

SET- User Manual



Document History

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1 Software Architecture

The SET software is written in the programming language JAVA. JAVA is a very popular and widely used programming language. Any software written in this language is able to run on any operation system, like Windows, Linux or Mac OS.

The SET software can be used in three different modes:

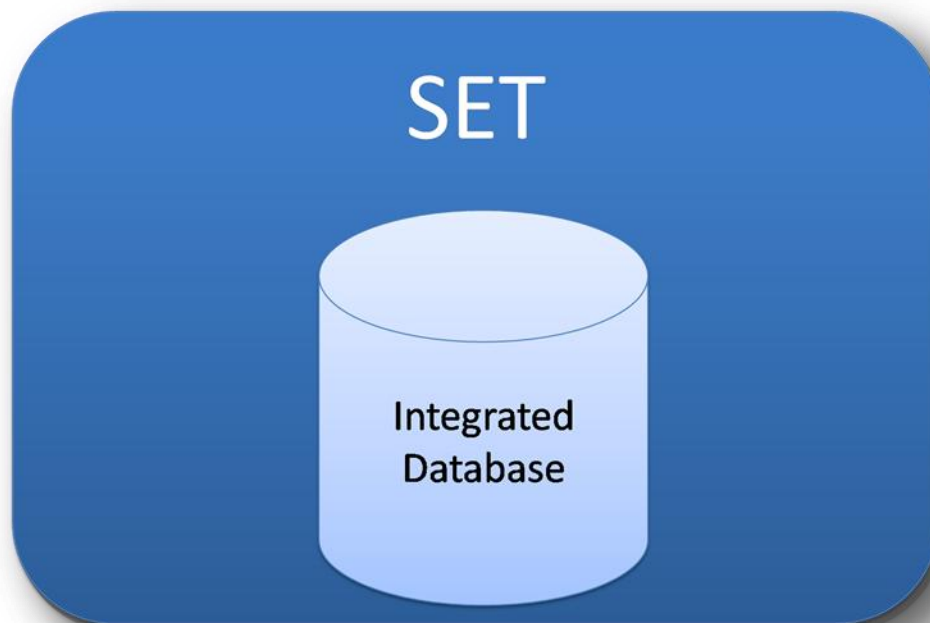
- Use of the integrated database ([SET Local](#))
- Use a database server locally or in your own network. SET Online event data can be downloaded and used in this mode ([SET Network](#))
- Use the SET Online database ([SET Online](#))

The different modes are explained in more details in the following chapters.

1.1 Integrated Database (SET Local)

[SET Local](#) is a mode where an integrated (embedded) database is used (see Picture 1: SET Local - Using integrated Database). There is no need to install any third party database server to run SET. Any SET software is including this integrated database, no matter if you are using [SET Local](#), [SET Network](#) or [SET Online](#).

Important: only one SET client is allowed to [access](#) the database. It is not possible to use the database with other SET software clients. That's the reason why this mode is called SET Local, because the database is used locally by one client. Any other SET software client uses its own database.



Picture 1: SET Local - Using integrated Database

To connect to the integrated database please read chapter 3.1 *Connecting to integrated database*.

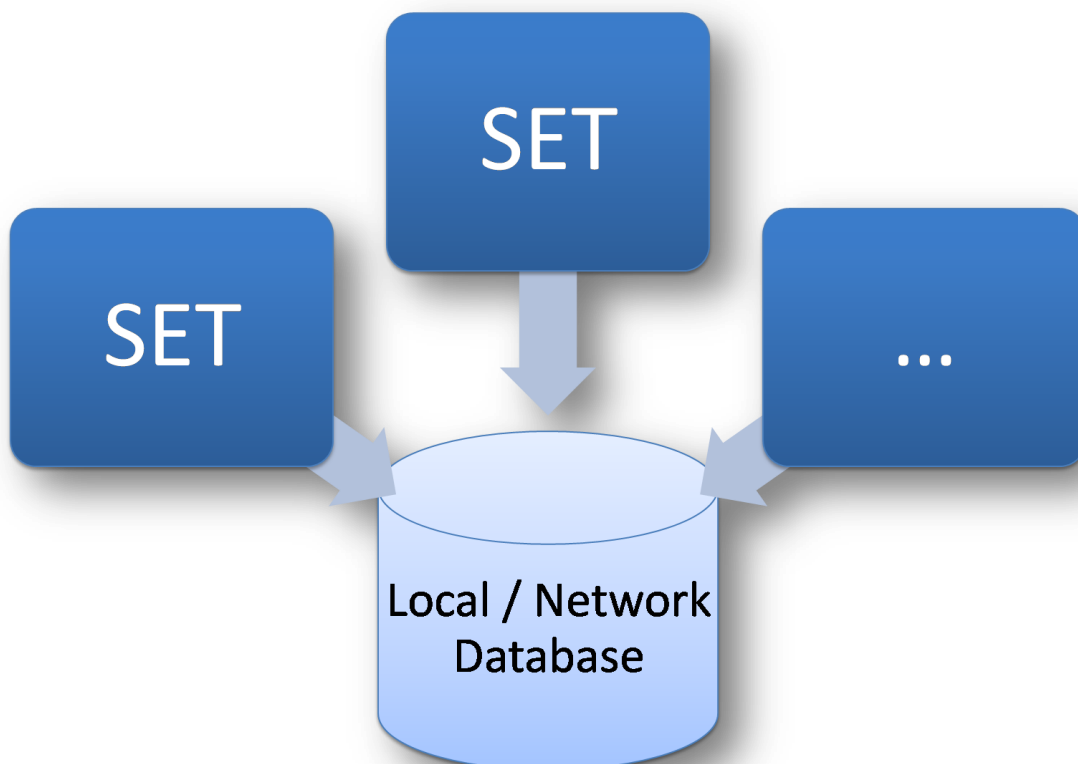
1.1.1 Backup / Copy integrated database to another computer or SET installation

The integrated database is located in the SET program *folder „database“*. To backup the database simply copy the whole folder to another destination. To copy a database to another SET installation just replace the folder “database” of the new installation with the old database.

1.2 Local / Network Database (SET Network)

SET Network is a mode where a separate database server is used. This database server can run anywhere it can be accessed in a network or locally. The benefit of this mode is that as many SET software clients are able to connect to this database as you want (see Picture 2: SET Network - Using local or network database). This is necessary if you want to use the SET software on different distributed stages, no matter if they are connected via cable or wireless. In this case all SET software clients are connected to one central database.

If you have a *SET Online Event Manager Account*, you can download all event data (including all entries) and import them into your local or network database server. In this case you don't have to enter all entries manually because you have them already in your system (saves a lot of time). With a *SET Network license* it is also possible to connect to the *SET Online database*.

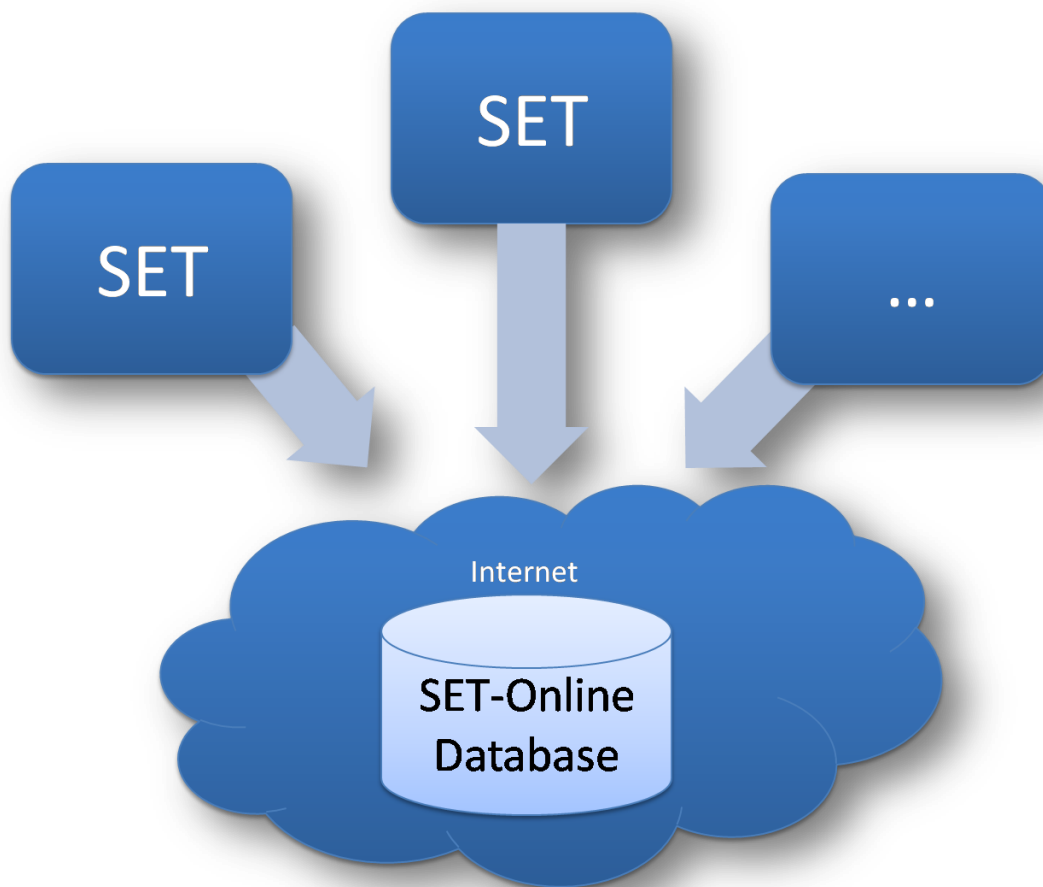


Picture 2: SET Network - Using local or network database

To install, run and connect to the external database please read chapter 2.4 *Installation of the external database server (only SET Network and SET Online)* and 3.2 *Connecting to local or network database server*.

1.3 Online database (SET Online)

With the SET Online mode you directly connect to the SET Online database, without installing or using any integrated, local or network database (see Picture 3: SET Online - Using the SET-Online Database). There is no limit on the number of SET software clients connected to this database. All data, information and changes are available online in real time. E. g. any internet user is able to see results at the same time they are recorded.



Picture 3: SET Online - Using the SET-Online Database

Your event live on internet

If you are using the SET Online mode, all data is available on internet in real time. No matter if you provide information or any other kind of data, it will be available on internet immediately. So internet users can see the results of fights live on internet. They can virtually join the event and stay up to date.

You can also provide any kind of documents (e. g. draws) for download and determine the point of time it will be visible to the users.

There are many more features and functionalities that make communication to participating clubs and federations more easy. For detailed information about event management on SET Online please contact admin@sportdata.org.

To connect to the SET Online database please read chapter *3.3 Connecting to the SET Online database*.

2 Installation

The following chapters describe the installation of the SET software.

2.1 Installation of the Java Runtime Environment

A **Java Runtime Environment (JRE)** is needed to run any Java application independent from the installed operating system.

An actual version of the JRE can be downloaded for free from the **JAVA** Website (see Links). Alternatively a suitable JRE is available from the **SET Downloads** (see Links). The file is named „jre-XXX.exe“. The SET software works with any JRE **version 6 or higher**.

Attention: 32Bit systems must use the java download with i586 in filename and 64Bit system must use the java download with x64 in filename!

