

A stylized illustration of a target with three arrows hitting the bullseye. The target is a circle with a yellow center (bullseye) and concentric rings of yellow, green, and blue. Three arrows, with yellow, green, and blue fletching, are shown hitting the bullseye. The text is overlaid on the target.

Archersoft ScoreIt Pro Version 1 User manual

ARCHERSOFT SOFTWARE LICENSE AGREEMENT	3
Explanations	5
Installation	5
What is to be installed, and how?	5
Main Computer	5
Workstations	6
Start a new competition.....	7
Open an existing competition.....	9
Create and edit classes.	9
Add archers to the contest	10
Range layout.....	11
Create Printouts	11
Entering points.....	13
Result list printing.....	14
Other lists	16
Labels for scoresheets.	16
How do I:.....	16
What if I want to move the data file to another computer?.....	16
What if my labels are of a different size than the ones used in ScoreIt Pro.....	17
What if I want to mix archers for teams, or for individual shoots, where the shooting class, age class, bow type and sex are not good enough for filtering.	17

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Explanations

There can be differences between the text you are reading, the figures and the program you are actually using. This is caused by language issues, and extra modules in the application.

Installation

What is to be installed, and how?

To be able to use Archersoft ScoreIt Pro, you must have a database installed. The chosen database is Firebird. ScoreIt Pro is designed for and tested on Firebird Version 1.0 It will most probably run on later versions of Firebird, but it is only tested on version 1.0.

The Firebird database must be installed as **SERVER** on at least one pc, and as **CLIENT** on all pc's wanting to connect. For connecting, the network installed should be a TCP/IP based network.

Main Computer

Identify the pc you want running as the main computer, this should probably be the most powerfull machine available. Install Firebird on this machine, by running: "Firebird-1.0.3.972-Win32.exe".

During installation, you will be prompted if you are installing a server:

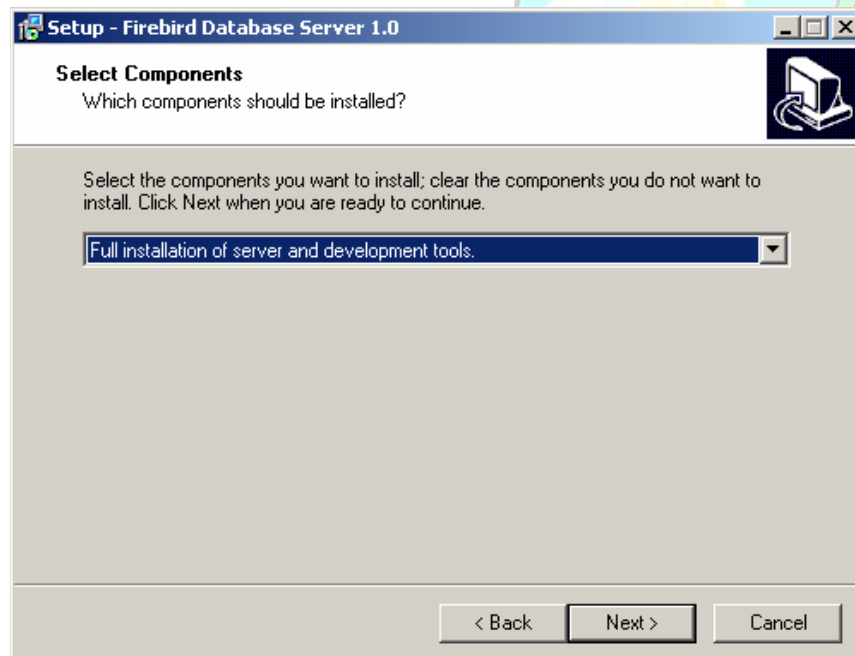


Figure 1

By pressing “Next” you get to the next screen:

