punches from the SI station backup memories. If necessary, you can narrow down the procedure by selecting the desired competitors at the bottom.

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

Display formats ⚙   You can define the Time format and the Name format.

Not started

Stations to be computed   Select the types of stations which you want to compute here. By default, all 3 types are preselected.

See also

Running the competition - Task based help

Advanced competition day tasks - Task based help

Download SI station backup

Evaluate SI stations

5.6.8 Enter times

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.
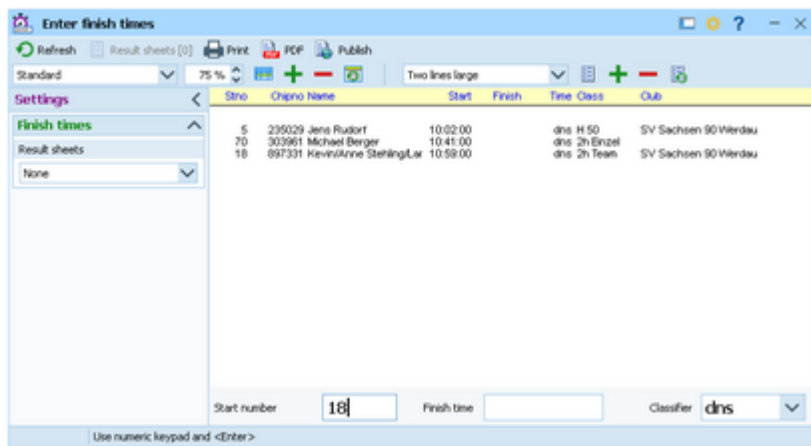
Enter the start number, the finish time and the classifier. To *enter not started* (or maybe disqualified...) competitors, just set the classifier to the right value, leave the finish time blank and enter the start numbers.

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.

Customizing the settings

Display formats ⚙   You can define the Time format and the Name format.

Finish times

Result sheets   OEScore 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.

See also
    Evaluate chips

5.6.9 Start interruption

Sometimes it may be necessary to have a start interruption.

With this function you can shift all start times beginning at a specified one by a specified time interval.
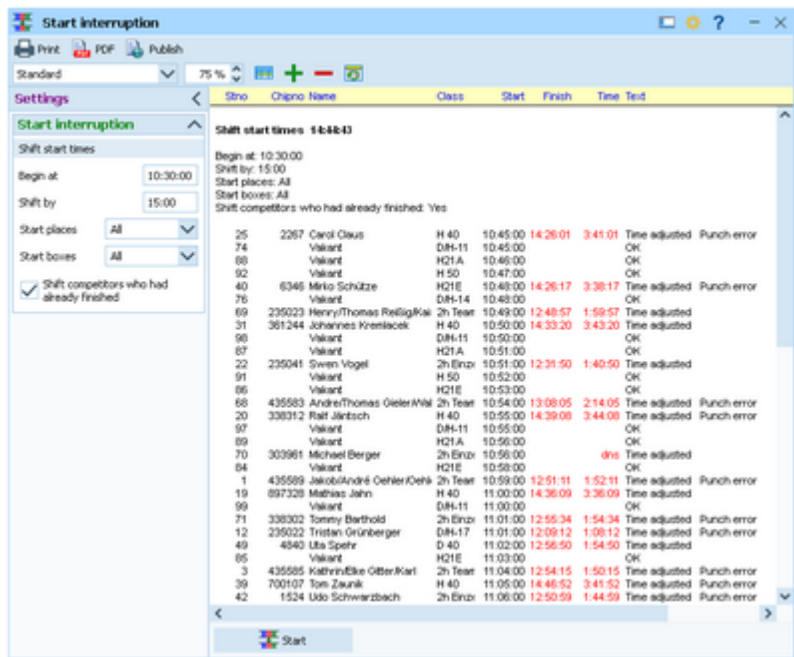
You get a protocol of this action. Every competitor will be commented whether there were errors when shifting the start time. This may happen if some had started at their original time and some not or if you made a mistake. Examine the messages and try to solve the issues in Evaluate chips. In case of a mistake, it should be possible to undo this by just changing the Shift by value to its negative equivalent.

The following messages may be displayed.

Time adjusted	You had checked the option Shift competitors who had already finished and the competitor had already finished. This means his running time had been recalculated. The new time will be displayed together with the finish time in red colour (using the standard layout).
Time error	This is a finisher and his finish time is before the new start time. Most likely you did a mistake by shifting the wrong start times.
Punch error	This is a finisher and his first punch is before the new start time. Most likely you did a mistake by shifting the wrong start times.

⊟ Customizing the settings

Display formats ⚙	You can define the Time format and the Name format.
Shift start times	
Begin at	Enter the first start time when the start interruption began. Be sure to use the right time format here, especially relative or real clock time! It is recomended to use clock times only here.
Shift by	Enter the length of the interruption, which is the interval how much the start times must be shifted. Negative intervals are also possible to allow fixing a previous error.
Selection: start places and/or start boxes	If you have several start places, the start interruption may happen to one of them only. You can restrict this action to the selected start places and/or start boxes.
	For more information about start places and start boxes see the Start organisation by classes reference.
Shift competitors who had already finished	You must decide on your own, depending on the time when you are doing this action. If you do this immediately after the first shifted competitors had actually

started, then it is wise to uncheck this option. If you do it some time after the actual restart time, then some of the competitors concerned may already have finished and got a wrong time since this was still based on the original (unshifted) start time. If you check this option, then the times will be adjusted. See also the explanations given above.

## See also

[Running the competition - Task based help](#)
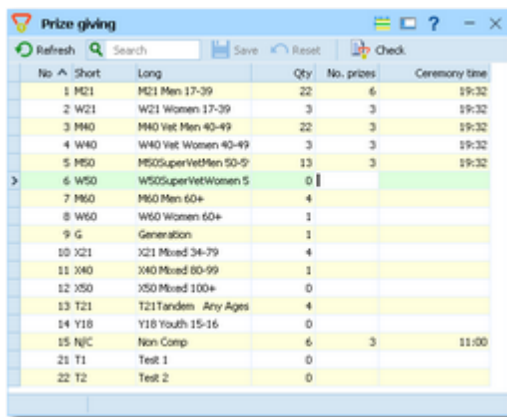
[Advanced competition day tasks - Task based help](#)

[Start list draw - Classes](#)

[Start list draw - Courses](#)

5.6.10 Prize giving

This function helps you to prepare the prize giving ceremonies during the event. At many events, the start list is scheduled in that way so that during the competition some classes will be complete while others are still running. It is often wished to have several (short) prize giving ceremonies during the race. A class is ready for the prize giving if no missing competitor can beat the first n places anymore, for which prizes will be offered.

Enter the Number of prizes and optionally the Ceremony time. However, preplanning the latter is not necessary. See below.

While entering the numbers here is a quite simple task, the main work has to be done using the ***Check report***. Click on the ***Check*** button to display it:

In the selection panel only those classes will be available for which you had *entered a number of prizes*. For the selected classes, a result is displayed including the top n places (which you need for the ceremony). Below that, there are those competitors reported who can still beat the top n places. They are marked by a **+** sign in the place column. There will be a *tolerance of 5 minutes* more than the time limit, to include those who are still waiting in the finish for the download. There are also competitors reported who apparently had forgot to download their chip. They are marked by asterisks *******. OEScore will report those competitors here who don't have a finish time and currently have more than an estimated maximum time. This is calculated by the time limit + 1 hour.

With the class name at the top you see the number of competitors finished vs. the total number and the status Ready or Not ready. A class is considered as not ready, if there are additional competitors reported as described above. For not to be classified classes, all finishers will be displayed (no matter which number of prizes) and all missing ones.

Read more in the paragraphs below on how to operate this report by setting the right options. By default, the report will always preselect the nextcoming ceremonies.

Notice

It is most important that the **PC clock is exactly synchronized to the official event time**! The displayed times of the missing competitors are calculated using the PC clock.

If you are *viewing an older event* just for test purposes, you may see the missing competitors without times. That's because for calculating the time of missing competitors, OEScore must use the event date. To see the right times, you will have to adjust the event date to the current day and maybe set the PC clock to appropriate times to simulate specific situations during the event.

➖ Customizing the settings

| Display formats ⚙ | You can define the Time format and the Name format. |

Settings (Report)

Ready classes only	If you think that the not ready classes are correct, then you can restrict the report to the ready classes only. Check the option and refresh the report.
Quick selection: Nextcoming ceremonies	This is the default. All classes will be selected whose scheduled ceremony time is in the future or which don't have one entered. Normally you can leave this setting and then refine the selection manually or together with the option Ready classes only.
Quick selection: Type	As for all 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 to use this function

As a precondition, you must have defined the numbers of prizes for all relevant classes. Even if you have a rough time schedule of when specific classes should be processed, *don't enter those times here*.

If you think now is the time for the first ceremony, invoke the check report. For the first time, all classes should be selected and every class should be classified by ready or not. *Examine the not readies*. If you think this is OK, then you can restrict the report to the Ready classes only. Check this option and refresh the report. If you don't want to process all of them now, then just *unselect the respective classes* in the selection table and refresh the report. If you have the right classes in the report, then *assign* them the (actual) ceremony time. Enter the time into the time field below the report and press the ***Prize giving*** button. The report will be refreshed automatically, showing the time together with the class header now. Print this report and use it for the ceremony.

Invoke the report again when it is time for the next ceremony. By default, the *previously processed classes will not be included in the report*, since they have a ceremony time which is in the past. Work on the report as given above.

Repeat this step as often as you need.

Notice: To put the additional competitors out of the list (*to get the class ready*), you have to assign them a finish time or status like dns and then refresh the report. You may even ignore the class status if you know about the unsolved competitors and include the class in the next ceremony.

See also

Running the competition - Task based help

Advanced competition day tasks - Task based help

Result Reports

5.6.11 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 OEScore to be able to publish the results.

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.
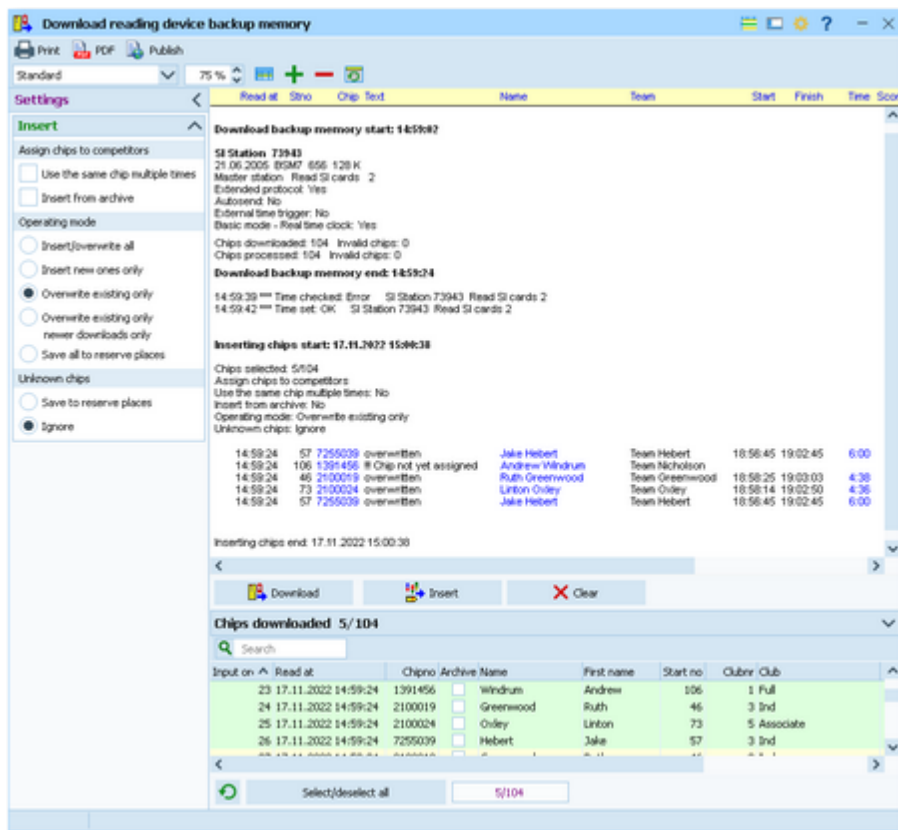
Click on *Download*. This will open either the Download SI station backup, the Download Emit MTR backup, or the Download Emit ECU/MTR5 backup dialog, depending on the chip system which you are using. This dialog will stay on top of this form. You can work with the devices (maybe download several devices). 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

Display formats ⚙		You can define the Time format and the Name format.

Insert

These settings define how the chips should be computed when uploading them into the event.