After downloading the software it needs to be installed on the system. Simply follow the installation wizard.

2.2 Installation of the SET software

There are two ways of installing the SET software. Manually by extracting the ZIP Archive „SET-XXX.zip“, or by using the installation wizard when executing the file „SET-XXX_installer_XXX.jar“. SET can be installed anywhere a user has write access on the system. The software starts by executing the file „**Start-SET.bat**“ („**Start-SET-Linux.sh**“ for **Linux** operating systems) from the program folder. If the installation wizard is used, a start icon can be generated on the users desktop.

Tipp: SET can also be installed on external devices with write access, like on **USB sticks or SD cards**. This allows the usage of SET on any computer with an installed JRE without copying data or installing the software.

Attention: Every new SET installation comes with a new integrated database. If you have already used the integrated database of an older version, you need to backup the old database and copy it to the new installation (see chapter *1.1.1 Backup / Copy integrated database to another computer or SET installation*). If there are changes in the structure of the integrated database of a new SET version, the old database may not be compatible with the new SET installation. Therefore please contact the SET team (office@sportdata.org). We will help you fixing this problem and using your data with the new version.

2.3 Installation of a valid SET license

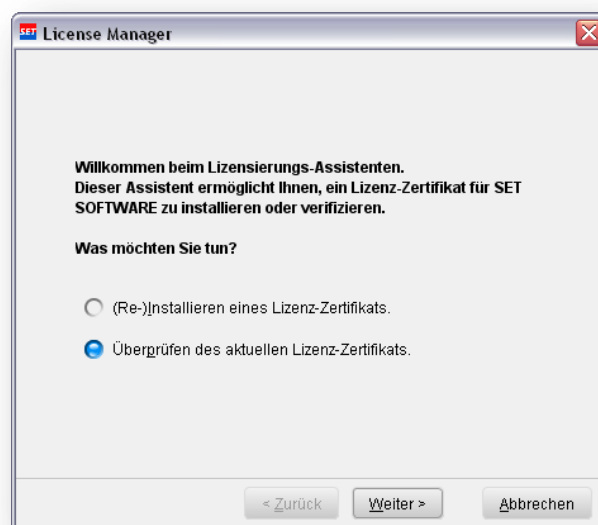
To use SET with all features you need to install a valid SET license. If SET is used without a valid license the software is in **Demo-Mode**. In Demo-Mode most of all features are available but the software can only be used with the **integrated database**.

The following licenses are available:

- **SET local license:** With this license the software can only be used with the integrated database. This means that only one installation can access the data.
- **SET network license:** With this license all database mode are available: the integrated database, external database servers and the SET Online database. This license allows any number of computers to access the same data at the same time. This license is needed if the software is used directly on Tatamis or should be connected to SET Online.
- **SET Point Panel license:** This license is needed to use the Point Panel software.
- **SET DTM license:** This license is needed to use the SET DTM software.

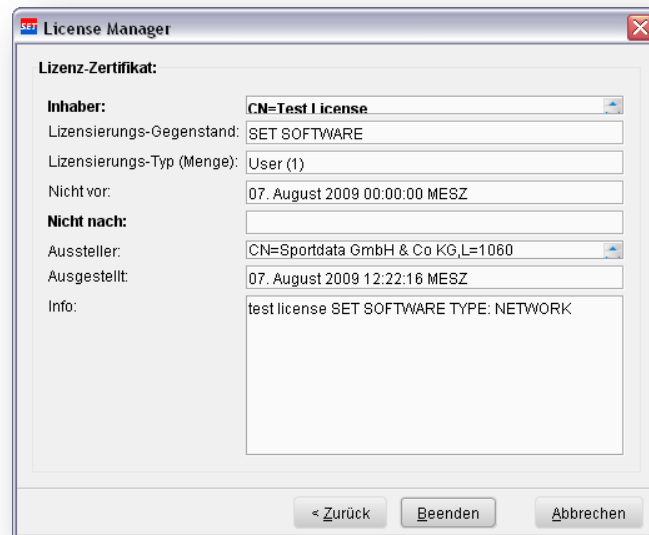
If no valid license is installed or if a license has **expired**, the SET automatically turns into the Demo-Mode and only the integrated database can be used.

To **install** a valid license the **License Manager** is used (see Picture 4:License assistant wizard):



Picture 4:License assistant wizard

The wizard allows to **install** and **validate** a license (see Picture 5: Successful installed license). The license assistant wizard **automatically** starts by starting the software if no valid license is installed or anytime by using the **License Manager** menu.



Picture 5: Successful installed license

2.4 Installation of the external database server (only SET Network and SET Online)

An external database server is needed, if more than one SET clients want to use the same data, for example if SET is used directly on different Tatamis. To use an external database server with SET a Mysql-Database-Server needs to be *installed* and *configured*. A detailed step by step installation and configuration description can be found in chapter *Anhang B: Installation of a Mysql database server under Microsoft Windows*.

The *Mysql database server software* can be downloaded from the *SET downloads repository* (see Links) or directly from the *Mysql-Website* (see Links). Mysql version 5 or higher is needed for SET.

To use an external database server a *SET network license is needed*. It is *not* possible to use an external database server with a SET local license.

After successful installation and configuration of the database server a new *SET database* needs to be *imported*. Therefore please read the next chapter *Importing a SET database*.

2.5 Importing a SET database on an external database server

To import an new SET database on the external database server the function „*Import Online Database from sql file*“ in the „*Database Connection Settings*“ window has to be used. A SET database needs to be imported if a new installed database server is used or if you want to import event data from SET Online events into your external database server.

An empty SET database SQL file can be found and installed form the folder „*database*“ of the SET installation folder. The file is named „*set-mysql-empty.sql*“.

A detailed description of how to import a SET database into an external database server can be found in chapter *3.4 Importing and connecting to a downloaded SET Online database*.

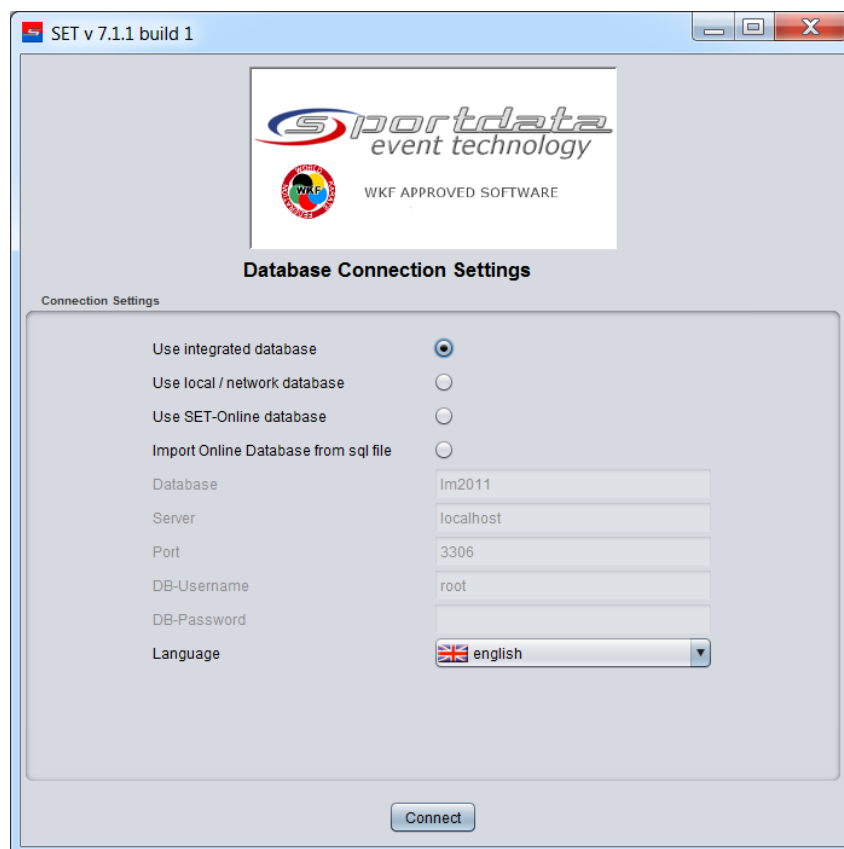
3 Connecting the database

As explained in chapter 1 there are different modes to use the SET software. The next chapters explain in detail how to connect to the different databases used.

3.1 Connecting to integrated database

The integrated database is an integral part of the SET software. Any SET software client includes this component. You *don't* need to *install* the database separately.

To connect to the database server, just select the option *“Use integrated database”* in the *“Database Connection Settings”* window and click the *“Next”* button (see Picture 6: Connecting to integrated database).



Picture 6: Connecting to integrated database

3.2 Connecting to local or network database server

To use a local or network database server, you have to install it first. Please read chapter 2.4 *Installation of the external database server (only SET Network and SET Online)* how to install the database server.

To connect to a database server, just select the option *“Use local / network database”* in the *“Database Connection Settings”* window. After this, enter the connection data as defined during the

installation process. If you followed exactly the installation instructions the connection settings for a *local database* are:

- *Database: <The database you want to connect to>*
- *Server: localhost*
- *Port: 3306*
- *DB-Username: root*
- *DB-Password:*

If you want to use the database server somewhere *remote* in your *network* you have to configure the server first to allow remote connections. In more details you have to create a database user that is allowed to connect to the database. On MS Windows systems open the *Mysql Command Line Client* (comes with the Mysql server installation START -> ALL PROGRAMMS -> MYSQL -> MYSQL SERVER 5.0 -> MYSQL COMMAND LINE CLIENT.) and type in the following commands:

```
CREATE USER '<username>'@'%';

GRANT ALL PRIVILEGES ON <database>.* TO '<username>'@'%' IDENTIFIED BY '<password>';

FLUSH PRIVILEGES;
```

Example: create the user *setuser* with *no password* that is allowed to connect to the database *set* from any computer in the same network:

```
CREATE USER 'setuser'@'%';

GRANT ALL PRIVILEGES ON set.* TO 'setuser'@'%' IDENTIFIED BY '';

FLUSH PRIVILEGES;
```

On Linux or other systems connect via a client to the database and enter this commands manually.

To connect to a database server with an example IP-address of 192.168.0.33 and the just created settings is possible this way:

- *Database:* set
- *Server:* 192.168.0.33
- *Port:* 3306
- *DB-Username:* setuser
- *DB-Password:*

3.3 Connecting to the SET Online database

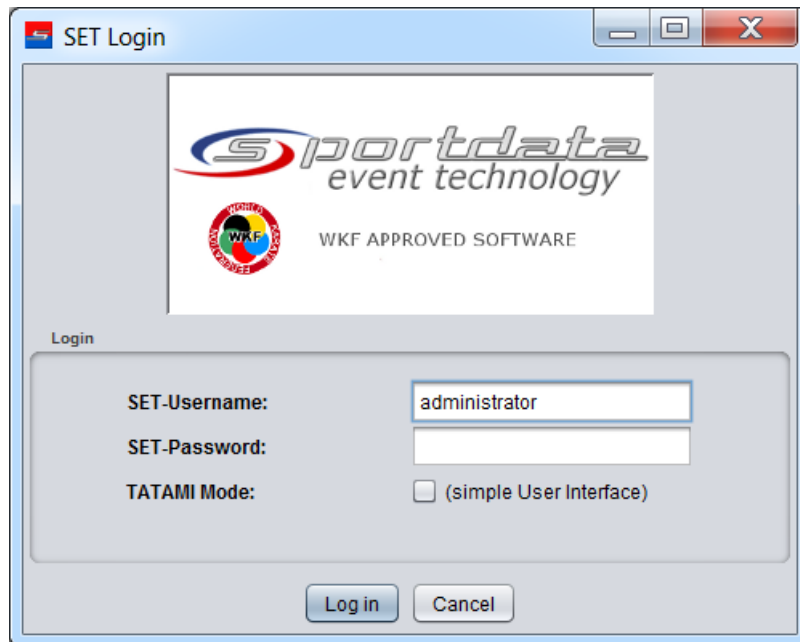
To connect to the SET Online database just select the option *“Use SET-Online database”* in the *“Database Connection Settings”* window. Ensure that you have *internet connection* and your computer is allowed to open *SSH connections*. Click the *“Next”* button and a connection to the SET Online database will be established.