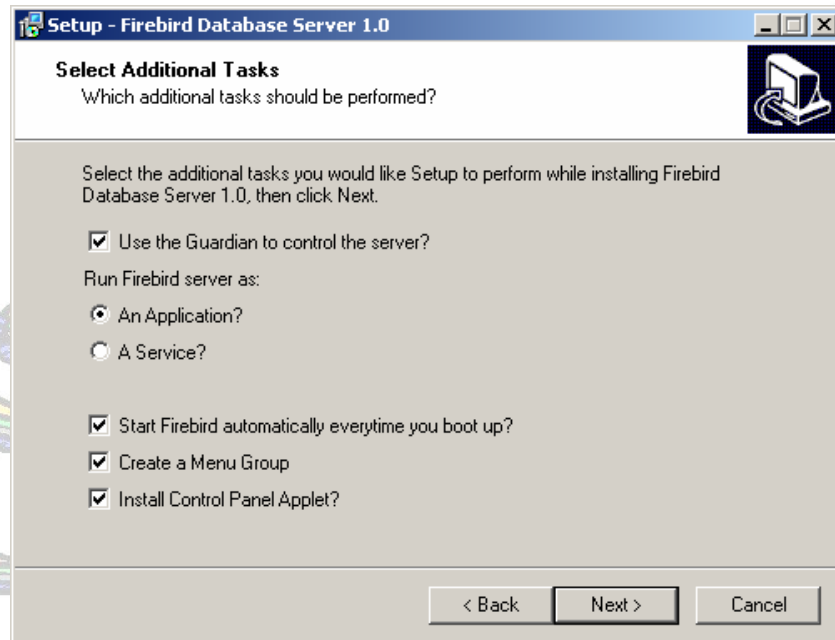


Figure 2

The chosen settings are most likely ok. Note, there will be a difference in the screen if you use Windows 98, or Windows ME.

Most likely, you'll have to restart Windows.

Now you have to install Archersoft ScoreIt Pro. Its is a good idea to install this on the main computer, and later define the tournaments on that same computer. Run ScoreItsetup.exe, and follow the on-screen instructions.

Workstations

If you need more than one pc to run a tournament, you need to setup the workstations. Run the Firebird setup (Firebird-1.0.3.972-Win32.exe) on all clients. In the following picture choose client (you can install a server on all machines, but it is not necessary).

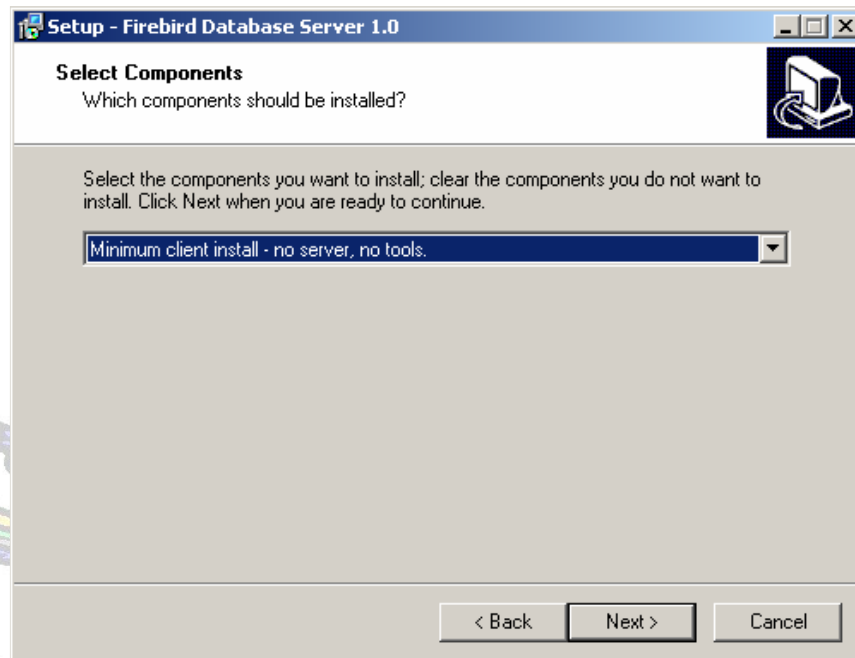


Figure 3

You may need to restart Windows.
Install ScoreIt Pro as you did on the main computer.

Start a new competition.

When the application is installed, it is possible to start a new competition. Depending on the installed modules, you can choose from different competition types.
It is important that you start the new competition; on the pc you installed the Firebird **Server**.