Assign chips to competitors	Use the same chip multiple times	A chip from the backup will be saved to a reserve place, if it had been already saved for a competitor but appears multiple times in the backup. Work on them in Evaluate chips. If unchecked, the same chip will be overwritten.
	Insert from archive	If the chip is new for the event, then it will be looked up in the archive. If the chip had been found there, this competitor will be inserted into the event from the archive. **Notice: This assignment works in the same way as in Read chips - Registration.** The same preconditions (start punch, individual courses) are required, and OEScore will calculate the best matching course automatically. For more details see the Read chips - Registration reference.
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.

See also

Running the competition - Task based help

Advanced competition day tasks - Task based help

Evaluate chips

Read chips

Read chips - Registration

Log files

Download SI station backup

Download Emit MTR backup

Download Emit ECU/MTR5 backup

5.6.12 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.

The Process log files form opens the local log file of the current event automatically.
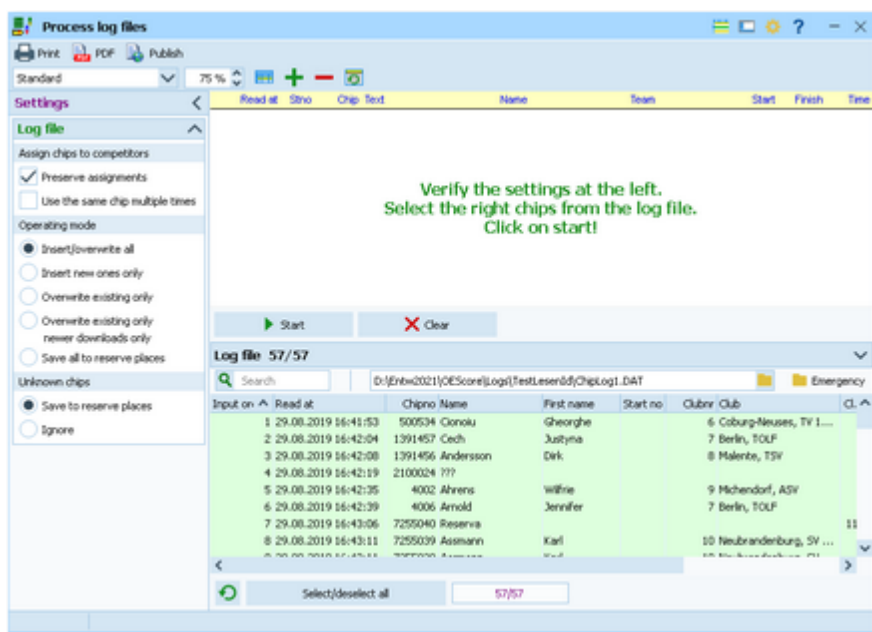
You can select the desired competitors from the log file. Use a suitable sort order and the quick search field at the top left of the selection table. Click on **Start** and watch the log report window. **Notice:** the sort order of the selection table will be changed automatically to input order. This 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 *ChipLog1.dat* and *ChipLog1.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

Display formats ⚙   You can define the Time format and the Name format.

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.
	Use the same chip multiple times	A chip from the log file will be saved to a reserve place, if it had been already saved for a competitor but appears multiple times in the log file. Work on them in Evaluate chips. If unchecked, the same chip will be overwritten.
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.

⊟ 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 *ChipLog1_EM.dat* and *ChipLog1_EM.idx*.

See also

Running the competition - Task based help

Advanced competition day tasks - Task based help

Evaluate chips

Read chips

Reading device backup

5.6.13 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.

In the menu you find some special functions. See the paragraph about special functions below for more details.

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.

➖ Special functions

🔴➔ Read: 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.

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

Running the competition - Task based help

Advanced competition day tasks - Task based help

Download SI station backup

Find competitors who did not start

5.6.14 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.
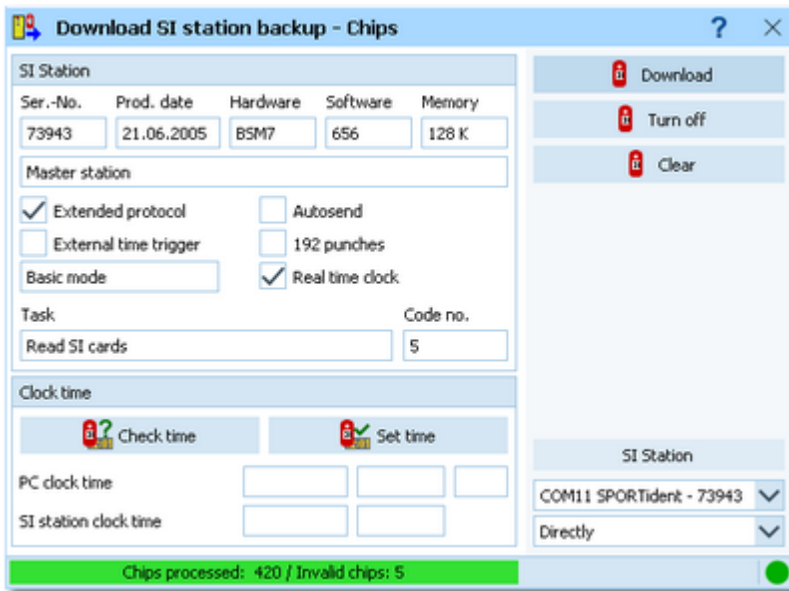
The main purpose of this dialog is to download the contents of the backup memory. However, there are also some maintenance functions available. Every function first reads and displays the SI device characteristics and then continues with its special task. All actions will be protocolled in the form from where you had invoked the dialog.

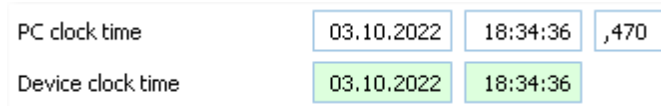|	
SI Station	Select the right device.
Directly/Master	Decide whether you want to read the connected SI station directly or whether to use it as master station to compute other (control) stations.
Download	Depending on the context, the chips or the punches will be downloaded from the station's memory 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.
Clear	Clears the backup memory. In the normal case, this is useful for all stations BSF7 and newer.
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

5.6.15 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.
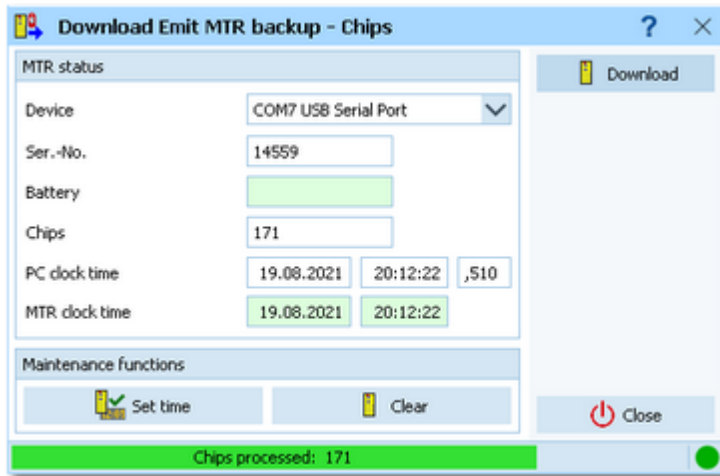
The main purpose of this dialog is to download the contents of the backup memory. However, there are also some maintenance functions available. Every function first reads and displays the MTR characteristics and then continues with its special task. All actions will be protocolled in the log window of the form from where you had invoked the dialog.

Device	Select the right device.
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.
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

5.6.16 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.
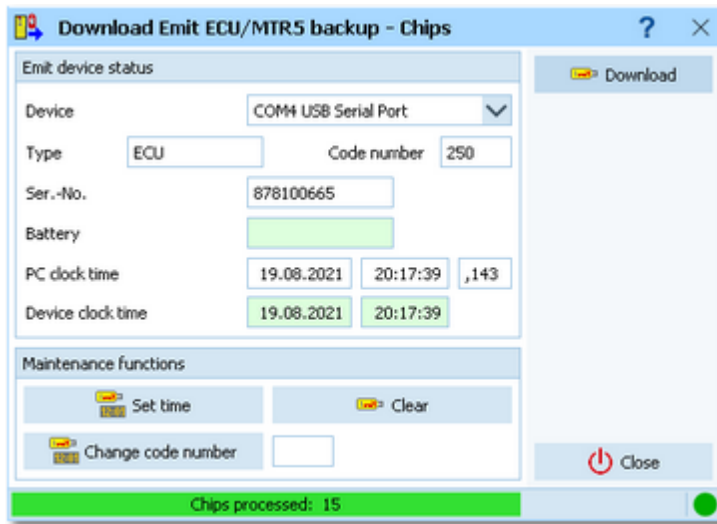
The main purpose of this dialog is to download the contents of the backup memory. However, there are also some maintenance functions available. Every function first reads and displays the ECU/MTR5 characteristics and then continues with its special task. All actions will be protocolled in the log window of the form from where you had invoked the dialog.

Device   Select the right device.

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.

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 OEScore, the code number must be set to 250-253. Emit also defines numbers of 240-243, but this can't be used with OEScore.

See also

[Handling the chip system devices](#)

[Reading device backup](#)

5.7 Results

You find the result reports under the main menu topic *Results*.

See more details in the next topic.

Using the Live Results you can arrange multiple live result reports on multiple monitors.

At large competitions, you may like to offer a special print service to the competitors.

Sometimes you may have to cancel the race for several classes.

5.7.1 Result Reports

There are various result reports. You find them in the main menu under *Results*.

Preliminary results	Split times	Rogaining
Classes	Classes	Overall result
Courses	Courses	
Official results		Live results
Classes	Clubs	Display
Courses	Competitors	Add
	Press results	Winners' report
Clubs	Clubs	Classes
Nations	Nations	Courses
Regions	Regions	Special functions
Competitors		Print service
		Statistics
		Cancel classes
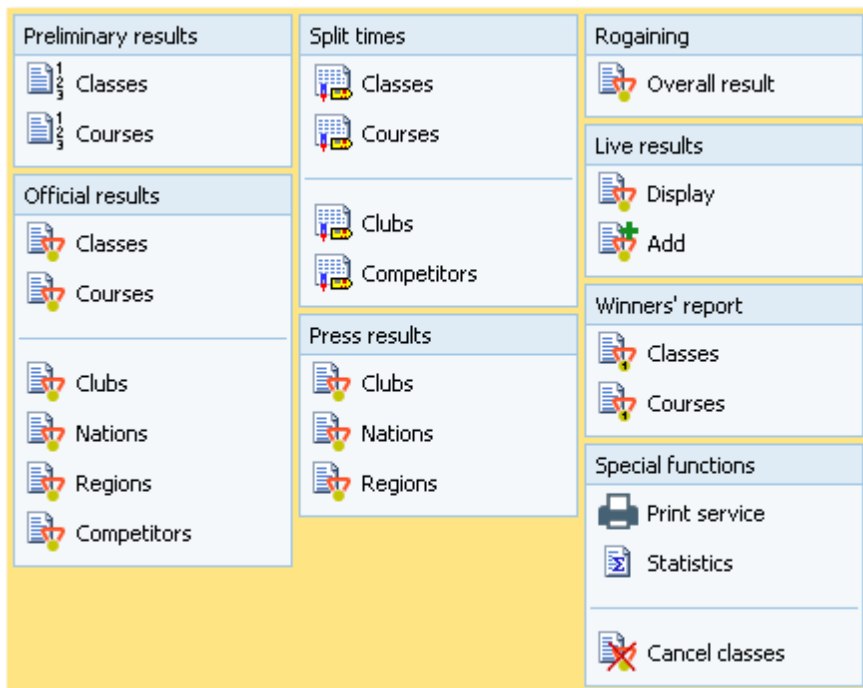
The titles should be self-explaining.

Notice: Use only the Preliminary results during the competition. Only those have an indication at the top of each class/course, how many runners are still missing. Use the other formats after the competition only. In a Rogaining competition, you may make an exception from this rule, if you want to print the current standing of the special Overall result.

There are some special options in the reports which should be explained here.

Display formats ⚙	You can define the Time format and the Name format.
Quick selection: class types	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.
Preliminary results: Large format (2 lines)	There are two lines per competitor to allow very large font sizes.
Official club results: Extended format	The extended format displays the leading competitors per class together with the competitors of the club. You can define how many leading competitors should be shown. The official results by nations or regions are displayed in the same extended format and include all runners of all clubs of the respective country or region. For more information about nations and regions, see the Clubs reference.
Competitors sorted by	This is available for club results. Within a club the competitors will be sorted by the selected field.

Teams: Include runners   The teams are shown with their runners.

How many competitors?   Set those options to get shortened results for the press etc.

For general information about reports, see the reports reference.

Rogaining Overall result

This is the special overall result which is used at Rogaining competitions. Every veteran team also counts in all younger classes down to the Open class of the same gender/type (male, female or mixed). The Youngster classes also count for the Open class accordingly. There can be several courses (f.ex. 4h and 8h) with separate results.
To get this working, the class types must be defined in the right way. See the Classes reference and study the class types and course assignments in the demo events *WRC 2017* and *Teku Taku 2019* to understand how this works.