3.4 Importing and connecting to a downloaded SET Online database

SET SQL database files can be imported using the function *“Import Online Database from sql file”* from the *“Database Connection Settings”* window. Therefore the correct connection settings for the external database server (local / network database) have to be entered. Only for the parameter *„Database“* you have to enter a new and unique name (there should be no other database with the same name on the database server). After pressing the *„Next“* button you have to select the SQL database file to import. An information window opens and gives detailed information about the import process. If the import process finished successfully, you can access the new database as described in chapter 3.2 *Connecting to local or network database server* with the new database name.

4 Log in

If you are connected to the database the log in screen appears. Depending on the kind of database you are using (integrated, local / network or online) you have to log in with your **SET-Username** and **SET-Password**.



Picture 7: SET log in

The default username and password for the integrated and the local / network database are (if not changed by the user):

- **SET-Username: administrator**
- **SET-Password: set**

The **administrator** account is the most powerful user. The administrator is allowed to add new users. It is only possible to use the administrator account with integrated and local / network database, not with SET-Online database or imported event data from SET-Online.


Every user is allowed to change his password, no matter which database is used. Adding new users or changing password is possible in **Settings -> User / Password**.

If you want to connect to the **SET-Online** database or to downloaded event data of **SET-Online**, you have to use your **SET-Online Event Manager** account data.

SET Online Event Manager Account

If you manage your events with SET-Online, you have an event manager account to access them. If you don't have an event manager account, and you want to manage your events online, please

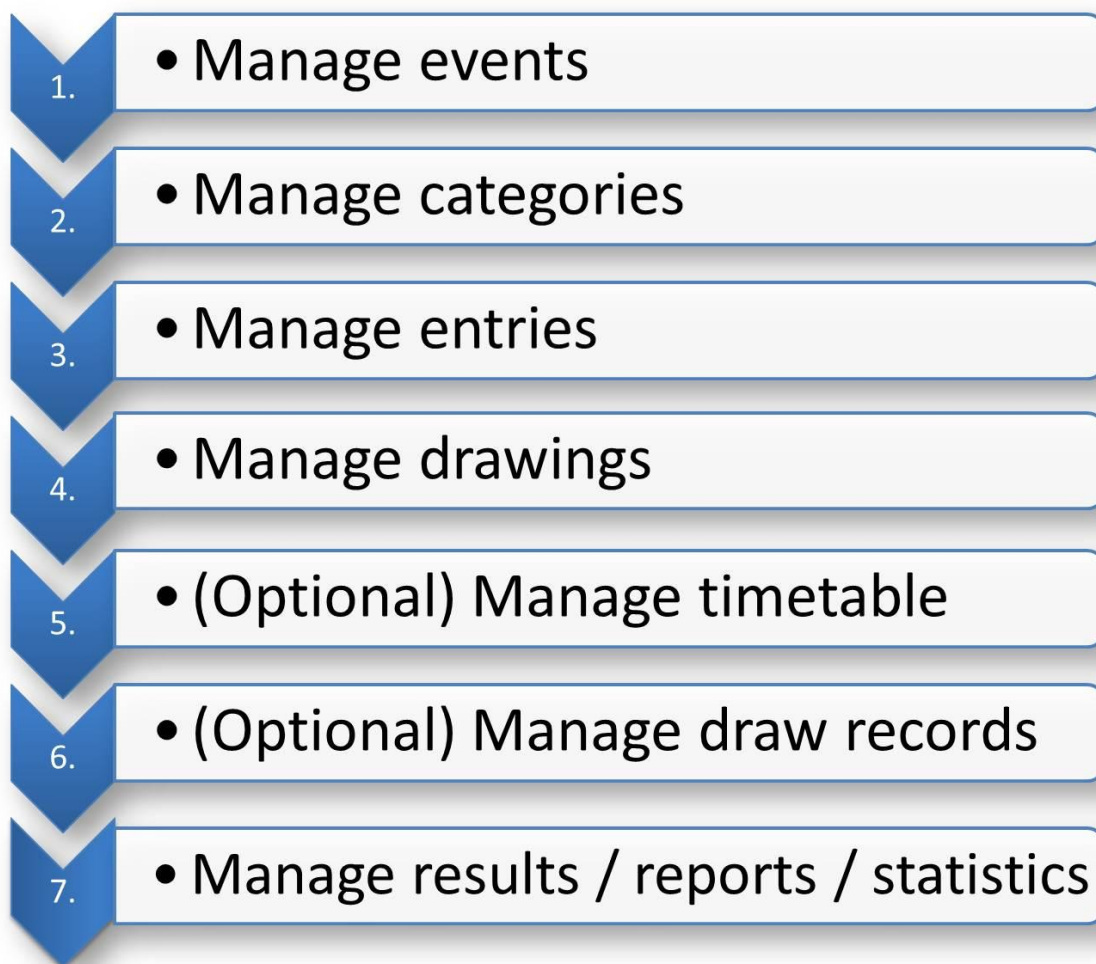
contact admin@sportdata.org. You can download the SET-Online event data anytime and work locally or in your own network with the data.



5 General tournament workflow / activities

SET supports all different phases of tournament management. In general a tournament event includes the following activities (see Picture 8: General tournament workflow / activities):

- *Management of events (see 6 Manage events)*
- *Management of categories (see 7 Manage categories)*
- *Management of entries (see 8 Manage entries)*
- *Management of draws (see 9 Manage draws)*
- *Management of timetable (see)*
- *Management of draw records (see 10 Manage draw records)*
- *Management of results, reports and statistics (see 11 Manage Results)*



Picture 8: General tournament workflow / activities

The SET software supports all of these steps and activities. In the following chapters these activities are described in more detail.

6 Manage events

The SET software allows you to manage as many events as you want. This chapter describes in detail how new events are added, changed and selected.

Manage your events with SET Online

SET Online provides more features than the SET software for your event. With SET Online you can easily provide any information like text, pictures, links, files and many more to the users.

6.1 Add new events

New events are added in the event window (see Picture 9: SET event management window).

The screenshot shows the 'Event data' window with the 'Add new event' section. The form includes fields for 'New event' (text), 'Date of event' (2011.03.18 to 2011.03.18, Format: YYYY.MM.DD), 'Start of entry period' (2011.03.18, Format: YYYY.MM.DD), 'End of entry period' (2011.03.18, Format: YYYY.MM.DD), 'Country' (AUSTRIA), 'Currency of entry fee' (EUR), 'Registration mode' (Day of event), 'Use other cut off date' (2011.03.18), 'Use event and category cut off date' (checkbox), and 'Type' (Tournament).

Below the form is the 'Select event' section with a table of existing events:

EVENT	DATE	Country	Registration mode	Type
Salzburger Landesmeisterschaft 2011	2011.03.18	AUSTRIA	Day of event	Tournament
Test Event	2011.03.11	AUSTRIA	Day of event	Tournament

At the bottom, there is a progress bar at 100%, a search bar, and 'Next' and 'Cancel' buttons.

Picture 9: SET event management window

To add a new event, enter the following information as shown in Picture 9: SET event management window:

New event: Enter the name of the new event.

Date of event: Enter the start date the event takes place.

Start of entry period: Enter the date the entry period starts.

End of entry period: Enter the date the entry period ends.

Country: Enter the country where the event takes place.

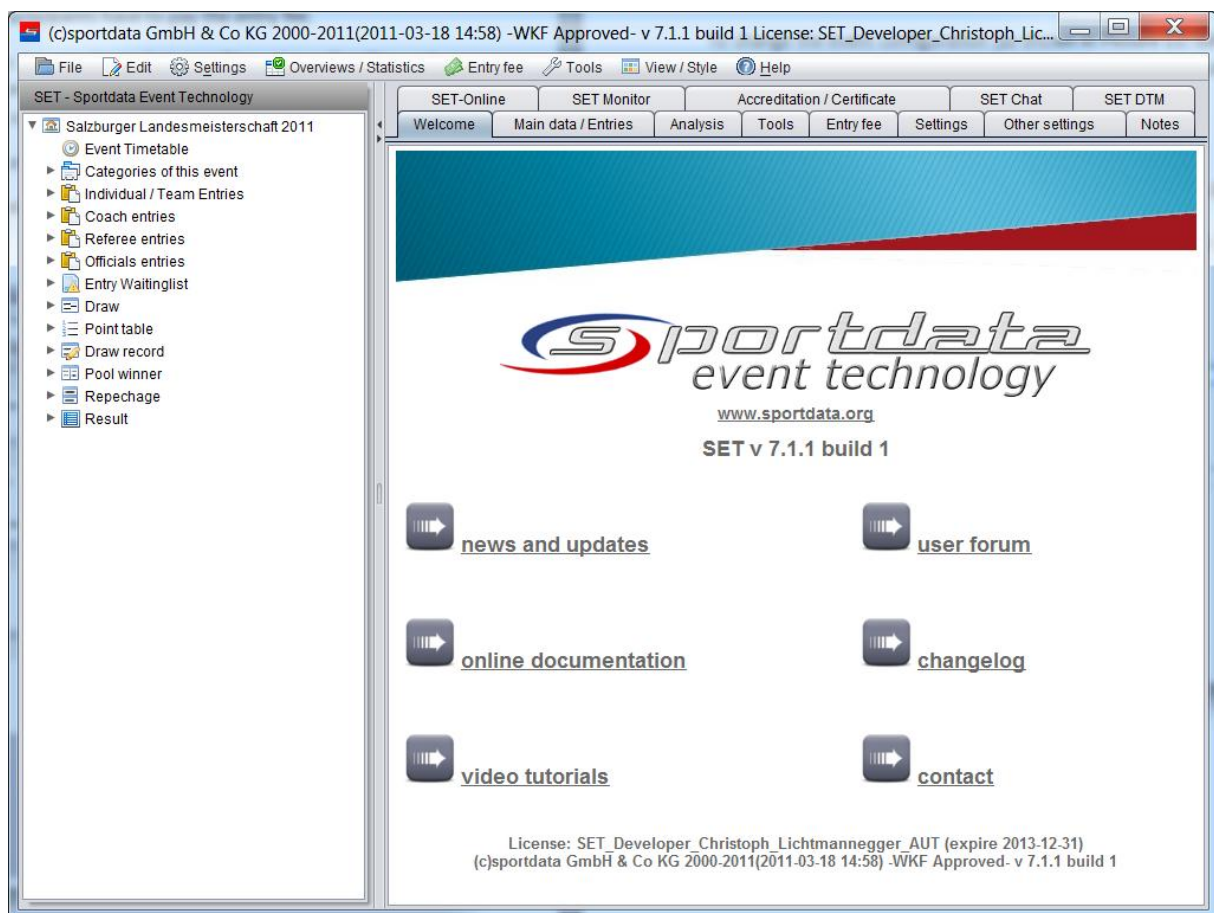
Currency of entry fee: Enter the currency the participants have to pay the entry fee.