Figure 4

To setup a new competition, press "Competition - New", fill the next screen with relevant information.

Figure 5

- Competition Name: Write the name of the competition.
- Place: This is where the competition is to be held.
- Start date: The start date of the competition.
- Stop date: The stop date of the competition.
- Competition Type: Choose the type of competition.

- **File Name:** This is the storage place on the pc.
The file is saved as a sc1-file. The name of the file is up to you.
When you save, you may notice there are two files, the sc1-file and an fdb-file, the fdb-file is the file holding the actual data.
- **Open Competition:** If this checkbox is checked, the competition is opened and you are ready to enter competition information.
- **Import Base Classes:** If this checkbox is checked shootingclasses, ageclasses, and bowtypes are automatically created.

Open an existing competition

To open an existing competition, choose “Competition – open” (see Figure 4). Now you can choose the sc1-file that was created in *Start a new competition*.

If you open a competition from another pc, it is very important that the two (or more) pc's are correctly connected in a TCP/IP network. The sc1 file can be “browsed to” by sharing directories, or you can simply copy it to the other pc's via a floppy disk. The sc1-file holds information about which pc is the server, and where on the server the fdb-file is.

Create and edit classes.

Once you have an open competition, it is possible to create, edit and delete classes. Choose “Classes – Edit classes”.

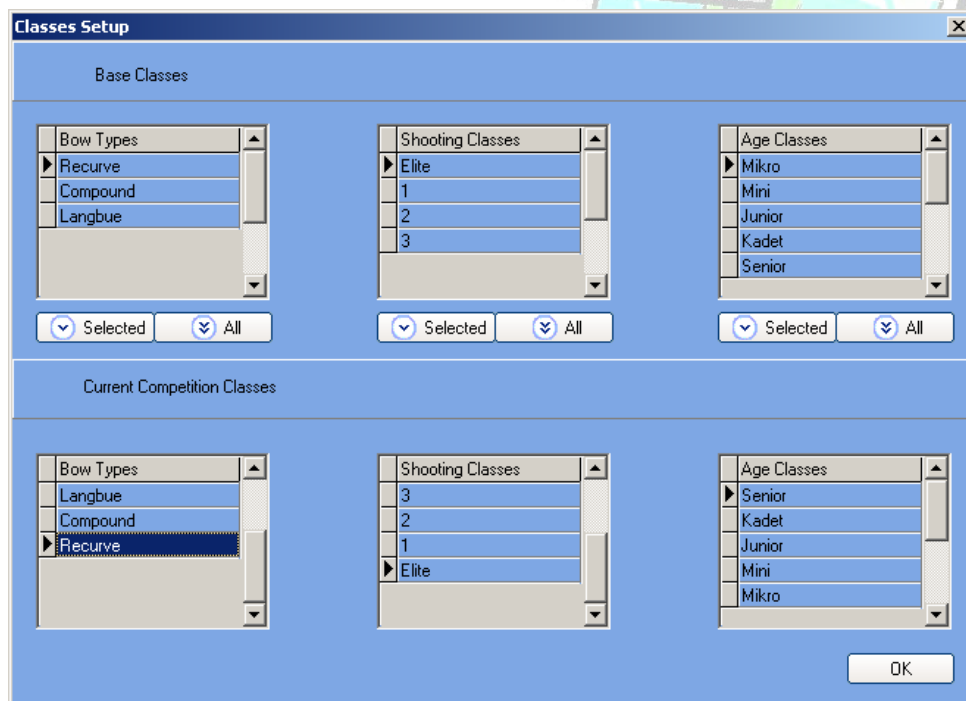


Figure 6

On Figure 6 you can create bowtypes, shootingclasses, and ageclasses. In the top half of the window you have all the base-classes, these classes you will have on all competitions, they are

merely for you to be able to import classes, in stead of having to enter them each time you have a competition. When you create archers in the competition, you will not be able to use these classes. The bottom half of the window, shows you the classes available for this particular competition.

To import the classes, use the “Selected” and “All” buttons.