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 competitors of the selected clubs/regions/ countries in the same class list plus the specified number of leading competitors. 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: **Automatic report** ⌄ .
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 last printout. Click on the *Reset* button to include all classes again with the next printout.

Teams

The team representation depends on the event type.
With all event types, you can display the teams in a single line. All names of the team mates are displayed in the name column, and the team (name) column can be displayed in this line.
With the event types Teams only, normal score O and Rogaining, you have the additional option to display the names of the team mates in extra lines, just like you are used to from relay teams.

For more details, see the Handling teams - Task based help and the Entries reference.

Label layouts

The best known usage of this function is printing certificates from the normal 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). There is only a single line for each team.

Notice: The CSV file format has been changed from V.11.0 to V.12!!
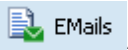
XML export

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, OEScore also allows the reports by courses to be exported into that format. The courses will appear as "classes" in that XML document.
There is a single record for each team.

For more details, see the exports reference.

Sending emails

Display a result 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 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
Prize giving

5.7.2 Live Results
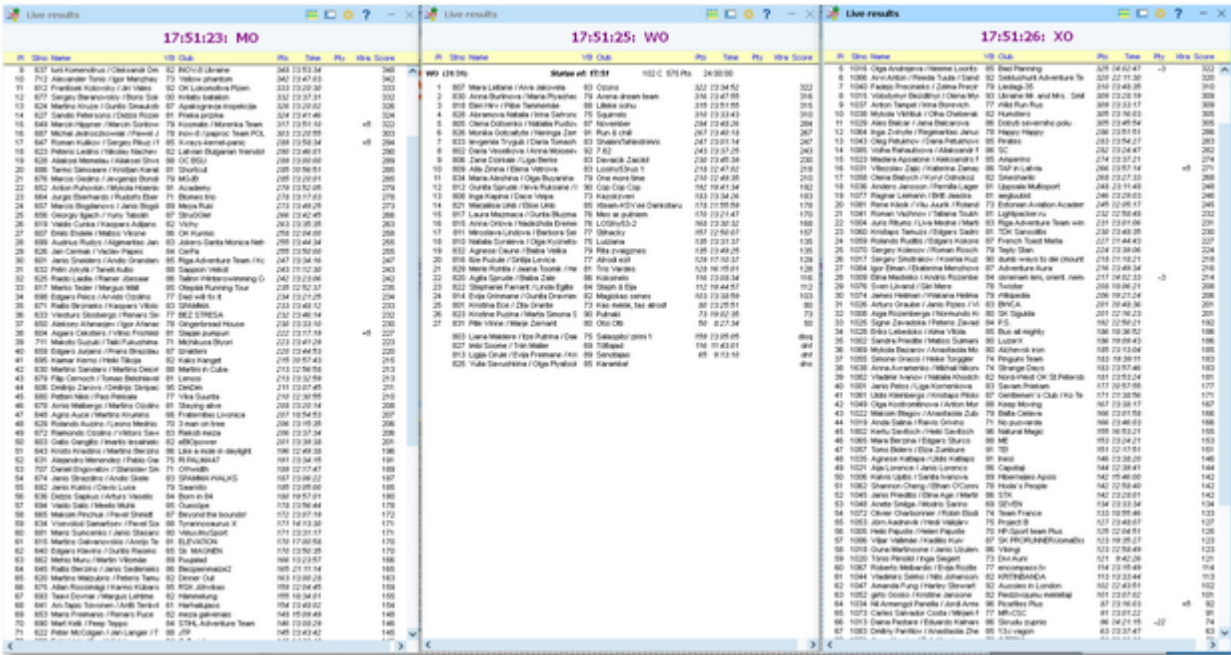
You can display live results on big screens for the competitors and spectators in the finish area. You find the necessary functions in the box Live results which is part of the *Results* menu.

You can display all previously designed live result reports by a single mouseclick on ![icon] *Display*.

To begin designing your live results layout or to add one more result window, click on ![icon] *Add*. See below how to build up your live result screen layout.

How to build up the live result screen(s)

With OEScore you can arrange multiple live result reports on one or more monitors.

Click on 📊➕ *Add* to display the first result window. OEScore will ask you to select one or more classes to be displayed in this report. Just select them and click on 🔄 *Refresh*. Then resize the window like you need it. If you need to customize the report layout, first *display the Layout menu* via the 🔲 *View* button in the title bar. After you are finished, then *close this first live result report*. This will save all your customizations, so that every additional live result report window will have the same appearance.

Reopen this first live result by 📊➕ *Add*. Now you can add more result windows, place them at the right position (even on multiple monitors) and select the right classes for every window. After you are finished, click on the main menu **Results - Live results** and there on 📊✖ *Close*. This will close all live results with a single mouseclick and, most important, **it saves your layout**.

The live result reports are preliminary results with a special layout. Most report window components like the report menu, the layout menu or the report selection panel are hidden by default to provide the maximum space for the results. If you want to *customize a setting*, f.ex. the time format, then do so in one of the live result reports. Then 📊✖ *Close* and 📊 re-*Display* the live results and they will show up all with the same setting. Of course, if you just want to edit the class selection in a report, then this is local to that one and it will be used the next time the report is updated.

The live result reports are updating and scrolling automatically. You can customize the update interval and the scrolling speed. For more details see the paragraph below.

Notice: The 📊 *Display* and 📊✖ *Close* menu items are visible depending on the context. The class selection depends on the current event and it is saved as a local property of the report window(s). So, with another or new event the selections will have gone lost or different and you have to select the classes of this other event.

Customizing the settings

All settings are available via the buttons in the title bar. Read in the previous paragraph how to customize settings which are common to all live report windows.

|	
View 🔲	By default, all report window components which are not necessary for the running display are hidden. You have to display them if necessary.
	With the report layout menu you can edit the report layout.
	To change the class selection, display the report selection panel at the bottom. Your modified selection will be used the next time the report is updated.
	The only item in the report menu bar is 🔄 *Refresh*. Normally you won't need it since the report is updated automatically.
Live settings 🔧	You can customize the update interval and the scrolling speed. Press *Apply* to get your new settings working.
	Notice: These settings will be recognized by all running live windows automatically.
Display formats ⚙	You can define the Time format and the Name format.

See also

Result Reports

Advanced competition day tasks - Task based help

5.7.3 Automatic result print service

Using this result print service function, you can offer a *print service point* at your competition, where the competitors can get a result list of their class and their own split time sheet, using their chip as the key.
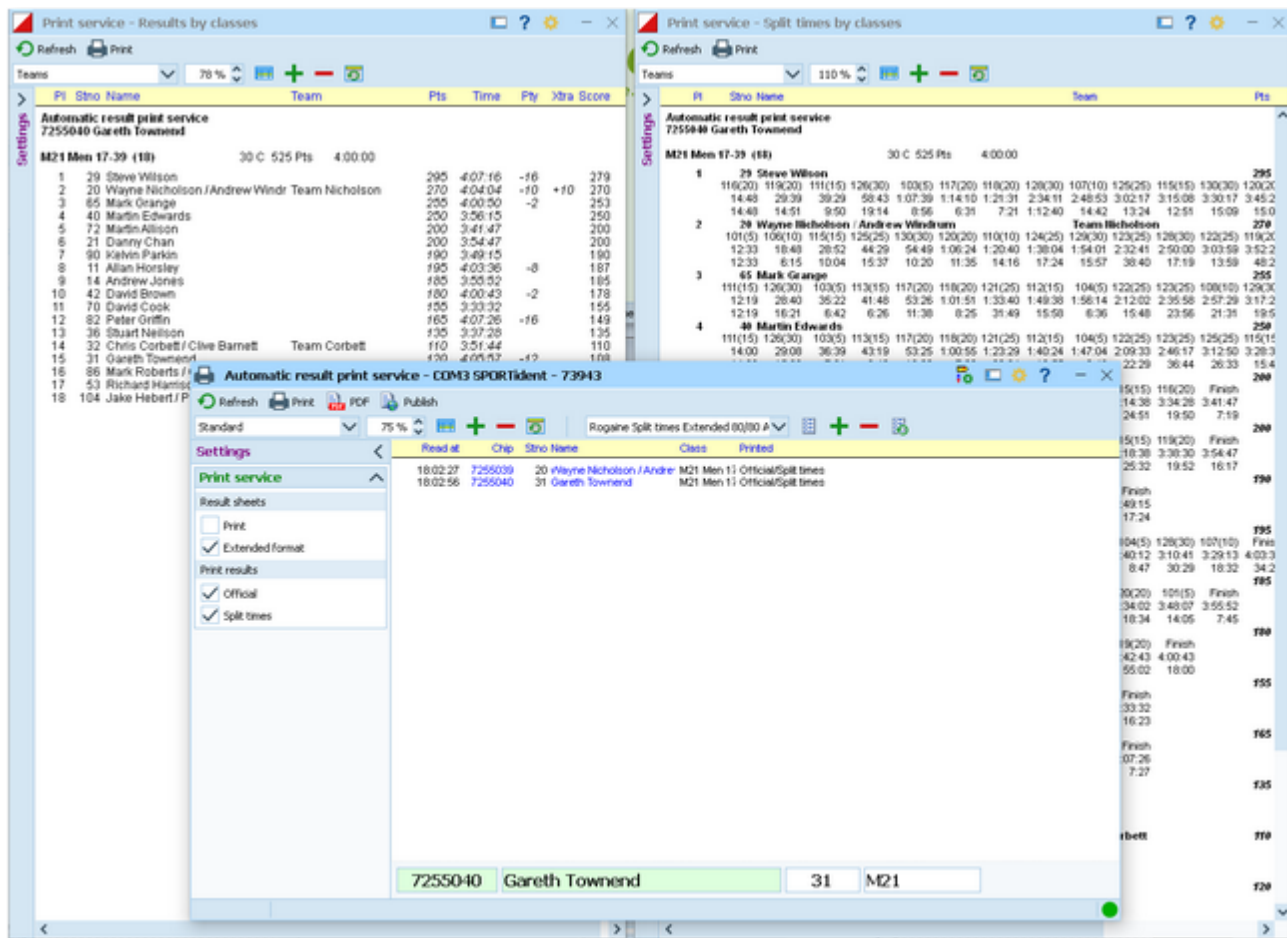
Define which documents in which appearance a competitor should receive from the printer: result sheet, official class results and/or complete class split time results. The competitor inserts his chip into the attached reading device and he will get the right documents printed.

The function detects a SportIdent or Emit reader device which is connected to the PC automatically. If it finds multiple devices, then click on the Chip system button 🔧 and select the right one from the device combobox. See also below.

The function will open extra windows for every selected report. In the log window you see what had happened.
At the beginning, as well as every time you select a document or another label layout for the split time sheet, the Printer Dialog will pop up which belongs to the respective report. Select the right printer and the page format. The settings will then be used for all printouts of the respective report.

➖ Customizing the settings

Chip system 🔧	This will open the *Chip system submenu*. You can select and restart the device, and define the Chip system settings. For more information see the Handling the chip system devices reference.
Display formats 🔧	You can define the Time format and the Name format.

Print service

These settings define the behaviour of this function.

Result sheets - Print	Define whether the personal result sheet of the competitor should be printed. This option is especially useful if you want to provide the extended result sheet with the class result, in addition to the normal sheet handed out in the finish.

Result sheets - Extended format	You can print the sheets in normal format or in *Extended format*. When switching this option, a different pool of label layouts will be loaded. In addition to the normal sheets, the extended format sheets show the current result of the class and the punch differences of the team. Use one of the Rogaining label layouts for this purpose. So you can hand out complete results to every competitor towards the end of the competition.
Print results	Select which kind of results should be printed for the competitor. See also the paragraph below.

Customizing the result reports

If you *select* the official and/or split time results to be printed, OEScore will open an extra result report window for every result type. At the beginning, the accompanying Printer dialog will pop up and ask you to select the printer and do the necessary settings. This will be used for all subsequent printouts.

You can acivate the (still empty) result report window and *customize* the report as usual. See the Result Reports reference for more details.

If you *unselect* a report option, then OEScore will close the respective report window.

See also
Result Reports

Advanced competition day tasks - Task based help

5.7.4 Cancel classes

Unfortunately, you may have to cancel the race for several classes due to wrongly situated controls or other reasons.
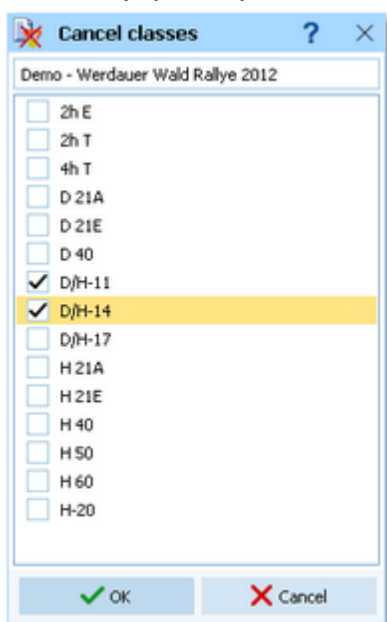
Check the cancelled classes in the list. Uncheck a class to reset it. Acknowledge by *OK*.