Registration mode: Enter the registration mode. You can choose between “Day of event” or “Year of event”. Day of event means that the age of competitors is computed by the day of event. Year of event means that the age of the competitor is computed by the year the event takes place.

Type: Enter the type of your event, e. g. event or seminar.

Use event and category cut off date: If this option is enabled, the system will use defined cut off dates of categories (see chapter *Categories of this event*). If there is no cut-off date defined for a category, the system will use the date of the event as cut-off date.

By clicking the “Next” button the event is created and the *main window* appears (see Picture 10: SET main window).



Picture 10: SET main window

6.2 Select an existing event

To open an existing event select an event from the list shown in Picture 9: SET event management window. By clicking the “Next” button the event opens and the *main window* appears (see Picture 10: SET main window).

6.3 Change event configuration

To change the event configuration (as shown in Picture 11: Edit event configuration window), e. g. the registration mode, select the “*Edit event*” item. You can find the “Edit event” items in the menu or in the tree:

MENU: EDIT -> EDIT EVENT

TREE: RIGHT-CLICK THE EVENT ITEM -> EDIT EVENT

The screenshot shows a window titled "Event data" with a subtitle "6.3 Change event configuration". The window contains the following fields and options:

- Name:** Salzburger Landesmeisterschaft 2011
- Date of event:** 2011.03.18 to 2011.03.18 (Format: YYYY.MM.DD)
- Start of entry period:** 2010.12.11 (Format: YYYY.MM.DD)
- End of entry period:** 2011.02.23 (Format: YYYY.MM.DD)
- Country:** AUSTRIA
- Currency of entry fee:** EUR
- Registration mode:** Day of event (with checkboxes for "Use other cut off date" and "Use event and category cut off date")
- Type:** Tournament

At the bottom of the window are "Save" and "Cancel" buttons.

Picture 11: Edit event configuration window

7 Manage categories

The following chapters describe how to manage categories and how you can use them for your events.

7.1 Search for existing categories

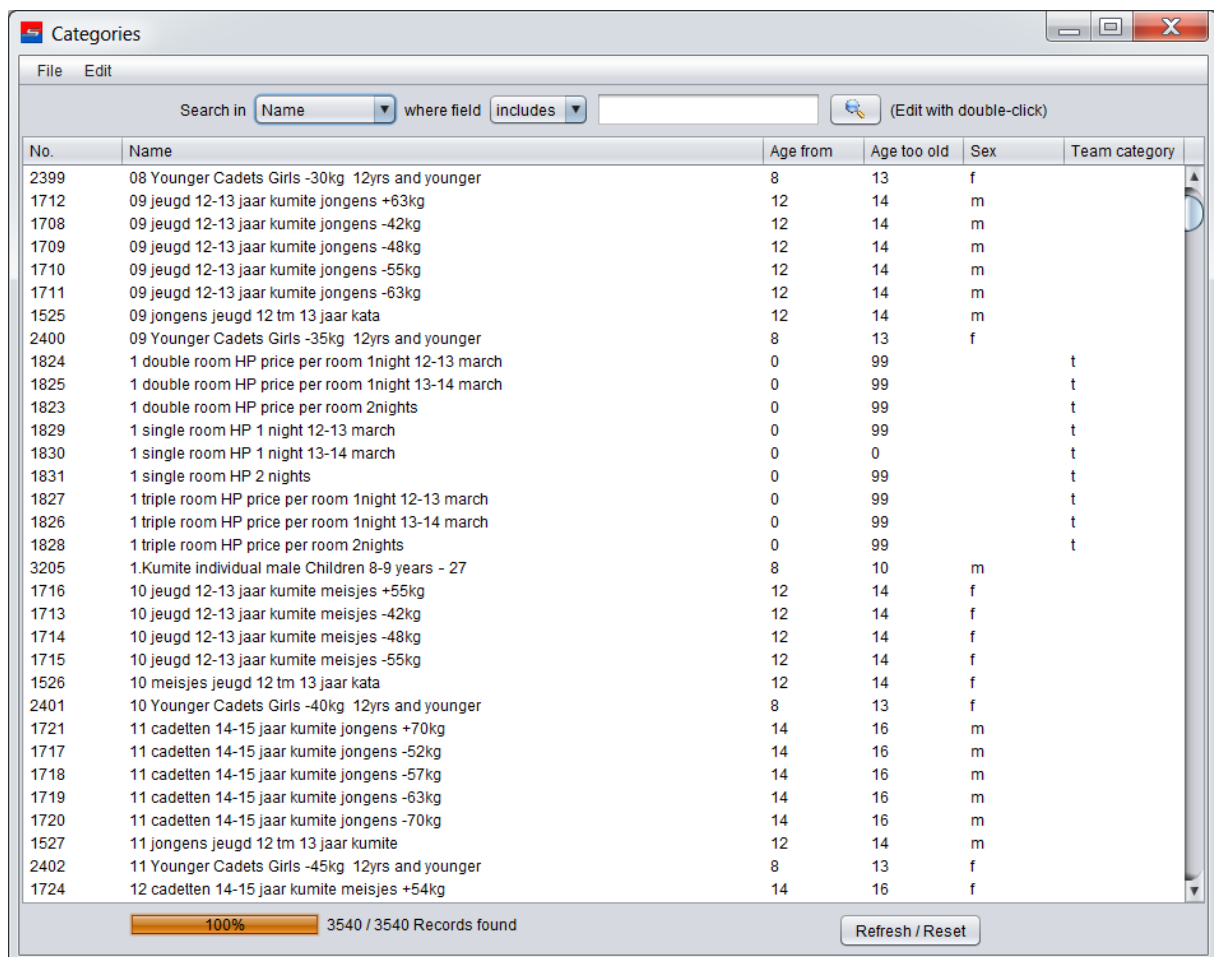
To search for existing categories open the [category window](#) (see Picture 12: Category window):

MENU: EDIT -> EDIT CATEGORIES

MAIN WINDOW: TAPPED PANE "MAIN DATA/ENTRIES" -> BOX "MAIN DATA" -> BUTTON "CATEGORIES"

TREE: RIGHT-CLICK "CATEGORIES OF THIS EVENT" -> "EDIT CATEGORIES (MAIN DATA)"

SHORTCUT: STRG + K



Picture 12: Category window

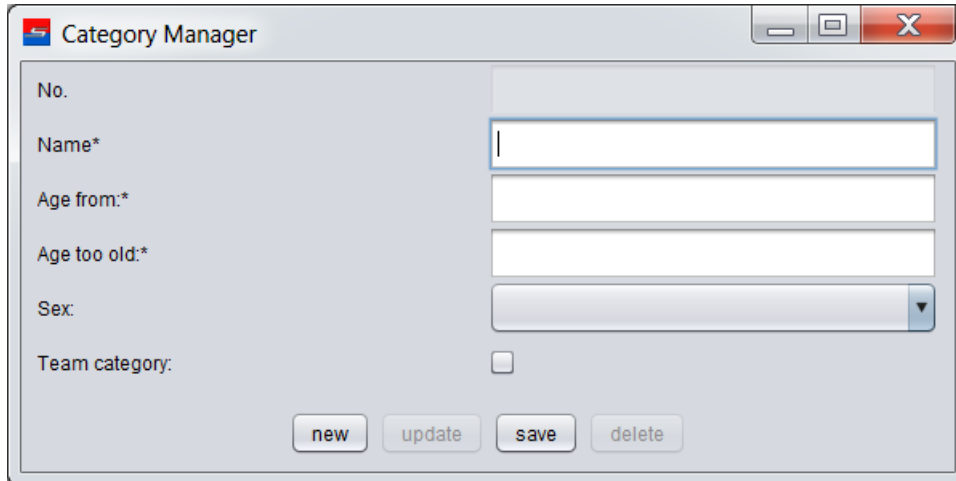
In the [head](#) of the category window you can [search](#) by the fields of the list to find some categories. The search is used like a [filter](#). If you click the search button, you will only see the results. If you want to see all categories click the "[Refresh/Reset](#)" button.

7.2 Add new categories

To add new categories open the *category window* as described in chapter 7.1. Select the following menu item from the category window:

MENU: EDIT -> NEW RECORD

SHORTCUT: STRG+N



Picture 13: Add a new category

Name: Enter the name of the new category.

ATTENTION: If a category with the same name already exists, an error is thrown. In this case choose a different name or use the existing category and configure the age as you want. Therefore please read chapter 7.5 Use categories for event.

Age from: Enter the entry age a competitor is allowed to compete in this category.

Age too old: Enter the age a competitor is too old for this category.

ATTENTION: No matter if you your event uses registration mode “Day of event” or “Year of event”, enter the values for the fields “Age from” and “Age too old” always in the way of using registration mode “Day of event”. The software automatically computes the validity of age for competitors.

Sex: Enter the sex competitors must have for this category.

Team category: Enter if this category is a team category or not.

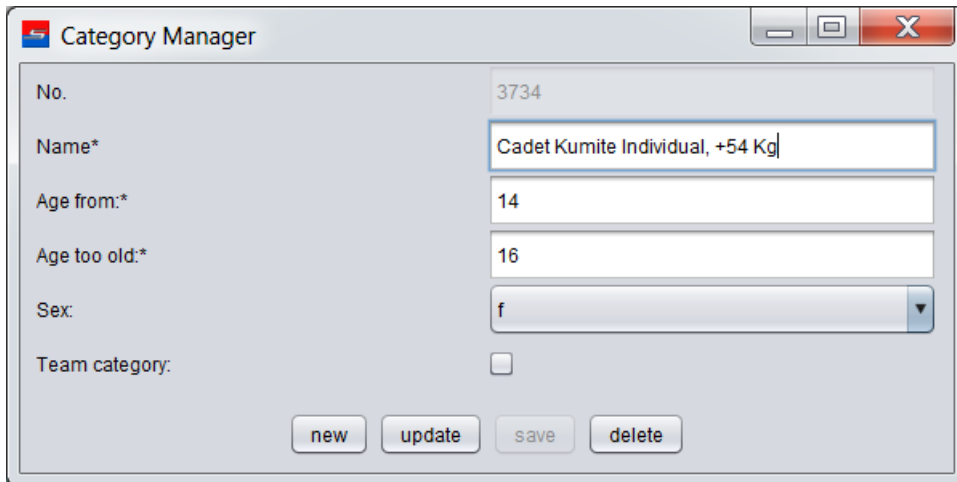
By clicking the “**save**” button the window closes and the new category is saved into the database. Click the “**Refresh / Reset**” button and your new category appears in the list.