NOTE. You do not have to have the classes amongst the base-classes, in order to add classes to the current competition, you may well have classes for this competition only. To add classes in either table, just enter the table, and press <INSERT> or <DOWN ARROW> on the bottom record. Enter the name of the class, and press <UP ARROW>, as soon as you leave the record, it is saved to the database.

If you want to delete a class, choose it and press <CTRL>+<DELETE>.

Once you are finished, press OK.

Add archers to the contest

To add archers, choose *Archers – Administration* from *Figure 4*.

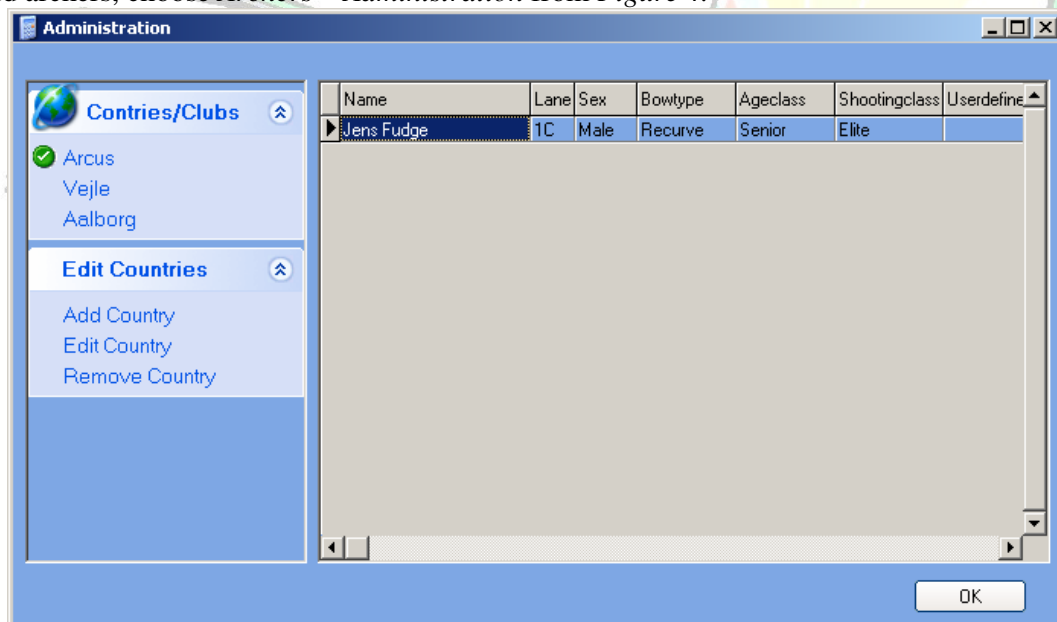


Figure 7

In *Figure 7* you first add a club (or country for international shoots), by choosing *Edit Countries – Add Country*. In the dialog that appears, write the name of the club.

When you have a club, you can add archers to the club. This is done in the grid on the right side (Insert archers with <INSERT> or <DOWN ARROW>, delete with <CTRL>+<DELETE>)

Note: Even though it is possible to enter lane number here, this is not the best place to do it.

Choose the correct classes for the archer, all classes that you created in *Figure 6* are available.

There are two fields for userdefined options, you can enter any text here, for filtering later on; but do keep in mind that the fields are case-sensitive.

With "*Edit Countries – Edit Country*" you can change the clubs name.

With "*Remove Country*" you can delete the club, note that this will delete all archers in that club, and all their points.

The grid shows only archers belonging to the chosen club (the green marker).

Range layout

After entering all archers, you can setup the range layout. From *Figure 4* choose *Archers – Range Layout*.

Name	Country	Age class	Shooting class	Bow type	Sex	UserDefined 1
Keld Rosengren	Odense BK	Senior	Elite	Compound	M	
Jens	Arcus	Senior	Elite	Recurve	M	

Lane	Name	Country	Age class	Shooting class	Bow type	Sex	UserDefined 1
1A							
1B							
1C							
1D							
2A							
2B							
2C							
2D							

Figure 8

At the top of the screen, enter the highest lanenumber and letter (in the example in Figure 8 it was a very small competition with lane 2D as the highest). Press the button *Create Range*.