The result of a cancelled class does not show the places.

5.8 Speaker

With a normal score O event, speaker functions (which provide intermediate results/times during the race) look to be not useful.

However, there are intermediate results given on 24h Rogaining competitions like WRC. These solutions are completely web based. I am waiting for your feedback, whether something like that should be implemented in OEScore or not!

5.9 Time taking

It looks like so far there was no score O and no Rogaining competition on the world where the times have been taken by an extra time taking system on the finish line. On an objective view, this looks as not reasonable since you always get the result only after the competitor has downloaded his chip in the finish (score points). So the finish punch is sufficient.

If you have a different opinion on this subject, then I will be happy to get your feedback!

5.9 Time taking

5.10 Extras

Under the *Extras* main menu item you find some extra functions which are not just O organising tasks.

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.

Power users may want to perform changes on the event data outside of OEScore. They can do so by exporting the right report, performing the changes and finally reimporting this file into the event. You can import classes, clubs or competitors 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.

5.10.1 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 PCs.
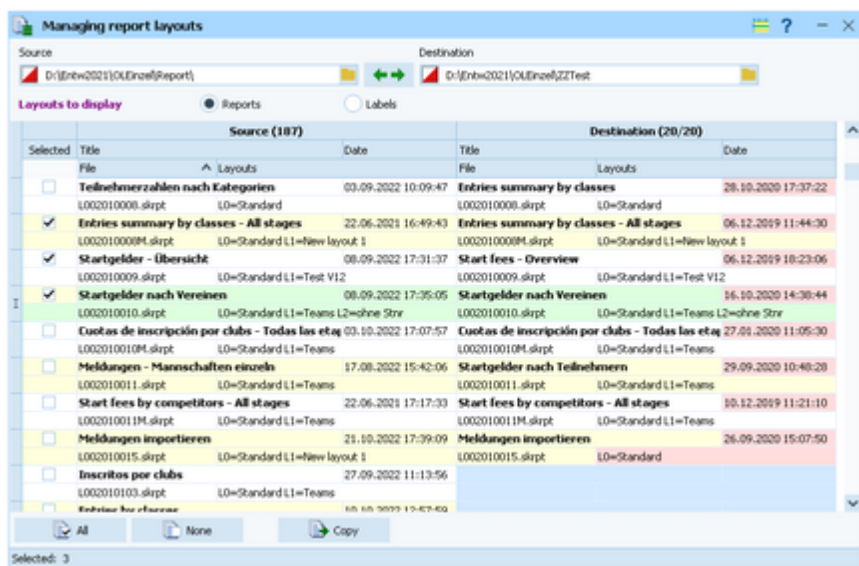
Select the folder with the source layouts and the destination folder. Select **which layouts** you want to copy: *Reports* or *Labels*. The existing layouts in both folders will be displayed.

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.

OEScore checks whether layouts in both folders are from the right application and of the right version. You cannot work with layouts of other applications than OEScore V.12.1 and not with those of older versions like the Sportsoftware V11.

You can either copy the layouts directly to another client PC in the network, or you can copy them to an USB stick and use the USB stick as the source on other PCs to copy the layouts in there.

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 OEScore.

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.

See also

Application folders

Reports

Report layout editor

Label layout editor

5.10.2 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 <u>class</u> 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 <u>Select file</u> reference for more details.

Notice: If you are using the *Emit punching system*, please check out the *start punch setting* for all new classes! See the <u>Emit settings</u> 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.11.0 to V.12!!

If your import file contains errors then this may damage your event data.

See also

<u>Import competitors into the event</u>

<u>Import clubs into the event</u>

<u>Copy classes into the event</u>

<u>Import classes</u>

<u>Export dialog</u>

5.10.3 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.
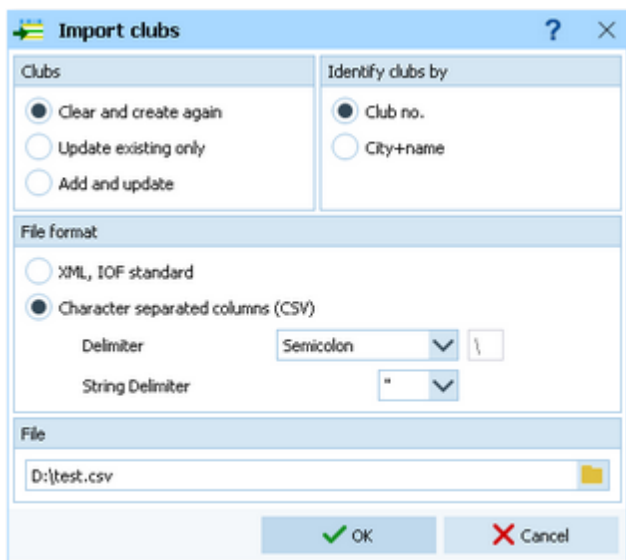
Clubs	Select the right working mode of the import. Since *Clear and Create again* will lose all special club settings like start list definitions, be careful when using it!
Identify clubs by	Define by which field existing clubs should be identified. Obviously the club no. should be preferred.
File format	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 <u>clubs</u> 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 <u>Select file</u> 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.11.0 to V.12!!

If your import file contains errors then this may damage your event data.

See also

<u>Import competitors into the event</u>

<u>Import classes into the event</u>

<u>Export dialog</u>

5.10.4 Import competitors into the event

You can import 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 <u>entries report</u>. 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.

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 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.
Export file of a single day event	Currently this option has no meaning in OEScore.
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 Select file 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.11.0 to V.12!!

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

5.11 Archive

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, OEScore 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 by the import functions for competitors, classes and clubs. See also the Imports into the archive reference.

Due to the import from a federation database, you may already have a well defined class table template for your events. Then copy this class table from the archive into the event using *Archive- Copy classes* and use this as your starting point. For more details see the Copy classes into the event reference.

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

OEScore provides a comfortable function to maintain the archive based on event data: *Archive - Update from the event*. This function works perfectly if the event had been computed using the same archive, but it is also easy to use if the archive had not been used in the event. For more details see the Update archive from the event reference.

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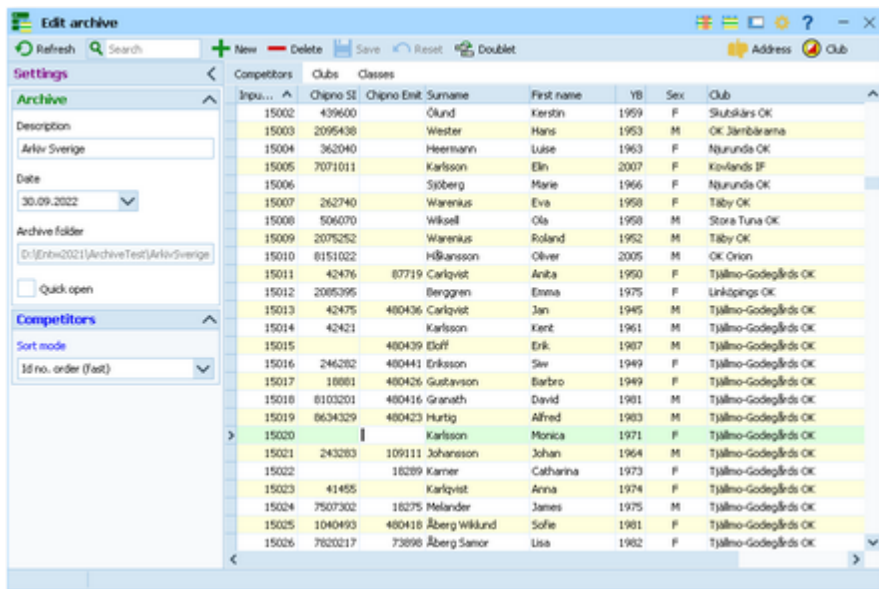
If you need more details about editing in the data grid, have a look into the data grid reference.

▬ Customizing the settings

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.
OEScore 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*.

Club
Selecting and assigning an existing club just works in the same way as with the class. You can add new clubs and edit club details together with the competitor.

Click on the Club details button 🔴 Club to open this panel.

To create a new club, just click on the button to create it and enter its details. See the paragraph about Editing clubs below for more details about the input fields.

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. 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 edit the individual address of the competitor.

Click on the Address button to open this panel.
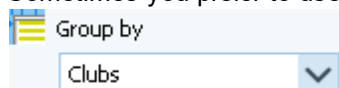
Extra fields Num1,2,3
Extra fields Text1,2,3

You can use those fields for any purpose. You can define your customized names for those columns in the Extra fields dialog.

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:

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.

━ Editing classes

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.

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

OEScore 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 from the archive. It is sufficient to have Age to only for youngster classes and Age from only for veteran classes. See the Entries reference for more details.

Type   You can assign a class to a class type. The class types provide you additional selections for start list and result reports.

To modify the 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*.

At the right, you see the Class type panel.

To create a new class type, just click on the button ➕ New class type to create it and enter its details. The No is an internal number which you can't edit. Be sure to have different descriptions for different class types!

Classified   This column is checked by default which means that in the results the class will be classified by times and places. If you uncheck this, then in the result of this class there will only be a comment whether the competitors did their course correctly.

➖ Editing clubs

Normally you enter a new club together with the first competitor of this club. See the paragraph above about editing competitors. The clubs grid is mainly designed for doing modifications. Click on the clubs tab   Clubs   to display the clubs grid.

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.
Nation	The nation abbreviation should only be entered for foreign clubs.
Addresses	You can enter up to three addresses per club.

Click on the button to open this panel.

You can define your own description for the three addresses 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.

Special functions

Search next doublet

You can also use 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.
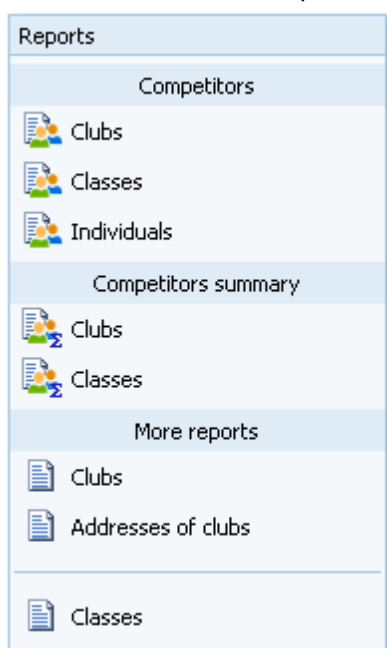
See also

Managing archives - Task based help

Update archive from the event

Archive reports

5.11.2 Archive reports

There are various archive reports. You find them in the main menu under *Archive.*

The titles should be self-explaining.

There are some special options in the archive reports.

Display formats ⚙	You can define the Name format.
Quick selection	In the selection panel of the competitors report by classes you find the Quick selection combobox [Normal; Championship ▼]. 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.
	In the selection panel of the report about club addresses you find a similar Quick selection. This one allows to select which address types should be included in the report. For more information see the Clubs reference.
	In the selection panel of the report by competitors you find the quick selection button *Addresses only*. 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.
Competitors sorted by	This is available for club and class reports. Within a class/club the competitors will be sorted by the selected field.

In the report about clubs (the clubs list) you can select whether and which addresses should be included in the report.

For general information about reports, see the reports reference.

Label layouts

The Competitors reports are using the same pool of label layouts. That means f.ex., if you modify a layout in the Competitors by clubs report, this will also be used in all other Competitors reports.

CSV export

The competitors, classes and clubs reports can be exported to CSV format. The record structure is given in the header line within the output file (format header). These export files have the same structure as the input files required by the corresponding archive import.

Notice: The CSV file formats have been changed from V.11.0 to V.12!!