7.3 Modify existing categories

To modify categories open the *category window* as described in chapter 7.1. Open a category to modify by *double click* or by selecting and choosing the *menu item* from the category window:

MENU: EDIT -> EDIT DATA

SHORTCUT: STRG+E



The screenshot shows a 'Category Manager' window with the following fields and values:

Field	Value
No.	3734
Name*	Cadet Kumite Individual, +54 Kg
Age from:*	14
Age too old:*	16
Sex:	f
Team category:	<input type="checkbox"/>

At the bottom of the window are four buttons: 'new', 'update', 'save', and 'delete'.

Picture 14: Modify a category

Change the values of the category as described in chapter 7.2 Add new categories.

By clicking the “**update**” button the window closes and the modification is saved into the database. Click the “**Refresh / Reset**” button and your changes appear in the list of categories.

ATTENTION: The category won’t be modified if they are used by the software in any way, like if this category is used for other events, if there are entries in this category or if there are results for this category existing. If you want to change the **name** of the category you have to add a new category as described in chapter 7.2 Add new categories. If you want to change any **other** data, for example the age range, you can modify the category to fit your requirements in the “**Categories of this event**” window (see 7.5 Use categories for event).

7.4 Delete categories

To delete categories open the **category window** as described in chapter Search for existing categories. Open a category to delete by **double click** or by selecting and choosing the **menu item** from the category window:

MENU: EDIT -> EDIT DATA

Picture 15: Delete a category

To delete a category click the “**delete**” button.

ATTENTION: The category won’t be deleted if it is used by the software in any way, like if this category is used for other events, if there are entries in this category or if there are results for this category existing.

If there are now errors thrown you have to confirm to delete this category. Click the “**Refresh / Reset**” button and your changes appear in the list of categories.

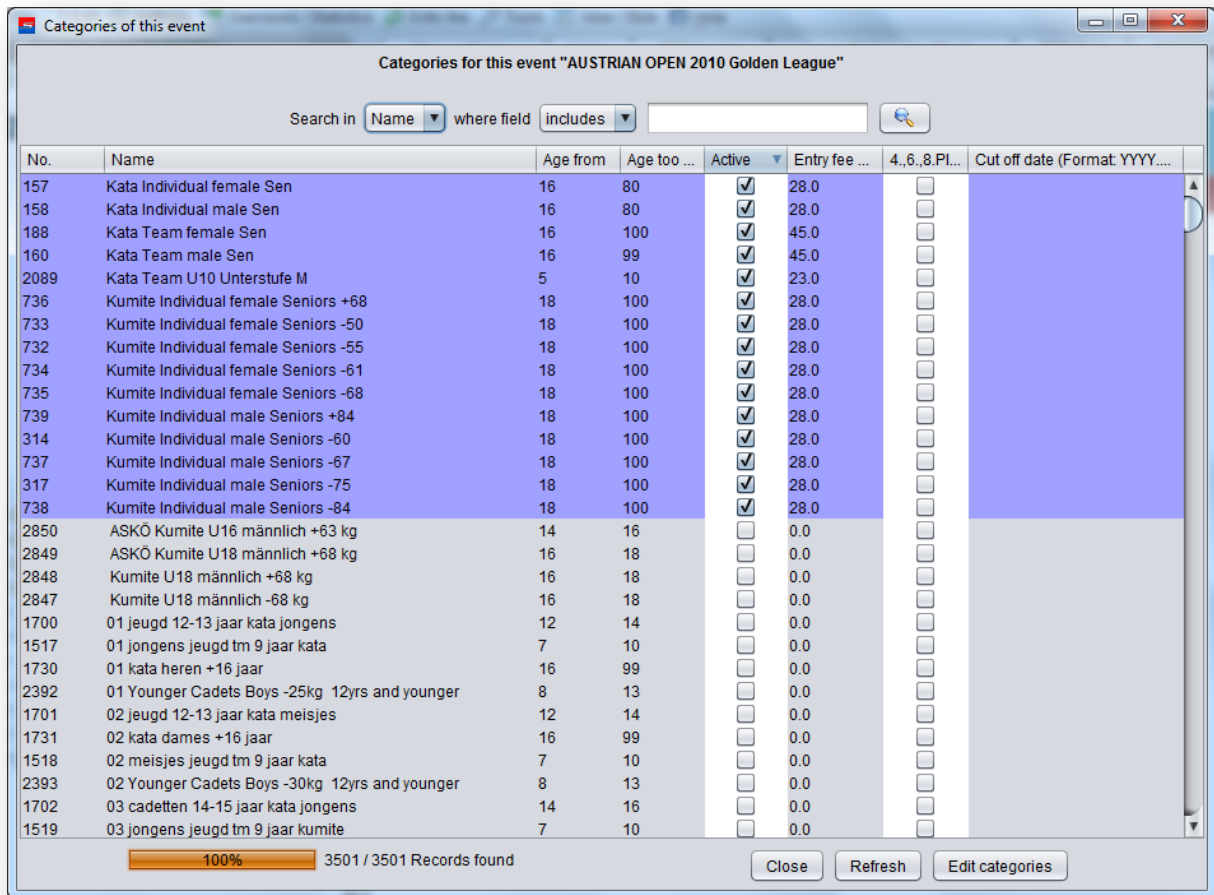
7.5 Use categories for events

For each event you have to **define which categories** you want to use. Otherwise the user would see all categories and would have troubles to identify the right ones. *Only selected category will be visible during registration of entries.*

To select existing (see Search for existing categories) categories you want to use open the “**Categories of this event**” window (see Picture 16: Categories of this event window).

MENU: EDIT -> CATEGORIES OF THIS EVENT

MAIN WINDOW: TAPPED PANE “EDIT” -> BOX “ENTRIES / EVENT” -> BUTTON “CATEGORIES OF THIS EVENT”



Picture 16: Categories of this event window

To use a category for an event just activate the checkbox in the column “**Active**”. You can directly modify category settings for **age** and **entry fee** in the table row for selected events. Just click into the cell of a selected event and enter the new values.

The option **4., 6., 8., Places** allows you to have 4., 6., 8. (and so on) places in the list of results, instead of having two times 3rd places, two times 5th places,....

The field “**Cut off date**” allows you to define individual cut off dates for each category. These cut off dates are used if the option “**Use event and category cut off date**” is enabled in the event configuration (see chapter **Add new events**).

8 Manage entries

The following chapters describe how to manage entries.

8.1 New entries

Basically there are two types of entries: individual entries and team entries. Both are described in detail in the next chapters.

8.1.1 New individual entries

To add new individual entries open the “*Registration of individuals*” window (see Picture 17: Registration of individuals window).

MENU: FILE -> ENTRIES -> INDIVIDUALS

MAIN WINDOW: BOX “MAIN FUNCTIONS” -> BUTTON “REGISTRATION OF INDIVIDUALS”

Picture 17: Registration of individuals window

Search automatically for categories (Advice): If this option is selected, the system tries to find formerly registration for the selected competitor. If any are found the former categories will be selected automatically in the list of categories if available.

ATTENTION: This function may be very time consuming, because the whole database is searched for information. If you are connected to the online database you need to have a connection with a **high bandwidth**. For slow connections please deactivate this option.

Search for competitor: If available, select a competitor you want to register directly from this list. Alternatively you can search for a competitor by clicking the button “**Search for competitor**”. **Double click** a competitor in the “Search form competitor” window and the registration form will be filled out with the data of this competitor.

ATTENTION: In any other mode than the local mode (see Integrated Database (SET Local)) there are only competitors from clubs visible in this list, they already are registered for the event or manually created by the event manager. This is necessary for security and privacy reasons. In case of doubt just enter the data of the competitor you want to register. If a competitor with the same name already exists, the system adds an addition to the name to guaranty uniqueness. This addition will be not visible on any public report, draws or result list.

Last name: Enter the last name of a competitor. If the “**Enable search**” option is selected, the system tries to **auto complete** the name and all other available data. To stop auto completion insert blanks after the name.

ATTENTION: This function may be very time consuming, because the whole database is searched for information. If you are connected to the online database you need to have a connection with a **high bandwidth**. For slow connections please deactivate the “**Enable search**” option.

First name: Enter the first name of the competitor.

Birthday: Enter the birthday of the competitor in the format YYYY-MM-DD, e. g. 1988-01-12.

Weight: Enter the weight of the competitor in kilograms.

Size: Enter the size of the competitor in cm.

Sex: Enter the sex of the competitor.

Kyu or Dan grade: Enter the Kyu or Dan grade of the competitor.

Club: Select the club of the competitor. Alternatively you can search for a competitor by clicking the button “**Search for club**”. **Double click** a club in the “Search form club” window and the registration form will be filled out with the data of this club.

ATTENTION: In any other mode than the local mode (see Integrated Database (SET Local)) there are only clubs visible in this list, they already are registered for the event or created by the event manager. This is necessary for security and privacy reasons.

New club: Is the needed club not available in the club list, create a new club by filling out the “New club” field. Enter the name of the new club and a short name in the following format:

- **Name of club(short name):** e. g.: Club of Masters(MasterClub)

Country of new club: If there is a new club name and short name entered in field “New club”, select the country of this new club in from the country list.

Categories: Select the categories you want to register the competitor. While pressing the CTRL-Button and clicking with left mouse button on categories you can select multiple categories.

ATTENTION: There are only categories visible in the category list, which are selected in the “Categories of this event” window (see 7.5).

By pressing the “**Save entries**” button the system validates the competitor against age and sex of each selected category. If validation is successfully and the competitor is allowed to compete in the selected categories the entries are saved. Otherwise an error message appears.

8.1.2 New team registration

To add new team entries open the “**Registration of teams**” window (see Picture 18: Registration of teams window).

MENU: FILE -> ENTRIES -> TEAMS

MAIN WINDOW: BOX “MAIN FUNCTIONS” -> BUTTON “REGISTRATION OF TEAMS”

The screenshot shows the 'Register teams' window. It contains the following elements:

- Name*:** Text input field containing 'Team 1'.
- Club*:** Text input field containing 'Karate Union Walserfeld(KU Walserfeld)'.
- Search for club:** Button next to the Club* field.
- Add club:** Button to the right of the Search for club button.
- Competitors*:** List box containing names and birth dates. The selected item is 'Auer Alexander (1992-08-03,m)'. Other visible items include 'Auer Caroline (1996-05-26,f)', 'Aulitzky Jan (2001-01-04,m)', 'Batteg Isabella (1996-07-27,f)', 'Batteg Magdalena (1998-07-24,f)', 'Berger Florian (1999-08-05,m)', and 'Berger Stefan (1992-10-09,m)'.
- Add competitor:** Button to the right of the Competitors* list.
- Categories*:** List box containing age and sex categories. The selected item is 'Kata Team male U12 (10 - 11,m)'. Other visible items include 'Kata Team female U10 (0 - 9,f)', 'Kata Team female U12 (10 - 11,f)', 'Kata Team female U14 (12 - 13,f)', 'Kata Team female U16 (14 - 15,f)', 'Kata Team female U18 (16 - 17,f)', 'Kata Team female U21 (18 - 20,f)', 'Kata Team male U10 (0 - 9,m)', 'Kata Team male U14 (12 - 13,m)', and 'Kata Team male U16 (14 - 15,m)'.
- Save entries:** Button at the bottom left.
- Close:** Button at the bottom center.
- Resetform:** Button at the bottom right.

Picture 18: Registration of teams window

Name: Enter the name of the team.