After pressing the button, the lanes are created in the grid on the bottom of the screen. Now it is possible to drag'n'drop archers from the top half to the bottom half. If you make a mistake, you can easily drag the archer back to the top grid, and start over, or drag the archer to the correct row.

By pressing the *Sort* button, the archers that yet have no lanenumber are sorted by country/club and are at the top of the grid, on the top grid. This is usefull when you have dragged 15 or 20 archers down. By pressing OK, the range layout is saved, and the screen closes.

Create Printouts

To print resultlists, you have to define them first. During the process of defining result lists, you must consider, which archers (or groups of archers) are competing against one another.

From *Figure 4* choose *Printouts – Create Printouts*.

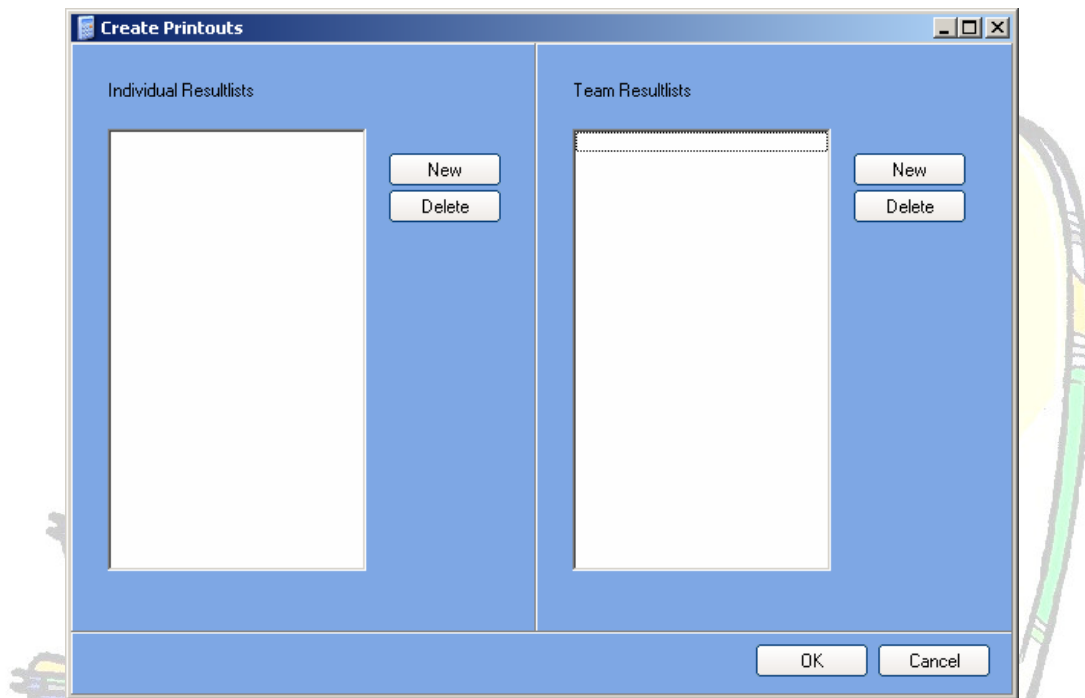


Figure 9

The two halves of Figure 9 work in a similar manner. To create the definition of a resultlist, press *New*.

Sex	Male	Lookup
Bow Type	Compound	Lookup
Age Class	Senior	Lookup
Shooting Class	Elite,1	Lookup
User Defined 1		
User Defined 2		
List Name	001 Gents compound Elite and 1	

Figure 10

And for each property on an archer, choose the appropriate values, by pressing *lookup*.

Give the list a name, and you are done. In the shown example on *Figure 10*, the result list will mix all compound gents, that are senior, shooting in shooting class Elite OR 1. **NOTE:** If you want all the properties (for example men and women), you should just leave the field blank for this property. When you choose the individual values, just select them by clicking the checkbox to the left.