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
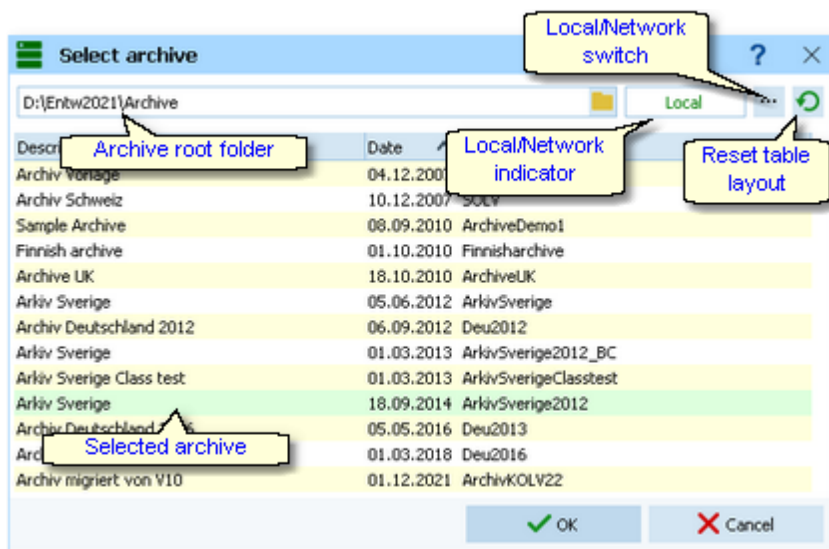
> Archive
>
> Reports

5.11.3 Select archive

On starting, OEScore 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

Basically you can have the archive root folder on any remote hard disk without any limits. Once you had used a remote folder, OEScore 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

5.11.4 Create a new archive

When creating a new event, the New archive dialog will be displayed.

Create a new archive		? ✕
Root folder	D:\Entw2021\Archive	
Archive folder	Tutorialarchive	
Description	Tutorial archive	
Date	04.10.2022 ⌄	
	✓ OK	✗ Cancel

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.

| ≪ ＜	August, 2017	＞ ≫

So	Mo	Di	Mi	Do	Fr	Sa
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	**18**	19
20	21	22	23	24	25	26
27	28	29	30	31		

05.07.2019
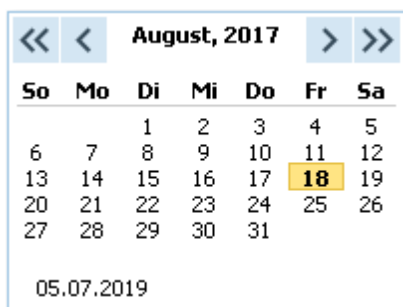
OEScore will switch into this new archive automatically.

See also

> Managing archives - Task based help

5.11.5 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*.
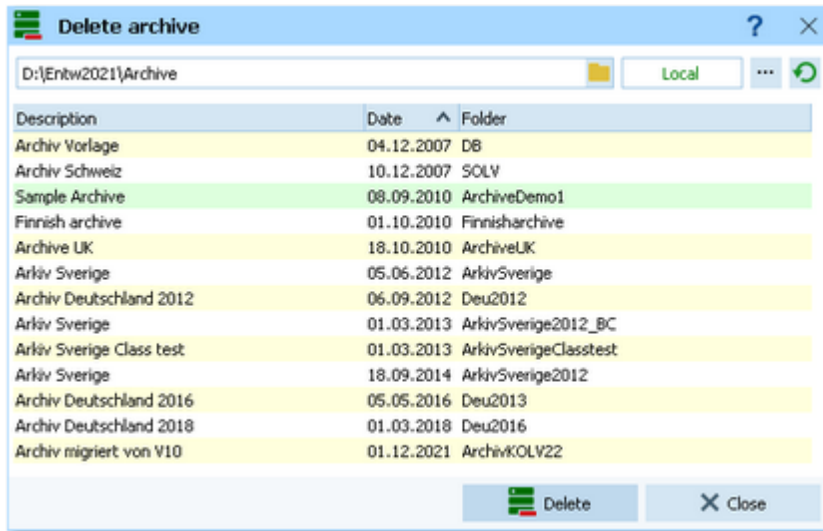
Notice: If you are working with different restricted user accounts, then please first study the Working with restricted user rights chapter.

See also

    Managing archives - Task based help

    Working with restricted user rights - Task based help

5.11.6 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.
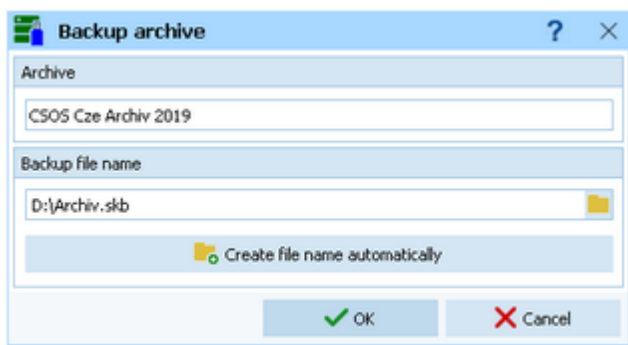
This function saves your archive into a single compressed file of type *.skb*.

Select or edit the backup file name. For more details on how to use the file selector see the Select file 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 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.

See also

    Managing archives - Task based help

5.11.7 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 OEScore.
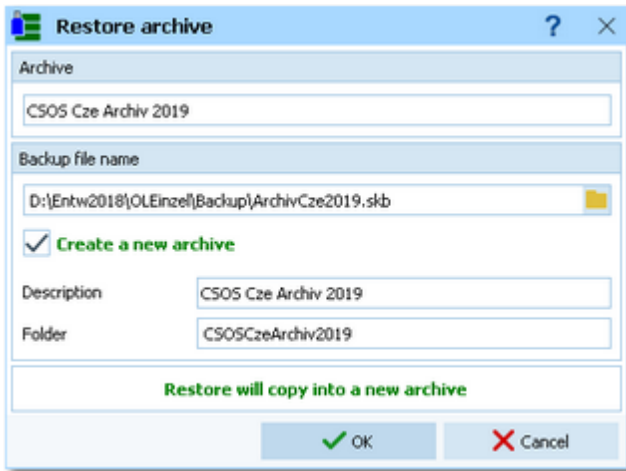
Select the backup file which contains your backup dataset. Normally this should be preset from the previous backup.

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

5.11.8 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.
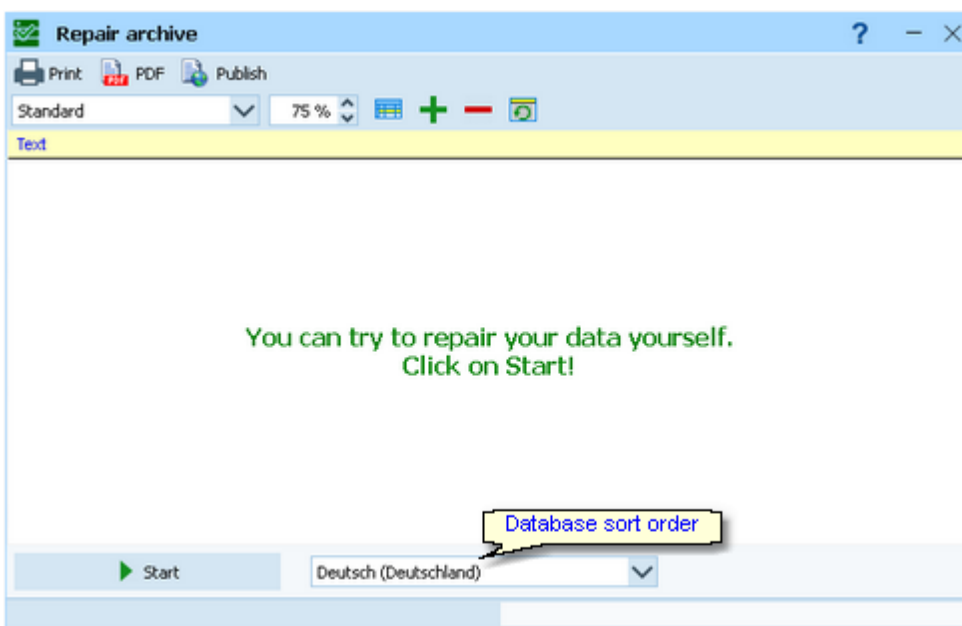
Click on *Start*. The data will be repaired. Internal structures and file size will be optimized, using the selected

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

5.11.9 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.
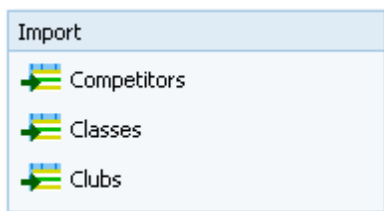
The average user will not have to deal with exports out of and imports into the archive. In most countries there is a ready-to-use archive available which you simply can make available by the Restore archive function.

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.11.0 to V.12!!

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

5.11.9.1 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 Select file 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.11.0 to V.12!!

If your import file contains errors then this may damage your archive data.

See also

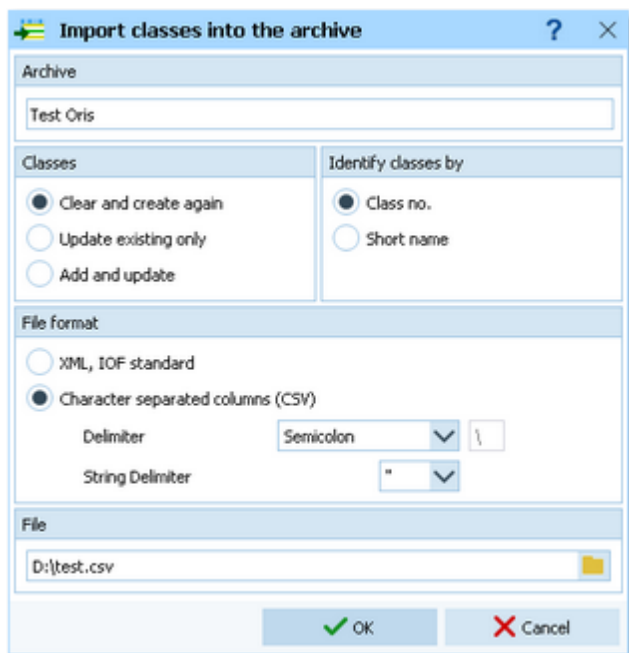Import clubs into the archive

Import classes into the archive

Export dialog

5.11.9.2 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 Select file 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.11.0 to V.12!!

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

[Copy classes into the event](#)
[Export dialog](#)

5.11.9.3 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 Select file 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.11.0 to V.12!!

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

5.11.10 Copy classes into the event

You can copy the class table from the archive into the current event. Most national archives offer a template class table. You can use this as a starting point for the actual class table of your event.

Please make sure to copy only into a new event! If you would copy the classes into an event which was not empty, you may lose classes which had been already referred by some entries, or you may lose start list settings.

This action will create a comprehensive report about itself which will help you to fix possible errors.

See also

Classes

Archive

Import classes into the event

5.11.11 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

5.11.12 Update archive from the event

Usually, national archives will be maintained by somebody of the federation and you will create the competitors' archive by an import from an external database.

However, for special purposes (f.ex. frequent training events), you can maintain your own (smaller) archive. This function provides you a powerful tool for that.

It is a good practice to have this form open together with the edit archive form and arrange them side by side. So you can do necessary edits or checks quite easily, f.ex. inserting new clubs.

Basically updating the archive consists of 4 steps:

- Validating the club assignments
- Displaying the differences between the event and the archive
- Selecting competitors for the update
- Updating the selected competitors

It is recommended to perform the last two steps in several rounds. See the paragraphs below for more details.

Notice: Please have in mind two basic rules. Inserting new clubs must be done manually in the edit archive form. Also the database ids for new competitors in the archive must be defined in the archive form.

Step 1: Validating the club assignments

When opening the form, OEScore checks the clubs in the event and tries to assign them to the clubs in the archive. This is easy and straightforward if you had already used the same archive for the event and if you had set set the Copy archive club no. flag for the entries. For more details see the Entries reference. However, this may not be the case. OEScore will detect automatically whether the club numbers from the archive had been used. If this is not the case, then it tries to identify the clubs by the club name and city.

You will be prompted to validate the assignments.

	Competitors	Clubs									

		Event					Archive			
	No	City	Cl.name	Na ∧		No	City		Cl.name	Nat
	954	NSA-SIVEN		BUL						
	1	KOB Moira Brno		CZE		1	KOB ALFA Brno			CZE
	4	OOB TJ Spartak Adamov		CZE		4	OOB Spartak Adamov			CZE
	6	Prátelé orientacního behu Opav		CZE		6	Orientacní Beh Opava			CZE
	7	OOB TJ Baník Ostrava		CZE		7	OOB TJ Baník Ostrava			CZE
	9	Magnus Oriente								CZE
	11	BETA URSUS Or								CZE
	12	SKOB Frýdek - M								CZE
	14	OK Jiskra Nový								CZE
	15	TJ Baník Ostrav								CZE
	21	TJ Sokol Celech							ané	CZE
	27	Oddíl OB Kotlárka		CZE		27	Oddíl OB Kotlárka			CZE
	29	KOB Dobruška		CZE		29	KOB Dobruška			CZE
	30	OK Doksy		CZE		30	OK Doksy			CZE
	34	VŠTJ Ekonom Praha		CZE		34	VŠTJ Ekonom Praha			CZE

Club assignments

Please validate the club assignments!

✓ OK

Differences between the event club and its archive assignment are displayed in red colour while missing assignments are shown in purple. In most cases, the club could not be found in the archive because it had been written differently in the event. That's normal if you did not use the archive...