Club: Select the club of the competitor. Alternatively you can search for a competitor by clicking the button “*Search for club*”. *Double click* a club in the “Search form club” window and the registration form will be filled out with the data of this club. If the club you are looking for is not available, create a new one by clicking the “Add club” button (see Add new club).

ATTENTION: In any other mode than the local mode (see Integrated Database (SET Local)) there are only clubs visible in this list, they already are registered for the event or created by the event manager. This is necessary for security and privacy reasons.

Competitors: Select the competitors you want to register directly from this list. While pressing the CTRL-Button and clicking with left mouse button on competitors you can select multiple competitors. If you want to add new competitors click the “*Add competitor*” button (see Add new competitor).

ATTENTION: In any other mode than the local mode (see Integrated Database (SET Local)) there are only competitors from clubs visible in this list, they already are registered for the event or manually created by the event manager. This is necessary for security and privacy reasons.

Categories: Select the categories you want to register the team. While pressing the CTRL-Button and clicking with left mouse button on categories you can select multiple categories.

ATTENTION: There are only categories visible in the category list, which are selected in the “Categories of this event” window (see 7.5).

By pressing the “*Save entries*” button the system validates the competitors against age and sex of each selected category. If validation is successfully and the competitors are allowed to compete in the selected categories the entries are saved. Otherwise an error message appears.

8.2 Search for entries

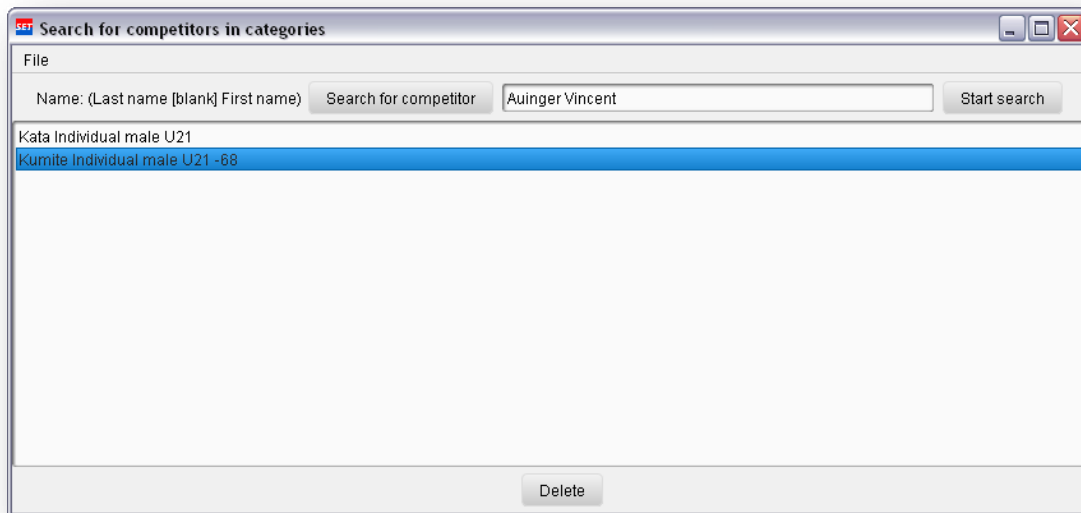
There are different ways to search for and find entries.

8.2.1 Search for entries by name of competitor

To search for entries by name of competitors open the “*Search for competitors in categories*” window (see Picture 19: Search for competitors in categories window). This function is very useful, if you want to unregister a competitor for the whole event, but don’t know in which categories he was registered.

MENU: EDIT -> SEARCH COMPETITOR

MAIN WINDOW: TAPPED PANE “EDIT” -> BOX “SEARCH / SEED” -> BUTTON “SEARCH FOR COMPETITOS / DELETE”



Picture 19: Search for competitors in categories window

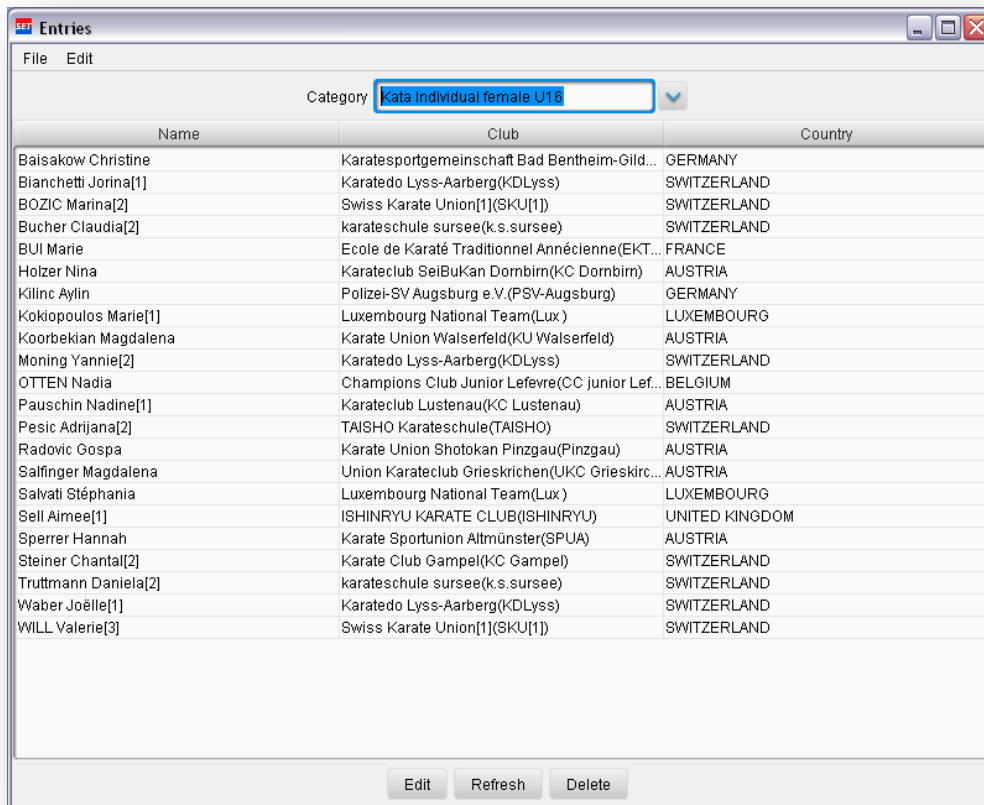
Enter the full name in the textfield (*last name[blank]firstname*) or search for the name by clicking the “*Search for competitor*” button. To start search press the “*Start search*” button. If this competitor is registered in any categories, these categories are displayed in the list.

8.2.2 Search entries by category

To search for entries by categories open the “*Edit / Delete entries*” window (see Picture 20: Search for competitors by categories).

MENU: EDIT -> EDIT ENTRIES

MAIN WINDOW: TAPPED PANE “EDIT” -> BOX “ENTRIES / EVENT” -> BUTTON “EDIT / DELETE ENTRIES”



Picture 20: Search for competitors by categories

Select a category from the category list and all entries of this category are listed below.

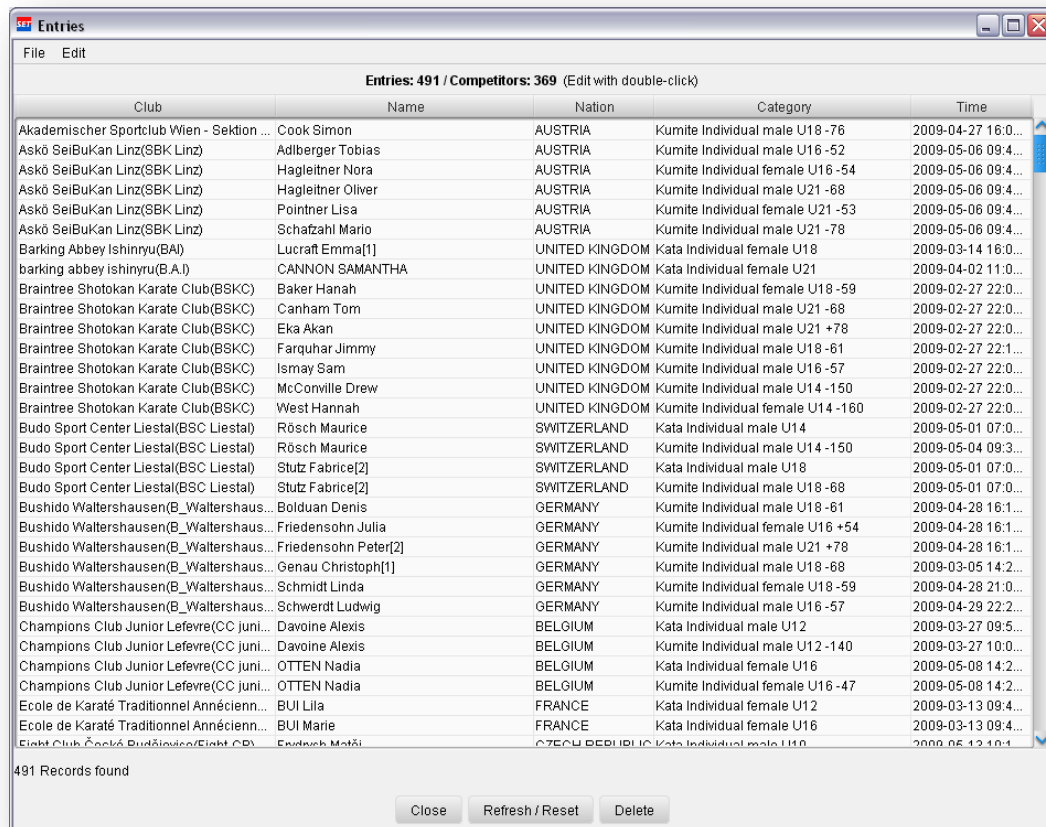
A more detailed list of competitors in categories is available in the *“Competitors in categories”* overview (see Competitors in categories).

8.2.3 Search entries in the entries list

To search for entries in the entries list open the *“All entries”* window (see Picture 21: List of all entries).