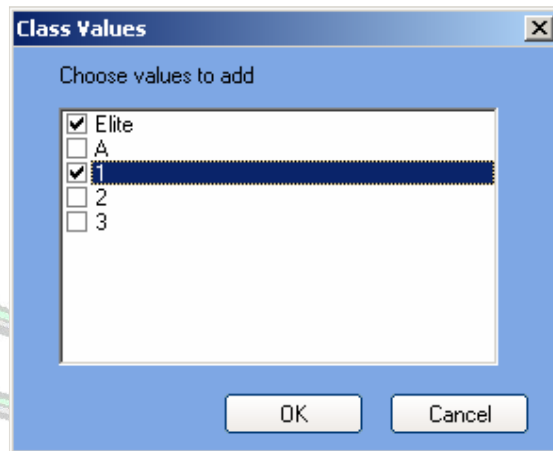


Figure 11

To build the result list for Gents Compound Elite and 1, you must choose both “Elite” and “1”. See *Figure 10* and *Figure 11*.

NOTE: As explained, if you leave a field blank, the result list will NOT filter on the blank property; all archers satisfying the criteria will be in the list.

A defined list, with all fields empty, will therefore create a result list with all archers in it.

Entering points

Once you have entered all archers, you’ve made the range layout, you’ve defined all the result lists and the competition is on the way, its time to enter some points for the archers. It is possible to change names, change individual archers lane umbers, and so forth, even after some of the points have been entered. It is also up to you, whether you want to enter the points after each end of 6 arrows, after a round of 36 (30) arrows or what.

From *Figure 4* choose *Archers – Points*.

The screenshot shows the 'Outdoor Fita' application window. At the top, a header bar contains the title 'Outdoor Fita'. Below it, a table displays the selected archer's details:

ID	3	Name	Peter Nielsen	Country	Arcus	Age Class	Senior
Lane	1C	Bow Type	Recurve	Sex	M	Shooting Class	1

On the left side, there is a tree view showing the competition structure:

- 1
 - 1B - Jens - Arcus
 - 1C - Peter Nielsen - Arcus
- 2
 - 2B - Keld Rosegren - Ode

The main area of the window is divided into two columns for 'Round 1' and 'Round 2'. Each column contains a grid of input fields for scoring. The grid for Round 1 has 10 rows and 4 columns of input fields, with the last column containing a '0' in each row. The grid for Round 2 has 10 rows and 4 columns of input fields, with the last column containing a '0' in each row. At the bottom right, there are two buttons labeled 'Prior' and 'Next'.

Figure 12

The picture in *Figure 12*, depends on what type of competition you chose when you created the competition (the shown example is a standard indoor FITA round consisting of 2 times 30 arrows). To enter points, you need to find the correct archer. First time this window is opened, the archer on the first lane is chosen (probably 1A).

With the buttons *Prior* (Page up) and *Next* (Page down), you get the prior or next archer sorted by Lane. In the top part of the window, you can see which archer is currently selected. The archers ID, Lane, name, bow type, country/club, sex, age class and shooting class are listed.

To the left on the window, there is a navigator built as a tree, where you first choose lane number, then lane letter, to quickly get to a specific archer.

To enter points, choose the appropriate field, the system will choose the next logical field for you.

Enter the point value of that arrow. The system accepts X (or x) for X-tens, M (or m) or 0 for zero, and the numbers 1 through 10, for the points. After entering the point for an arrow, you move to the next field by pressing <ENTER> or <TAB>. The scores will be added in the score fields.

Result list printing

To print the result lists, choose *Printouts – Print* in *Figure 4*.