So the next task is to assign all those clubs manually until the really new ones will remain only.

CSOS Cze Archive 2019 25.10.2019 <D:\Entw2021\ArchiveTest\CSOS2019>

⟳ Refresh	🔍 Search	📊 Assign		📊 Columns	📊 Optimize	🔄 Reset

	No	City	∧	Cl.name	∧	Nat	Region	Location
	135	OK Zubrí				CZE	ROV	
	5	OOB Albrechtice nad Orlicí				CZE	ALB	
>	107	OOB Aš				CZE	MAS	
	48	OOB SK Chrast				CZE	CHT	
	182	OOB SK Týnište nad Orlicí				CZE	TYN	
	206	OOB SK Zbraslav				CZE	ZBP	

In the upper assignment table, highlight a club whose assignment is missing. Look for the club in the bottom archive table. If you found it, then click the *Assign* button or *doubleclick* the club in the archive.

If you need to clear a previous assignment, highlight the club in the upper table and click the *Delete* button or press the *Del* key.

Finally, the remaining unassigned clubs should be those which are actually new for the archive. Now you should switch into the Edit archive form and enter them there. Please take care of assigning appropriate club numbers. Look into the Edit archive reference if necessary.

After that, refresh the archive table at the bottom and assign the new clubs. At the end, you should only leave those clubs unassigned which should definitely not be entered into the archive, f.ex. foreign clubs at an international competition.

Notice: You can use any sort order and customize the layout as usual. However, hiding and resizing the columns is possible in the left event table only. The columns of the right archive table will be adjusted automatically so that you get the best overview. You can also arrange the columns in two lines for each record.

Step 2: Displaying the differences between the event and the archive

🔍 Differences

Identify competitors by

- ● Database Id
- ○ Chip
- ○ IOF Id
- ○ Name
  - ☐ Year of birth
  - ☐ Club

Select the right fields by which you want to identify the competitors. If the entries had been done using this archive, then select Database Id, otherwise Name and Year of birth will be the right choice. For World Ranking events, the IOF Id may be a good choice. The priorities are given by the order of the items. Always the most propable competitor will be assigned. F.ex., if you had selected database id and name, and there is only a single competitor with the right database id but another name in the archive, then this one will be assigned. Click on the *Differences* button.

Differences

Total	783
Not definite in the archive	138
Not in the archive	216
Chip	412
IOF Id	97
Name	26
Year of birth	12
Sex	3
Club	4
Address	0

At the left, you see a summary of the differences. *Not definite in the archive* means both those who can't be determined uniquely from the archive and those where the club is not assigned to an archive club (see the above paragraph).

		Event				Archive			
Selected	Surname	First name	YB	Sex	Surname	First name	YB	Sex	
Input order	Club	Db Id	IOF Id	^ Chip	Club	Db Id	IOF Id	Chip	
☐	Tesarová	Markéta	1994	F	Tesarová	Markéta	1994	F	
502	SK Žabovřesky Brno	ZBM9456	5884	9201068	SK Žabovřesky Brno	ZBM9456	5884	8660416	
☑	Topinková	Monika	1980	F	Rollier	Monika	1980	F	
557	OK 99 Hradec Králové	PHK8051	5982	515494	OK 99 Hradec Králové	PHK8051	5982	8680379	
☐	Wolowczyk	Mariola	1968	F	--- Club not found in th				
889	UNTS Warszawa	28P6851	6454	895015					
☑	Burdová	Adéla	1991	F	Havlová	Adéla	1991	F	
576	OK Jiskra Nový Bor	BOR9161	759	7434894	OK Jiskra Nový Bor	BOR9161	759	8660528	
☐	Bravený	Vít	1991	M	Bravený	Vít	1991	M	
496	SK Žabovřesky Brno	ZBM9102	7924	888891	SK Žabovřesky Brno	ZBM9102	7924	8660450	
☐	Chromý	Adam	1988	M					
488	SK Žabovřesky Brno	ZBM8841	8435	896975					

Only those competitors with differences to the archive or those who are not in the archive will be displayed. Differences to the archive are displayed in red colour and missing assignments are shown in purple. Indefinite assignments are shown in blue, also those whose club has no assignment in the clubs table.

Notice: You can use any sort order and customize the layout as usual. However, hiding and resizing the columns is possible in the left event table only. The columns of the right archive table will be adjusted automatically so that you get the best overview. You can also arrange the columns in two lines for each record.

If a competitor has a rented chip, then he will be displayed without this chip no, since he should not be assigned to this chip in the archive.

▬ Step 3: Selecting competitors for the update

✔ Select

Quick selection

⦿ All

◯ None

◯ Modifications only

◯ New inserts only

Selected   5

Select the competitors whom you want to update in the archive. Use one of the quick selection possibilities and/or select or deselect competitors individually. It is recommended to work in several rounds, see the *How to* paragraph at the bottom.

▬ Step 4: Updating the selected competitors

🔲 Update archive

Update these columns

☑ Chip

☑ IOF Id

☐ Name

☑ Year of birth

☐ Sex

☑ Club

☐ Address

First check the columns which you want to update and then click on the ***Update archive*** button. The table of competitors will be updated automatically. You may check the numbers given in the summary before and after this task to get an idea whether everything worked as expected.
Be careful with updating names and sex! Most likely they are wrong in the event and not in the archive. That's why they are not selected by default.
The selection is not valid for new inserts into the archive, since all details of those competitors will be copied in this case.
The database id must be maintained in the archive table directly.

▬ How to work effectively

For an effective working, you will have to repeat the steps 3 and 4 several times with different goals. Every loop will reduce the number of competitors in the table of differences until there will be no one left in the best case. Try using different sort orders which help you in the best way.
If you had used the archive for the event, first use the database id for identification. For the remaining competitors, try identifying them by name or chip.

1. **Check the Club not founds**
   If a competitor is marked in blue with this message, then this means that his club is not assigned to an archive club. Check out all those clubs as given under step 1 above. After that, refresh the competitors table using the ***Differences*** button.

2. **Update the existing competitors**
   Quick select *Modifications only*. Scroll through the table and verify all differences displayed in red whether this should be written into the archive. If you are unsure for a certain competitor, deselect him for now. Mostly there will be new chip numbers or club changes. Perform the update.

3. **Check out name changes**
   There may be changes of names because of marriage f.ex. This step is only important if you are not using the database id. You can try to find such competitors by identifying them by the chip number. You will easily see if there is such a case among the competitors displayed. Just select each of them manually and update him individually. Don't forget to select the *Update name* option for this step only.

4. **Insert competitors not found in the archive**
   If necessary, set the identifying criterium back to name and display the differences.
   Those competitors displayed in purple can actually be new for the archive but most likely they are not found there because their names are written wrongly in the event. Look in the archive competitors table for the

competitor and assign him manually using the *Assign* button or by *doubleclick*. Also check out the blue ones for the right archive person.

Finally, there should remain those unassigned who really must be inserted into the archive. Quick select them using the option *New inserts only*. Scroll through the table to verify the selections. If you are sure for the changes of competitors whom you had assigned manually, select them manually. Perform the update.

5. **Work on all remaining competitors individually**

Try to find out what is the matter with the remaining competitors. Again, there may be those not identified from step 4 (since your manual assignment had been reset). Just check out all the others. If this would be the better choice, edit them in the archive directly.

6. **Add the database ids in the archive**

In the edit archive form, sort the table by input order. At the end, you will see the new inserts without a database id. Enter appropriate database ids manually.

See also

Managing archives - Task based help

Edit archive

5.12 Settings

There are several application-wide settings which can be found via the *Settings button* ⚙ in the main form's title bar.

Settings
⚙ Application folders
📋 Display formats
⚙ User interface
🔢 Extra field names
🏳 Language
🔑 License
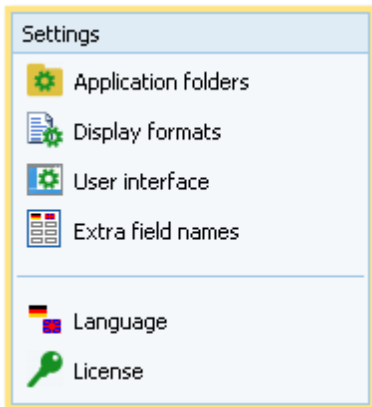
All settings items in this menu are quite self-explaining.

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

The SportSoftware V12 has a data organisation which follows the standard of Windows10. Basically this means that the application settings like report layouts, the event data and also the archive data can not be saved in subfolders of the installation folder. Instead there are special user folders designed for that. With the SportSoftware V12, you can use predefined folder sets or define your own ones. This is the task of this dialog.

⚙ Application folders		? ✕
Application installation	D:\Entw2021\OLEinzel\	
Application settings	C:\SportSoftwareV12\OE12\	📁
Events	C:\SportSoftwareV12\OE12\EventData\	📁
Archives	C:\SportSoftwareV12\ArchiveData\	📁

Quick customization

- ⦿ SportSoftware Standard
- ◯ Windows Standard
- ◯ Subfolders of the application installation folder   📁 Create folders

✓ OK   ✗ Cancel
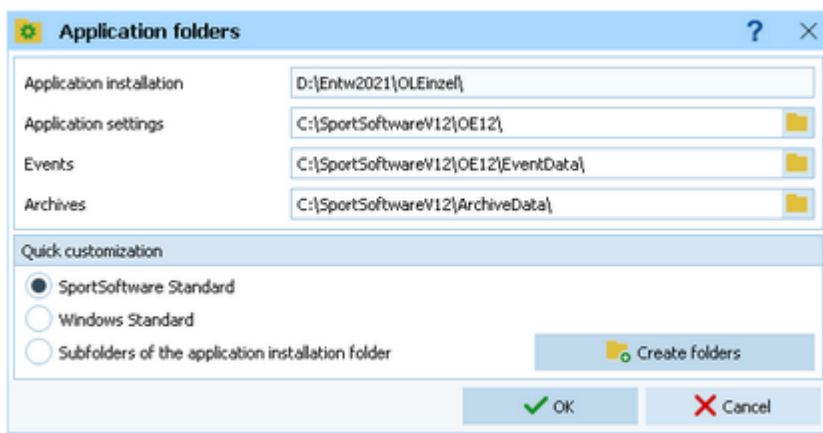
Application installation	This shows the folder where OEScore is installed.
Application settings	This is the folder where all application settings will be saved. This includes Ini files for the forms, report layouts, label layouts and more.
Events	This is the event root folder. This means, all events 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. **Notice:** You cannot select a subfolder of *C:\Programs* here!

For your convenience, OEScore offers three quick settings which can be selected in the Quick customization box.

SportSoftware Standard	This is the default setting.	
	Application settings	C:\SportSoftware\OEScore
	Events	C:\SportSoftware\OEScore\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\OEScore
	Events	C:\Documents and Settings\All Users\Application data\SportSoftware\OEScore\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.
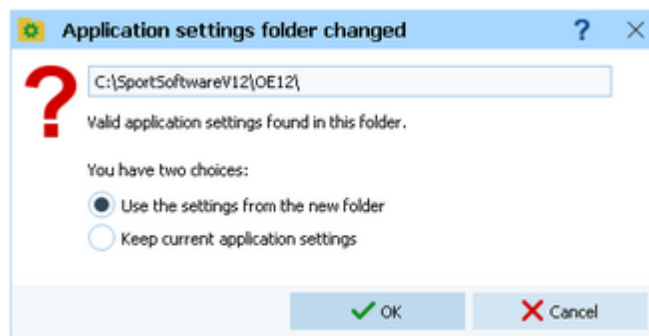
If you change the event root folder or the archive root folder, then nothing will be copied. This allows you to maintain multiple event lists and multiple archive lists for special purposes.

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

Select event

Select archive

Select folder

Working with restricted user rights - Task based help

5.12.2 Display formats

You can define a unique time format and name layout for all reports and working forms.
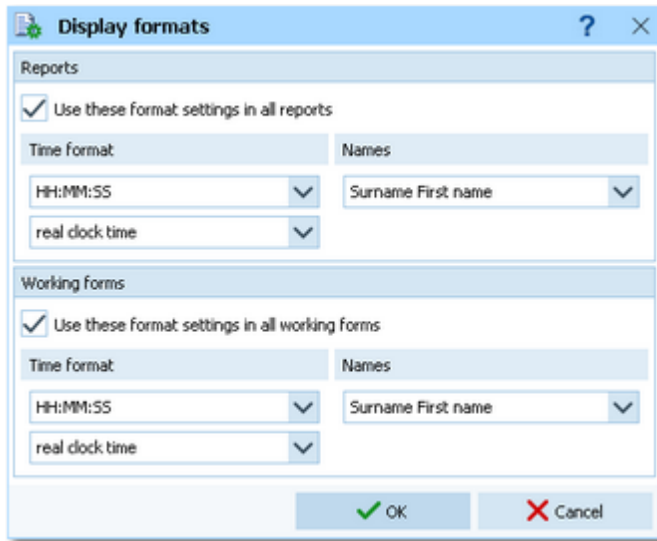
If you check the option *Use these format settings in all reports/working forms* then the format overrides the local setting in all reports or working forms.