MENU: EDIT -> EDIT ENTRIES

MAIN WINDOW: TAPPED PANE “EDIT” -> BOX “ENTRIES / EVENT” -> BUTTON “EDIT / DELETE ENTRIES”



Club	Name	Nation	Category	Time
Akademischer Sportclub Wien - Sektion ...	Cook Simon	AUSTRIA	Kumite Individual male U18 -76	2009-04-27 16:0...
Askö SeibuKan Linz(SBK Linz)	Adlberger Tobias	AUSTRIA	Kumite Individual male U16 -52	2009-05-06 09:4...
Askö SeibuKan Linz(SBK Linz)	Hagleitner Nora	AUSTRIA	Kumite Individual female U16 -54	2009-05-06 09:4...
Askö SeibuKan Linz(SBK Linz)	Hagleitner Oliver	AUSTRIA	Kumite Individual male U21 -68	2009-05-06 09:4...
Askö SeibuKan Linz(SBK Linz)	Pointner Lisa	AUSTRIA	Kumite Individual female U21 -53	2009-05-06 09:4...
Askö SeibuKan Linz(SBK Linz)	Schafzahl Mario	AUSTRIA	Kumite Individual male U21 -78	2009-05-06 09:4...
Barking Abbey Ishinyu(BAI)	Lucraft Emma[1]	UNITED KINGDOM	Kata Individual female U18	2009-03-14 16:0...
barking abbey ishinyu(B.A.I)	CANNON SAMANTHA	UNITED KINGDOM	Kata Individual female U21	2009-04-02 11:0...
Braintree Shotokan Karate Club(BSKC)	Baker Hanah	UNITED KINGDOM	Kumite Individual female U18 -59	2009-02-27 22:0...
Braintree Shotokan Karate Club(BSKC)	Canham Tom	UNITED KINGDOM	Kumite Individual male U21 -68	2009-02-27 22:0...
Braintree Shotokan Karate Club(BSKC)	Eka Akan	UNITED KINGDOM	Kumite Individual male U21 +78	2009-02-27 22:0...
Braintree Shotokan Karate Club(BSKC)	Farquhar Jimmy	UNITED KINGDOM	Kumite Individual male U18 -61	2009-02-27 22:1...
Braintree Shotokan Karate Club(BSKC)	Ismay Sam	UNITED KINGDOM	Kumite Individual male U16 -57	2009-02-27 22:0...
Braintree Shotokan Karate Club(BSKC)	McConville Drew	UNITED KINGDOM	Kumite Individual male U14 -150	2009-02-27 22:0...
Braintree Shotokan Karate Club(BSKC)	West Hannah	UNITED KINGDOM	Kumite Individual female U14 -160	2009-02-27 22:0...
Budo Sport Center Liestal(BSC Liestal)	Rösch Maurice	SWITZERLAND	Kata Individual male U14	2009-05-01 07:0...
Budo Sport Center Liestal(BSC Liestal)	Rösch Maurice	SWITZERLAND	Kumite Individual male U14 -150	2009-05-04 09:3...
Budo Sport Center Liestal(BSC Liestal)	Stutz Fabrice[2]	SWITZERLAND	Kata Individual male U18	2009-05-01 07:0...
Budo Sport Center Liestal(BSC Liestal)	Stutz Fabrice[2]	SWITZERLAND	Kumite Individual male U18 -68	2009-05-01 07:0...
Bushido Waltershausen(B_Waltershaus...	Bolduan Denis	GERMANY	Kumite Individual male U18 -61	2009-04-28 16:1...
Bushido Waltershausen(B_Waltershaus...	Friedensohn Julia	GERMANY	Kumite Individual female U16 +54	2009-04-28 16:1...
Bushido Waltershausen(B_Waltershaus...	Friedensohn Peter[2]	GERMANY	Kumite Individual male U21 +78	2009-04-28 16:1...
Bushido Waltershausen(B_Waltershaus...	Genau Christoph[1]	GERMANY	Kumite Individual male U18 -68	2009-03-05 14:2...
Bushido Waltershausen(B_Waltershaus...	Schmidt Linda	GERMANY	Kumite Individual female U18 -59	2009-04-28 21:0...
Bushido Waltershausen(B_Waltershaus...	Schwerdt Ludwig	GERMANY	Kumite Individual male U16 -57	2009-04-29 22:2...
Champions Club Junior Lefevre(CC juni...	Davoine Alexis	BELGIUM	Kata Individual male U12	2009-03-27 09:5...
Champions Club Junior Lefevre(CC juni...	Davoine Alexis	BELGIUM	Kumite Individual male U12 -140	2009-03-27 10:0...
Champions Club Junior Lefevre(CC juni...	OTTEN Nadia	BELGIUM	Kata Individual female U16	2009-05-08 14:2...
Champions Club Junior Lefevre(CC juni...	OTTEN Nadia	BELGIUM	Kumite Individual female U16 -47	2009-05-08 14:2...
Ecole de Karaté Traditionnel Annécienn...	BUI Lila	FRANCE	Kata Individual female U12	2009-03-13 09:4...
Ecole de Karaté Traditionnel Annécienn...	BUI Marie	FRANCE	Kata Individual female U16	2009-03-13 09:4...
Eight Club Čocká Budějovice/Eight CB...	Fruchtach Matěj	CZECH REPUBLIC	Kata Individual male U18	2009-05-12 10:1...

Picture 21: List of all entries

Browse this list manually to search for entries. To support search all tables are *sortable* by clicking the *table header*.

8.2.4 Search entries by club / team

Detailed overviews of entries sorted by clubs are described in chapter Entries sorted by clubs, categories and competitors and Entries sorted by clubs, competitors and.

8.3 Edit entries

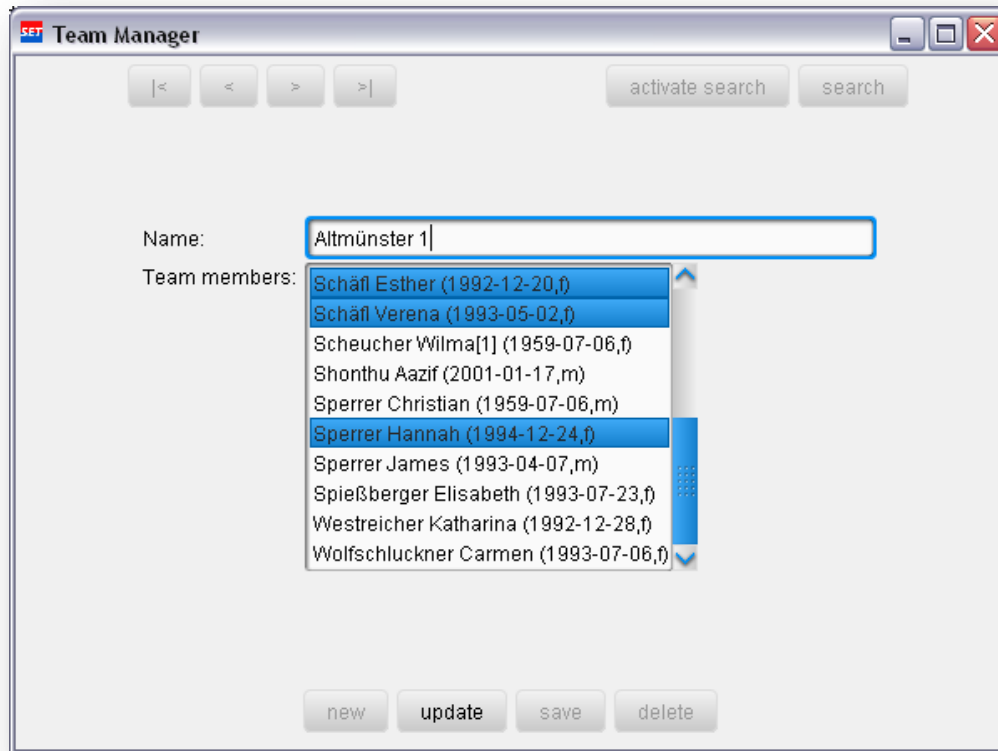
Editing entries means to change basic data of competitors or teams. Before you can edit entries you have to search for them as described in chapter Search entries in the entries list and Search entries in the entries list. To edit an entry *double click* or select it and press the *"Edit"* button.

8.3.1 Edit individual entries

If you edit an *individual entry* the basic data of the competitor can be modified as described in chapter Modify competitor.

8.3.2 Edit team entries

If you edit a team entry the *“Team Manager”* window opens (see Picture 22: Edit team entries).



Picture 22: Edit team entries

The *„Team Manager“* window allows to modify the name of the team and the team members. If you need any other competitors that are not available add this competitors as explained in chapter Add new competitor. Pressing the *“update”* button saves the changes.

8.4 Delete registrations

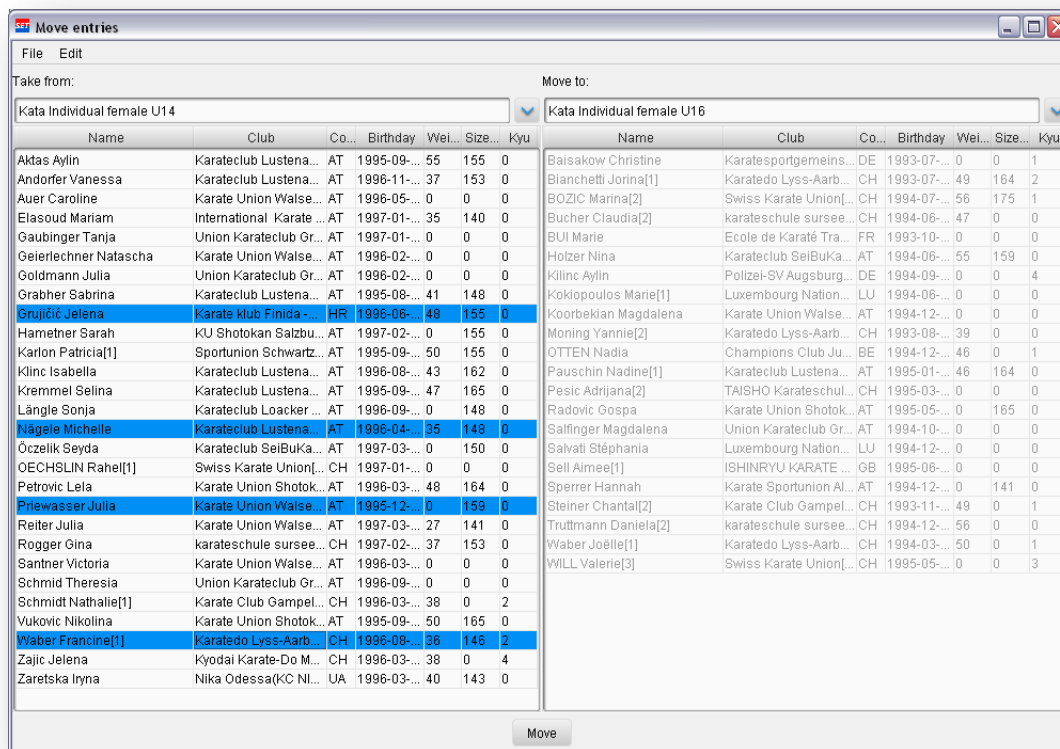
Before you can delete entries you have to search for them as described in chapter Search entries in the entries list, Search entries in the entries list and Search for entries by name of competitor. To delete an entry select it and press the *“Delete”* button.

8.5 Move entries into other category

You can move entries from one category into another. Therefore open the *“Move entries”* window (see Picture 23: Move entries window).

MENU: EDIT -> MOVE ENTRIES

MAIN WINDOW: TAPPED PANE “EDIT” -> BOX “ENTRIES / EVENT” -> BUTTON “MOVE ENTRIES”



Picture 23: Move entries window

Select a source category (left hand side) and a destination category (right hand side). Select the entries from the source list you want to move to the destination category and press the **“Move”** button. The system validates the entries against sex and type of categories (individual or team). If validation is successfully and the entries are allowed to move the changes are saved. Otherwise an error message appears.

8.6 Move categories

You can move entries from one category into another. Therefore open the **“Move entries”** window.