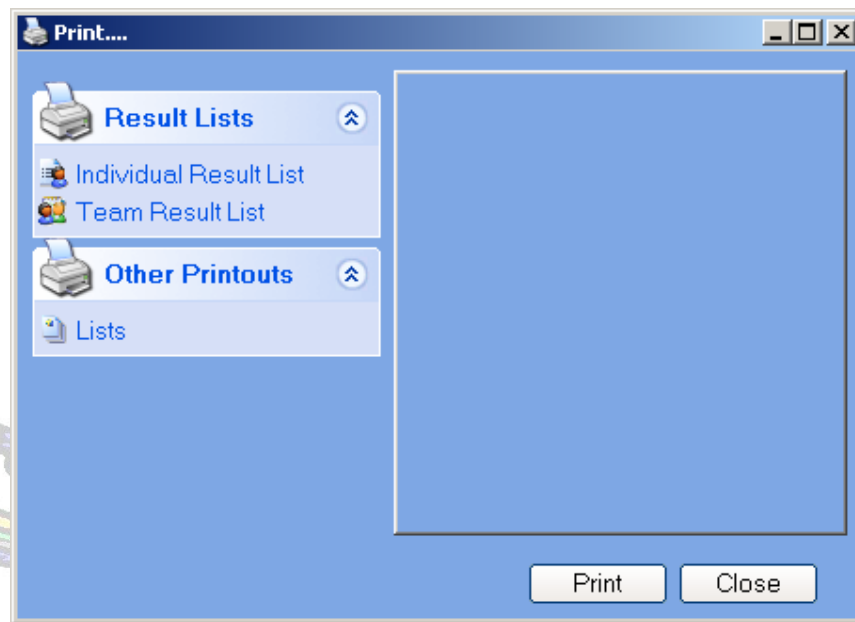


Figure 13

On the left side, choose the item you want to print.
See *Figure 14* for individual result lists.

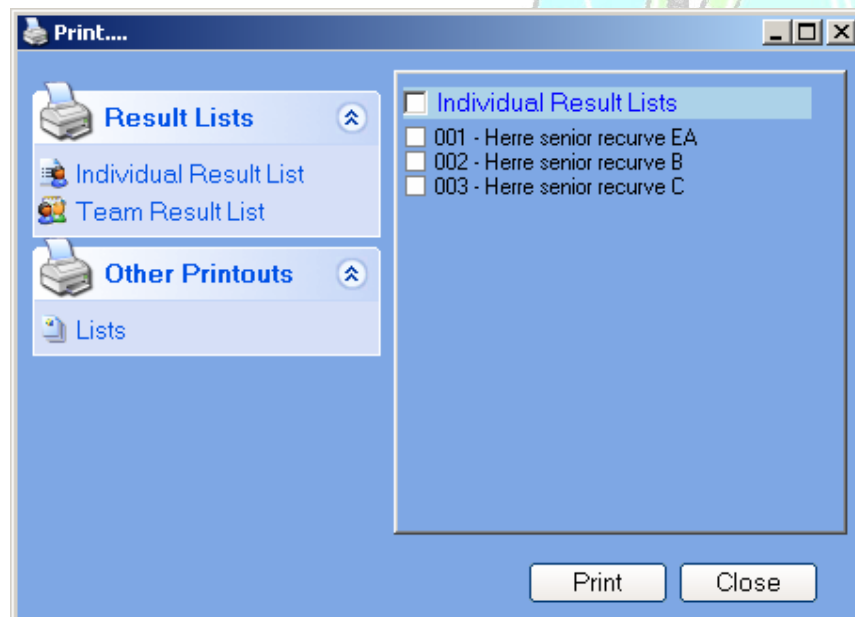


Figure 14

In *Figure 14*, there are three resultlists, all defined previously by using the dialogs in *Figure 9*, *Figure 10* and *Figure 11*.

By checking the top checkbox, all lists are chosen.

By pressing the *print* button, the chosen resultlists are saved as a HTM-file, they are NOT printed to a printer. It is possible to browse for the file, and print it by double clicking the file in Windows Explorer, and when Internet Explorer (or your chosen htm-file associated program) starts, use this to print.

Other lists

Its is possible to print other types of lists than result lists. This can be country/club lists, rangelayouts or class lists. Class lists are the same as the result lists, just with no points. In *Figure 15*, choose the list you want, hit print. Again, you will get a HTM-file.