Notice: If you prefer a different setting in a special report or working form, then you can change this in this window locally. But this will not be saved permanently. The next time when you invoke this report or form, the general setting from this dialog will be restored. If you don't want to have it this way, then you have to uncheck the option *Use these format settings in all reports/working forms.* This gives back the behaviour which OEScore had before this dialog had been introduced.

5.12.3 User interface

You can customize the appearance of the user interface.

You can select which font you want to use in OEScore. The SportSoftware Standard is the Tahoma font with a size of 8px. The Windows Standard is the Segoe UI font with a size of 9px. These are the basic sizes defined for a HD monitor (96 ppi). If you have set a scaling factor of more than 100% for any monitor connected to your PC, then the 96ppi sizes are the basis for scaling the font in OEScore. For more details about Windows scaling, see the New features in V12.0.

Notice

Modern notebooks and monitors have a higher resolution than 96ppi. This is often called 2HD, 4HD, UHD or something similar. So for sure you have set a scaling factor of 125% or higher. You may experiment a bit with both options and decide which option looks better for you. With 125%, the Windows font should look better than Tahoma. For all scalings 150% and higher you should give the SportSoftware font a try. I personally would prefer that one because the Tahoma is sharper and better readable with those scaling factors.

If you have a normal (desktop) monitor with 96ppi HD (these are all 1920x1200 or 1280x720 monitors and similar) and no scaling (100%) then the SportSoftware Tahoma is the right choice, since Segoe UI looks very blurry on these monitors.

5.12.4 Extra fields

You can define your own names for the extra fields.
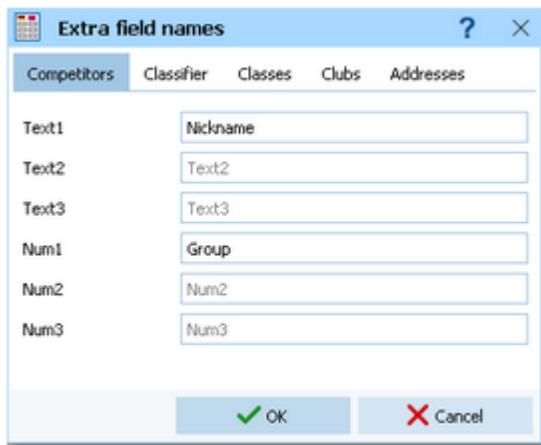
Extra fields are free definable fields. You can use them for any purpose. Define here the descriptions of the extra fields. Those will be used everywhere within the application. This applies also to the reports. Please check a suitable report whether your description fits into the available space.

Notice: A description given here overwrites any language translation. The default translation is displayed in gray colour.

5.12.5 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

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.

See also

Check for updates

5.12.6 License

OEScore comes in different editions. See <u>How to buy OEScore</u> 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

     <u>How to buy OEScore</u>

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 Select folder

In several forms or dialogs, you can enter or select a folder in a combo box.

E:\SportSoftware\OE12\Backup

You can edit the field by typing or you can open this *Select folder dialog* by clicking on the folder symbol at the right:
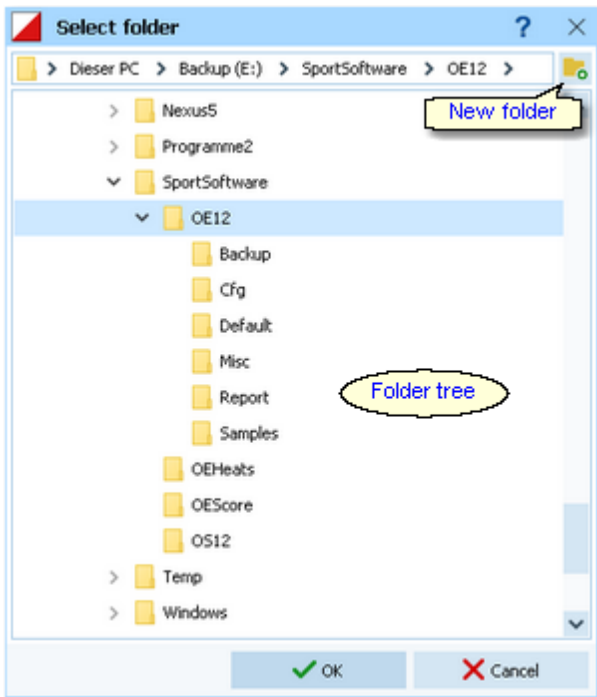
You can resize the dialog like you need. The handling in this dialog is nearly the same as in *Windows Explorer*.

If you want to create a new folder, then click on the New folder button   . This will insert the new folder into the tree:
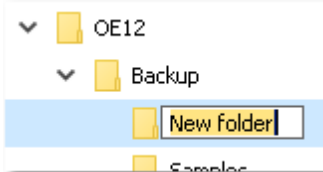
You can edit the folder name.

If you *Rightclick* on a folder in the tree, this will pop up the folder submenu:
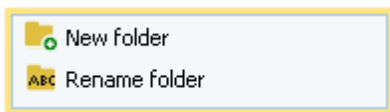
You can also create a new folder from there or rename an existing folder.

See also

Select file

5.13.2 Select file

In several forms or dialogs, you can enter or select a file in a combo box.

E:\SportSoftware\OE12\Backup\test.skb

You can edit the field by typing or you can open this *Select file dialog* by clicking on the folder symbol at the right:
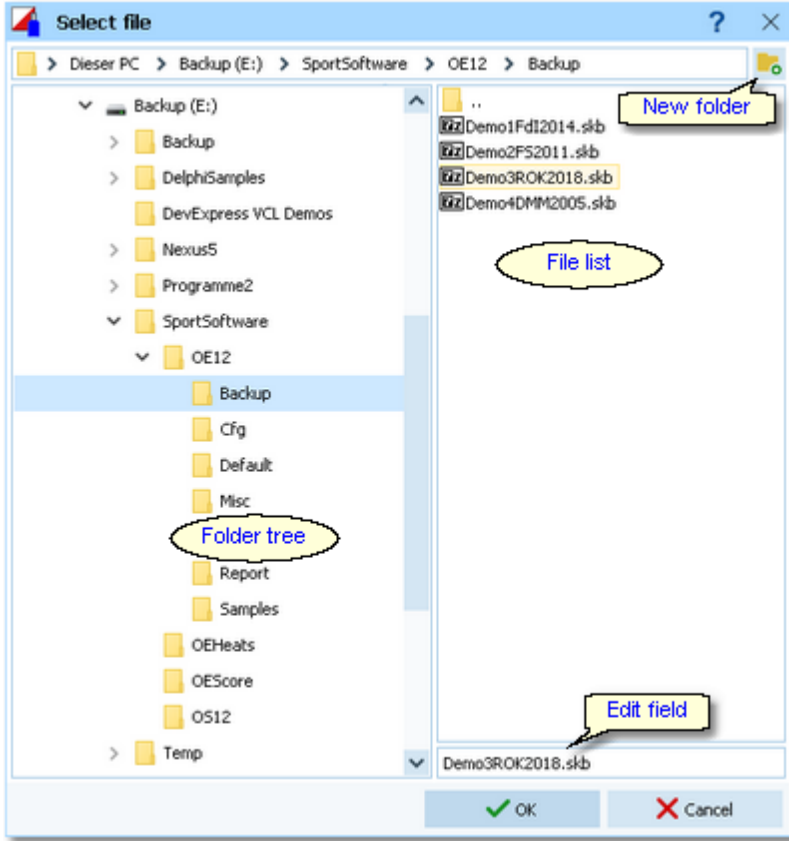
You can resize the dialog like you need. You can also adjust the widths of the folder tree and the file list by dragging the bar between both elements. The handling in this dialog is nearly the same as in *Windows Explorer*.

If you want to create a new folder, then click on the New folder button . This will insert the new folder into the tree:

You can edit the folder name.

If you *Rightclick* on a folder in the tree, this will pop up the folder submenu:
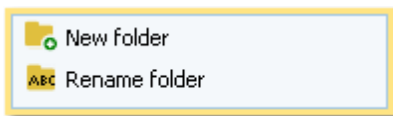
You can also create a new folder from there or rename an existing folder.

In the file list, you will see the context-relevant files only. In this sample, these are the backup files (.skb). Select the desired file. If you want to create a new file, then just enter the new file name into the edit field.

See also

5.13.3 Check for updates

This function can be found via the ***Help button*** ❔ in the main form's title bar.

First OEScore tries to connect to ***SportSoftware online*** and to recall the information about available updates from there. Then it displays them in a list.
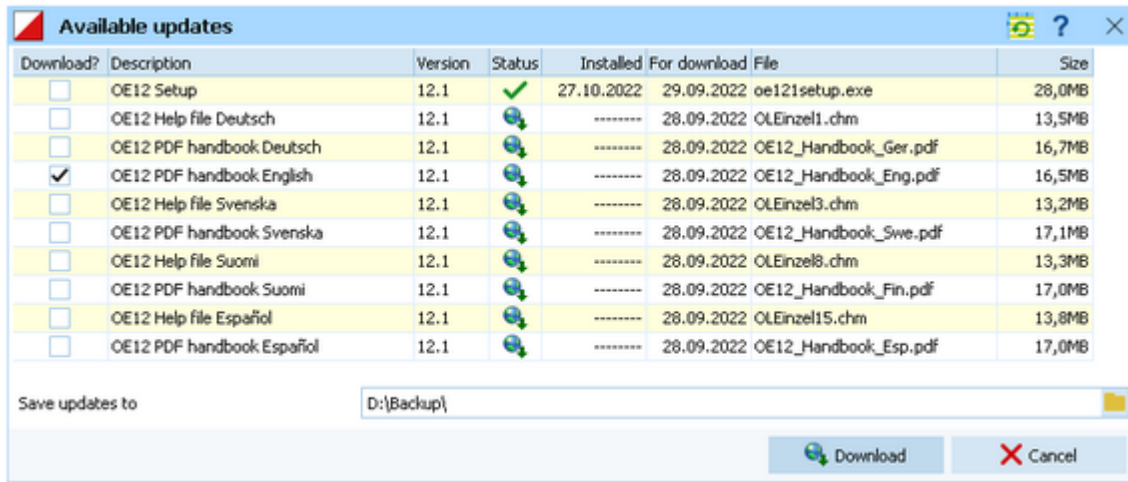
The files available on ***SportSoftware online*** are checked against what is installed locally on the PC. Every download which appears to be already installed locally, will be marked with status OK ✔ while the others will get the status to be downloaded ⬇. The check marks in the Download? column will be preset accordingly. Only the help files in the current language will be checked if necessary. However, this is only the preselection done by OEScore. 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*. OEScore will insert a *shortcut for the PDF handbooks* into the SportSoftware start menu. **Notice:** For this step, OEScore launches a small application called ***SKUpdater.exe***. You will be asked by the Windows User account control (UAC) to *allow to elevate to admin rights*, so that these actions can be performed.

Besides this manual check, OEScore does automatic checks for updates from time to time and when you switch the language.

See also

5.13.4 Handling the chip system devices

In every form which works with chip reading devices, you will find the *Chip system button* 🗝️ in the title bar. This button either opens the Chip system settings dialog directly or it shows the Chip system submenu:
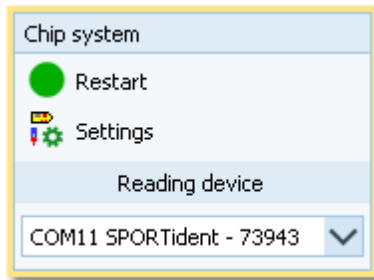
Just select the right device in the combo box.

SportIdent USB master stations can be distinguished by their serial numbers. *Emit* devices can't be determined automatically. They will be displayed with the device type which you have defined in the Emit settings. If this doesn't seem to work, then check the devicetype definition!

The *Restart* button initializes (activates) the device. In most cases, OEScore 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.

This *Restart* can also be performed by just *clicking on the Device status LED* in the status bar.

The *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.