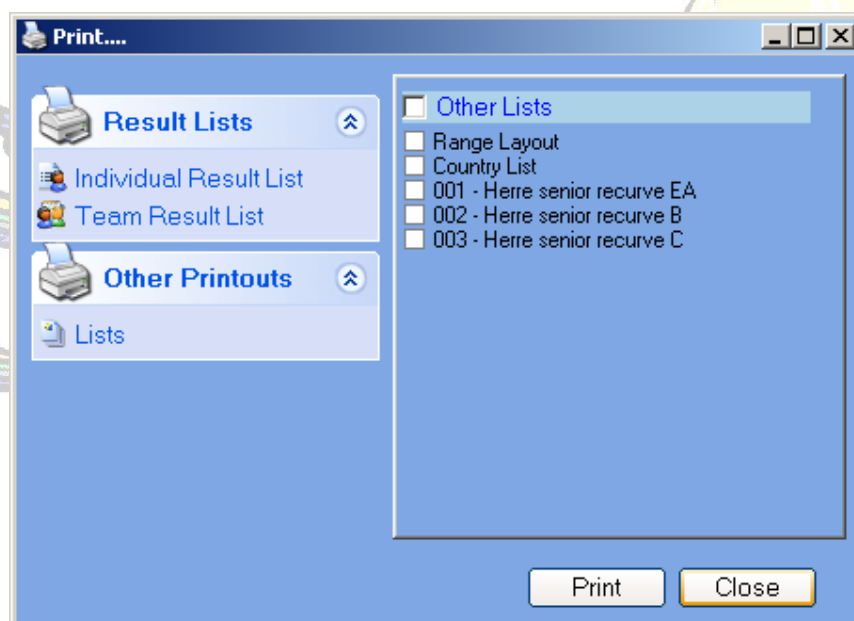


Figure 15

All the lists in HTM-format, are ready to be published on the internet or intranet.

Labels for scoresheets.

This item is not shown on *Figure 15*. But it is there in current version of the program.

It is possible to print labels for the scoresheets. This does actually print to the printer. The labels are pre-defined as: 70,0 mm x 36,0 mm, they should be on a sheet with 3 columns and 8 rows.

If you want to print to another label size, see the section *What if my labels are of a different size than the ones used in ScoreIt Pro*

How do I:

What if I want to move the data file to another computer?

It is possible to move the data file to another computer.

As mentioned, when you start a new competition, you create two files. A sc1-file, and an fdb-file. Both files have the same prefix, which you chose yourself. The fdb-file is the file with all the information about the competition, that is all the countries, all the archers, all the points. The sc1-

file only has information on where the firebird server is installed, where the main database file is located, and where the data file for the current competition is located.

As an example:

```
[database]
server=1300XP
base=C:\Programmer\Archersoft\ScoreItPro\Base\SCOREITMAIN.FDB
competition=D:\temp\ScoreItCompetitions\Test.fdb
```

As you see, there are four lines in the file (opens with a text-editor, like notepad)

- Line 1 is always [database]
- Line 2 is the name of the pc where the firebird server is located, in this example the name of the pc is 1300XP. This name is the name the pc is recognised by on the network. Even if you have only one pc. If you experience slow communication, you could try replacing this name with the IP-address of the pc.
- Line 3 is the path to the main database file, that has information about base classes. The path is relative to the server pc.
- Line 4 is the path to the competition data file. The path is relative to the server pc.

If you need to move the data file to another location, you need to edit this file. When your client pc's open the competition, they just need to read this file, it can be copied onto the local pc by the network, by a diskette, or it can be through shared directories.

What if my labels are of a different size than the ones used in ScoreIt Pro

If you want to print labels to another label size, than the defined 70,0 mm x 36,0 mm, you can do this by exporting the archers to an excel file (a semicolon separated textfile), this export file can be imported in most word processors (for example Microsoft Word), and from here it is possible to create labels.

What if I want to mix archers for teams, or for individual shoots, where the shooting class, age class, bow type and sex are not good enough for filtering.

If you want to mix archers for teams, or other individual competitions, where the standard fields are not enough, use the USER DEFINED fields.

As an example you want to make a competition of anyone that shoots 70 meters as their farthest distance (in Denmark that would be ladies, cadet boys and old boys). Just make up a distance group called "70" and enter "70" in one of the user defined fields. **NOTE:** The user defined fields will take all alphanumeric characters, and it is case sensitive, so entering "Disabled" for one archer will not group him/her with "disabled" for another archer.