See also

SportIdent settings

Emit settings

5.13.5 SportIdent settings

In the SportIdent settings dialog you define how to use SportIdent in the event.
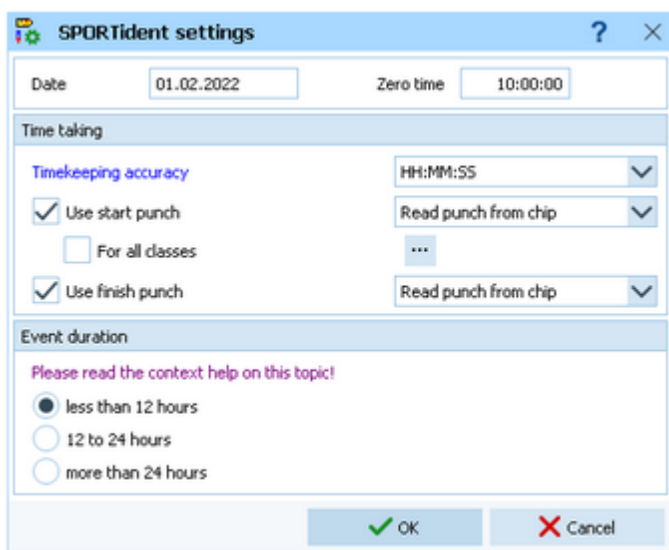
Note: in this topic, the term *SICard6* means all SportIdent chips of the type *SICard6 and higher or newer*.

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 <u>Evaluate chips</u> reference.

With SportIdent, you have several choices how to perform the **time taking** at your event. You can use the start punch and/or the finish punch for time taking. *Read punch from Chip* is the only option which is available for Score and Rogaining competitions.

Timekeeping accuracy	This is the time resolution (format) by which the times and punches should be calculated in this competition. Usually you have HH:MM:SS (by seconds). **Notice:** This setting is independent of the time display formats in the forms!
Use start punch	You can use a SI station at the start. Competitors have to punch this station when going off. If you *check* this option, the usual (predrawn) start time will be replaced by the punched one on reading the chip. The running time will be calculated using this real start time. This is the preferred method to organise small events without predrawn start times. For more information see the <u>Read chips</u> reference.
For all classes	If you have a mixed competition with direct classes punching the start and all the other classes with predrawn start times, then *check* this option. OEScore will take the start punch if one is found, otherwise the predrawn start time. **Notice:** This requires that **predrawn starters must not punch the start**! If you are not able to ensure this, then you can do a more precise selection. *Uncheck* this option and select the classes with start punch. See the paragraph about Selecting classes for the start punch below.
Use finish punch	Competitors punch the SI station (placed on the finish line) which provides their finish time. This is the default and most used method when using an electronic punching system. With SI Air+ you can implement a touch free electronic finish line which records the the finish punches automatically.

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.
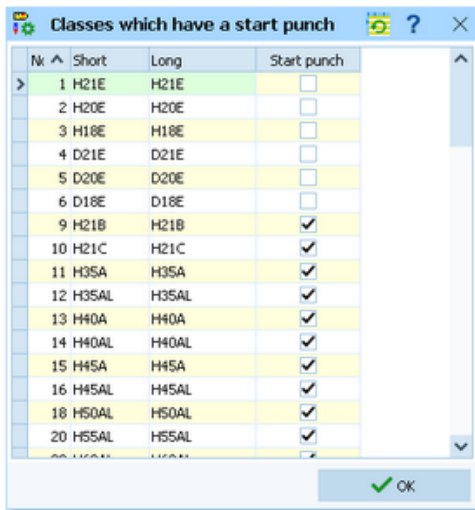
Less than 12 hours	SICard5: The finish time will be adjusted when rolling over 12:00 or 24:00. This applies to the punch times also, but all of them must be earlier than the finish time.
	SICard6: The finish time will be adjusted when rolling over 24:00. This applies to the punch times also, but all 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.

Selecting classes for the start punch

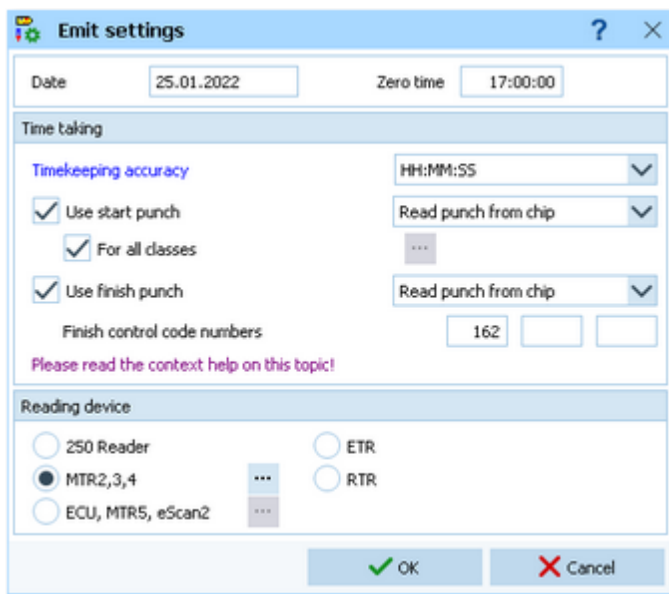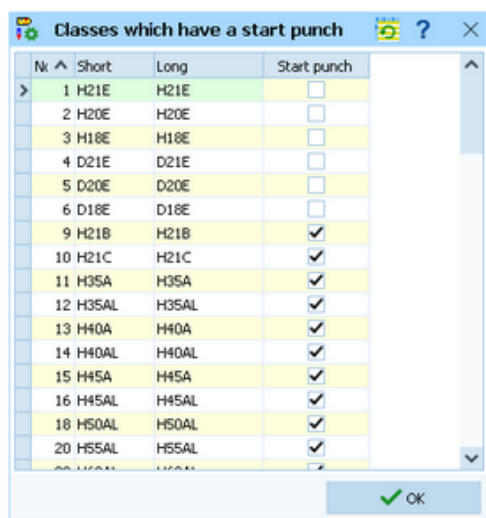If you don't have the start punch for all classes, then click on the button ··· which will display a list of all classes.

Check the start punch for all classes which have it.

Nr	Short	Long	Start punch
1	H21E	H21E	☐
2	H20E	H20E	☐
3	H18E	H18E	☐
4	D21E	D21E	☐
5	D20E	D20E	☐
6	D18E	D18E	☐
9	H21B	H21B	☑
10	H21C	H21C	☑
11	H35A	H35A	☑
12	H35AL	H35AL	☑
13	H40A	H40A	☑
14	H40AL	H40AL	☑
15	H45A	H45A	☑
16	H45AL	H45AL	☑
18	H50AL	H50AL	☑
20	H55AL	H55AL	☑

See also

[Handling the chip system devices](#)

[Emit settings](#)

[Read chips](#)

[Evaluate chips](#)

[Time taking](#)

5.13.6 Emit settings

In the Emit settings dialog you define how to use Emit in the event.

Date	25.01.2022 Zero time 17:00:00

Time taking

Timekeeping accuracy   HH:MM:SS

☑ Use start punch   Read punch from chip

   ☑ For all classes   ···

☑ Use finish punch   Read punch from chip

   Finish control code numbers   162

Please read the context help on this topic!

Reading device

○ 250 Reader   ○ ETR

● MTR2,3,4   ···   ○ RTR

○ ECU, MTR5, eScan2   ···

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. You can use the start punch and/ or the finish punch for time taking. *Read punch from Chip* is the only option which is available for Score and Rogaining competitions.

Timekeeping accuracy	This is the time resolution (format) by which the times and punches should be calculated in this competition. Usually you have HH:MM:SS (by seconds). **Notice:** This setting is independent of the time display formats in the forms!
Use start punch	The time runs from the moment when the runner lifts his ecard off the start unit. If you *check* this option, the usual (predrawn) start time will be replaced by the punched one on reading the ecard. The running time will be calculated using this real start time. This is the preferred method to organise small events without predrawn start times. For more information see the Read chips reference.
For all classes	Uncheck this option only if some classes do have predrawn start times and the others not. In this case, you have to define the classes which shall use the start punch. See the paragraph about Selecting classes for the start punch below.
Use finish punch	Competitors punch the control (placed on the finish line) which provides their finish time. This is the default and most used method when using an electronic punching system.
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, eScan2 and MTR5 for the touch-free EmiTag chips. Since Emit has well defined serial port settings for each type, they will be set automatically.

If you are using the MTR, OEScore provides some functions to prepare this device properly. See the paragraph about Setting the MTR below. The EmiTag devices ECU/MTR5/eScan2 have similar features which can be set.

Selecting classes for the start punch

If you don't have the start punch for all classes, then click on the button ... which will display a list of all classes. Check the start punch for all classes which have it.

Nr	Short	Long	Start punch
1	H21E	H21E	☐
2	H20E	H20E	☐
3	H18E	H18E	☐
4	D21E	D21E	☐
5	D20E	D20E	☐
6	D18E	D18E	☐
9	H21B	H21B	☑
10	H21C	H21C	☑
11	H35A	H35A	☑
12	H35AL	H35AL	☑
13	H40A	H40A	☑
14	H40AL	H40AL	☑
15	H45A	H45A	☑
16	H45AL	H45AL	☑
18	H50AL	H50AL	☑
20	H55AL	H55AL	☑

✔ OK

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.
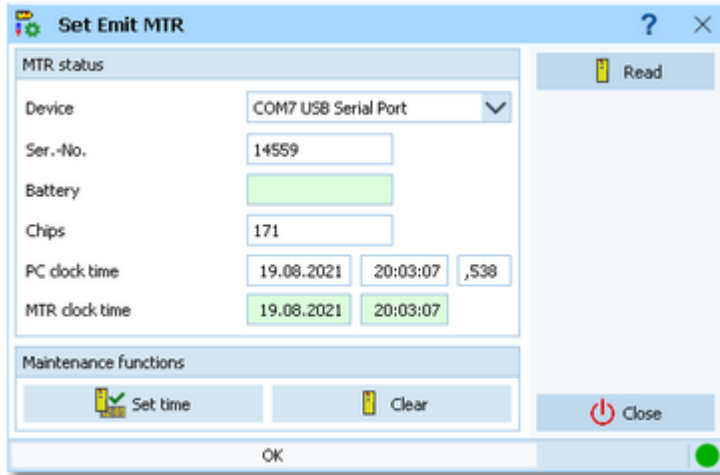
The MTR status is displayed automatically. If reading the status did not work automatically, then fix this (is MTR on? etc.) and try again using the *Read* button. Use the maintenance functions to prepare your MTR for the event.

Device   Select the right device.

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.
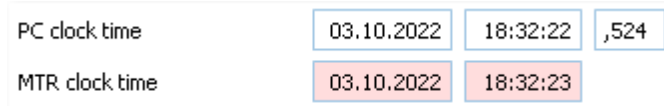
Notice: the MTR must always carry the official competition time! You could also set it manually on the device. However, it is more convenient first to set the PC clock and then the MTR by this function.

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.
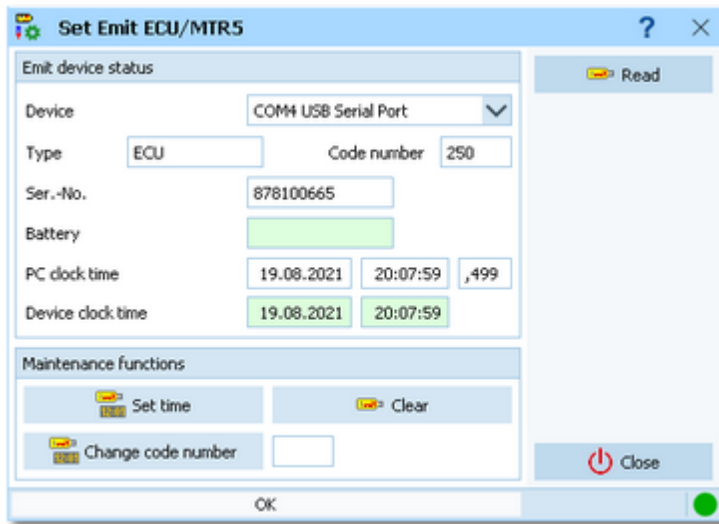
The ECU/MTR5 status is displayed automatically. If reading the status did not work automatically, then fix this (is MTR5 on?, ECU connected, etc.) and try again using the *Read* button. Use the maintenance functions to prepare your ECU/MTR5 for the event.

Device   Select the right device.

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.

PC clock time	03.10.2022	18:34:36	,470
Device clock time	03.10.2022	18:34:36	
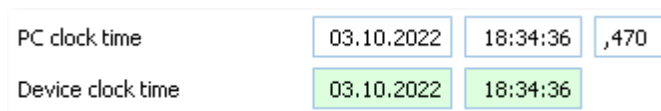
Notice: The ECU clock will always be started at 12:00 o'clock when it is connected to the PC. Thus for reading the EmiTag chips in the finish, always the PC clock will be used. The same applies to MTR5. See also the Read chips reference.

Change code number   For ECU/MTR5, the code number has a special meaning. It defines how the chip reading process behaves. For use with OEScore, the code number must be set to 250-253. Emit also defines numbers of 240-243, but this can't be used with OEScore. In the read chips window, OEScore checks the number and sets it to a useful one automatically.

See also

Index

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.

One of the highlights of Stephan Krämer's (right) active orienteering career was a marvellous race at WMOC 2010 together with former downhill champion Peter Müller (SUI)