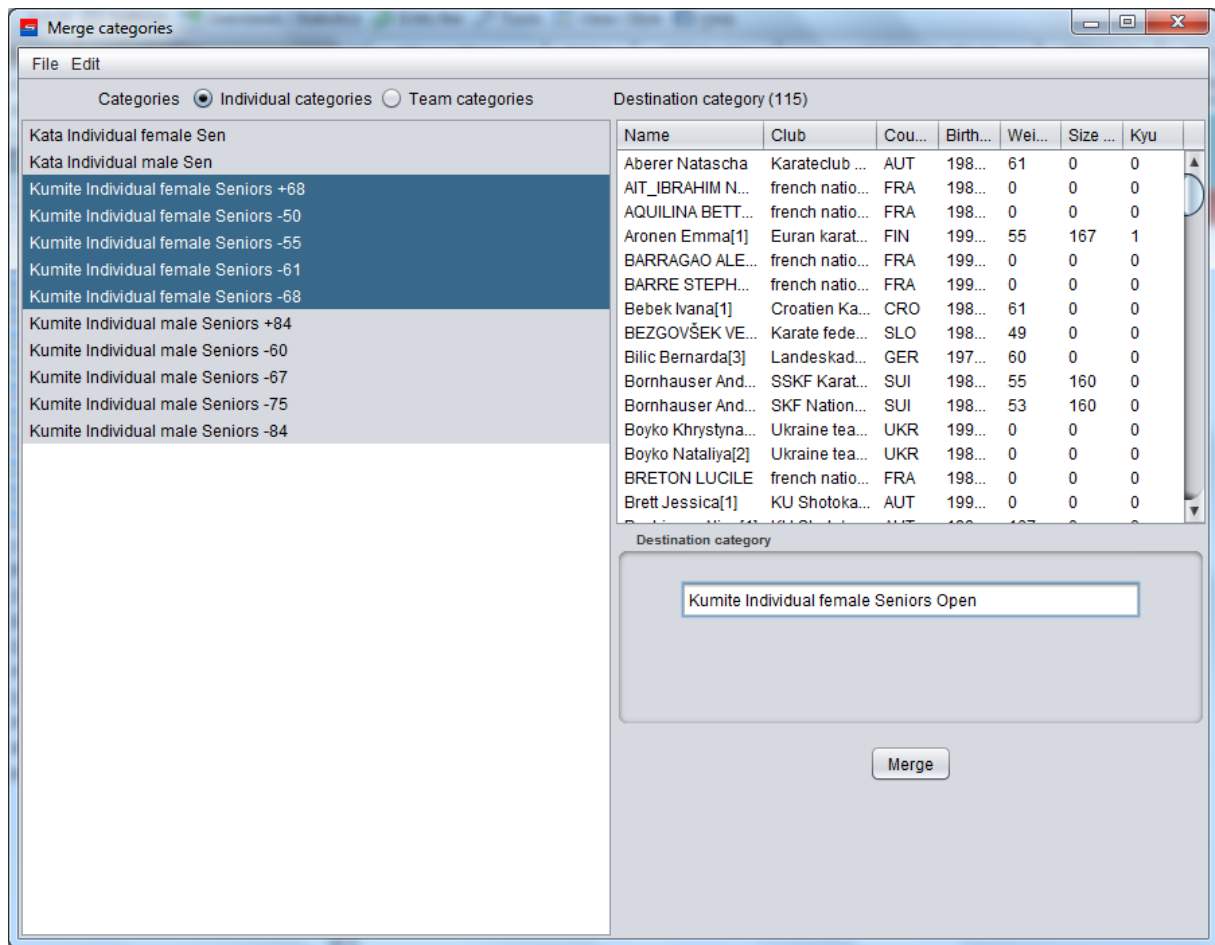
MENU: EDIT -> MOVE CATEGORIES

Select a source category (left hand side) and a destination category (right hand side) and press the **“Move”** button. The system validates the categories against sex and type of categories (individual or team). If validation is successfully and the categories are compatible the changes are saved. Otherwise an error message appears.

8.7 Merge categories

The easiest way to merge categories into an existing category or a new one, is to use **“Merge categories”**

MAIN TREE: INDIVIDUAL / TEAM ENTRIES -> MERGE CATEGORIES



Picture 24: Merge categories

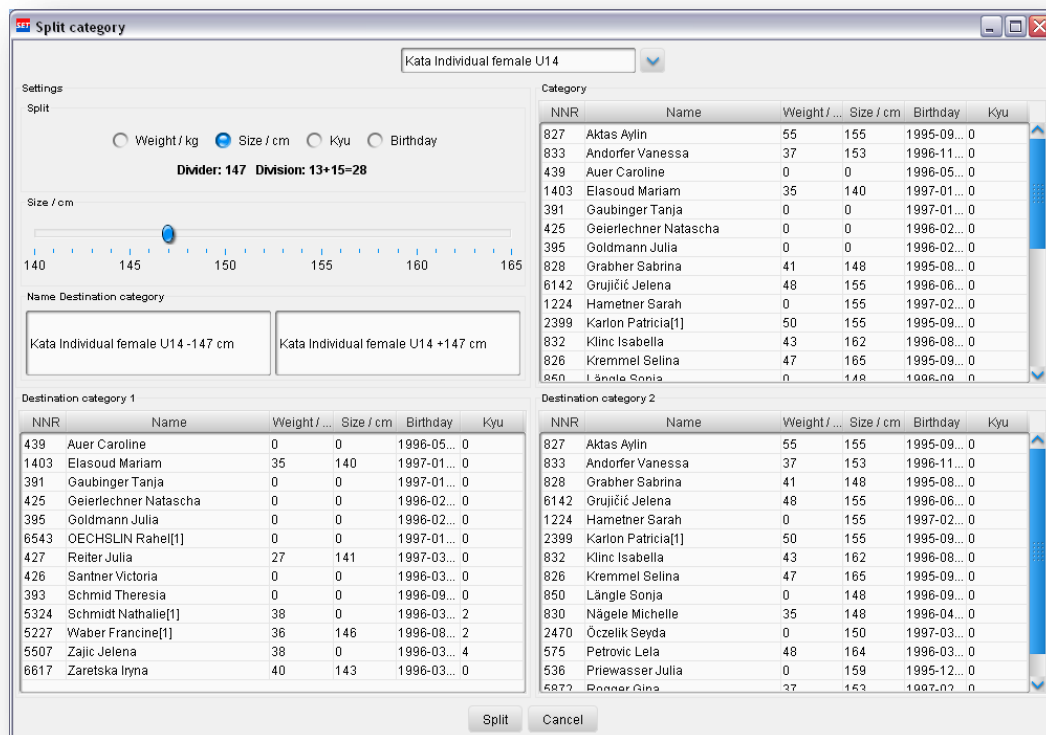
Select the categories to merge from the list on your left side. The table on the right shows a preview of all entries of the target category. In the field “*Destination category*” enter the name of the target category. If the destination category does not exist, it will be automatically created.

8.8 Split categories

In some cases you have to split categories, e. g. to separate competitors in youth categories by size. Therefore open the “*Split category*” window (see Picture 25: Split category window).

MENU: EDIT -> SPLIT CATEGORY

MAIN WINDOW: TAPPED PANE “EDIT” -> BOX “ENTRIES / EVENT” -> BUTTON “SPLIT CATEGORY”



Picture 25: Split category window

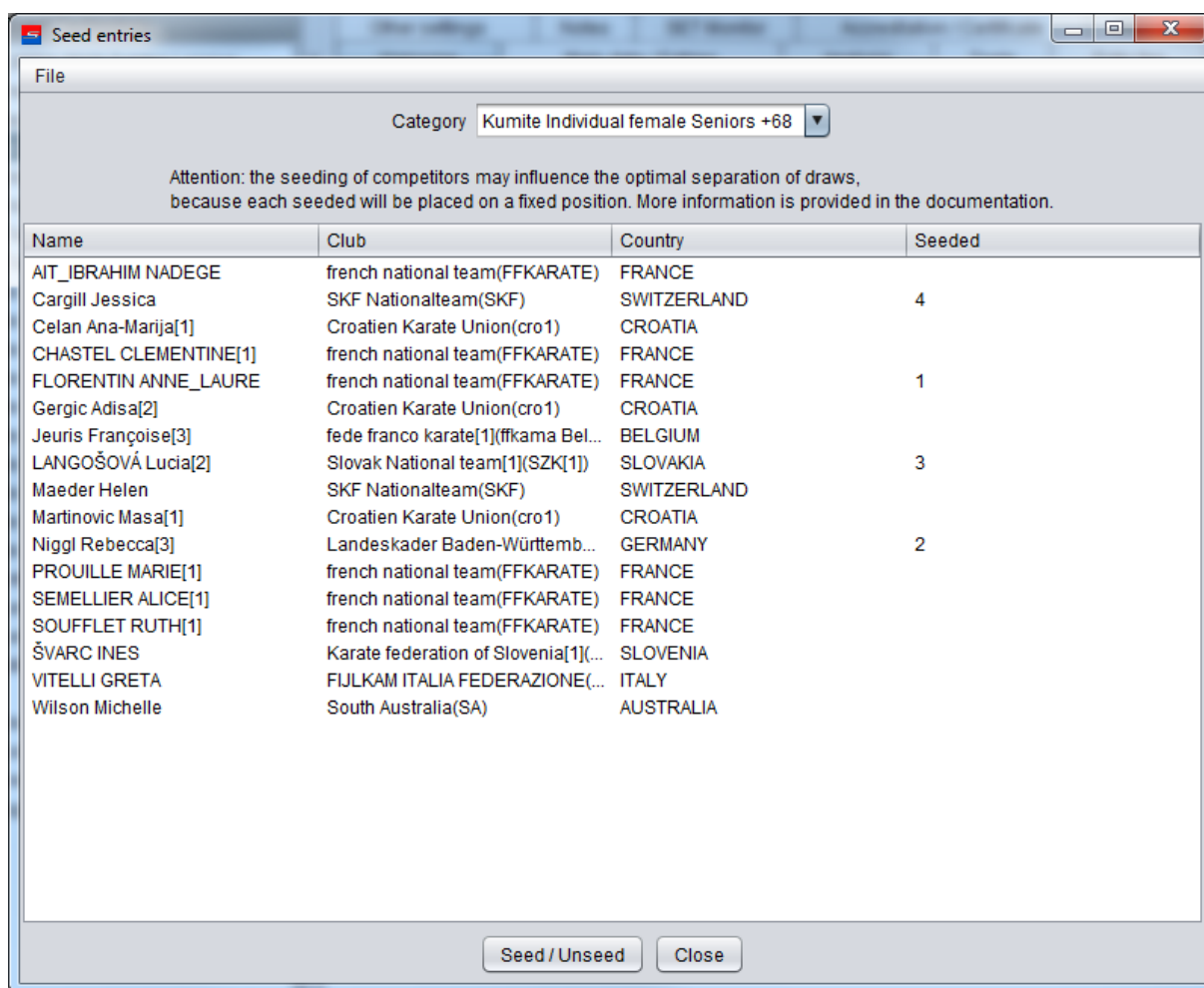
Select a source category from the top selection list. Depending on the *split mode* (weight, size, kyu grade or birthday) the system automatically separates the entries by computing the *arithmetic mean* into two destination categories. The number of entries in the destination categories can be changed by moving the separation *slider*. Also the names of the destination categories can be changed by editing in the text fields.

ATTENTION: If a destination category already exists and if there are already entries in it, these entries are added to the already existing category. If none of the destination categories are existing they are automatically created with the configuration of the source category.

8.9 Seed entries

Seeding entries means to ensure, that the earliest time the marked entries would meet are the finals. This feature is often used, if you want to separate last year finalists into different pools. Therefore open the “*Seed entries*” window.

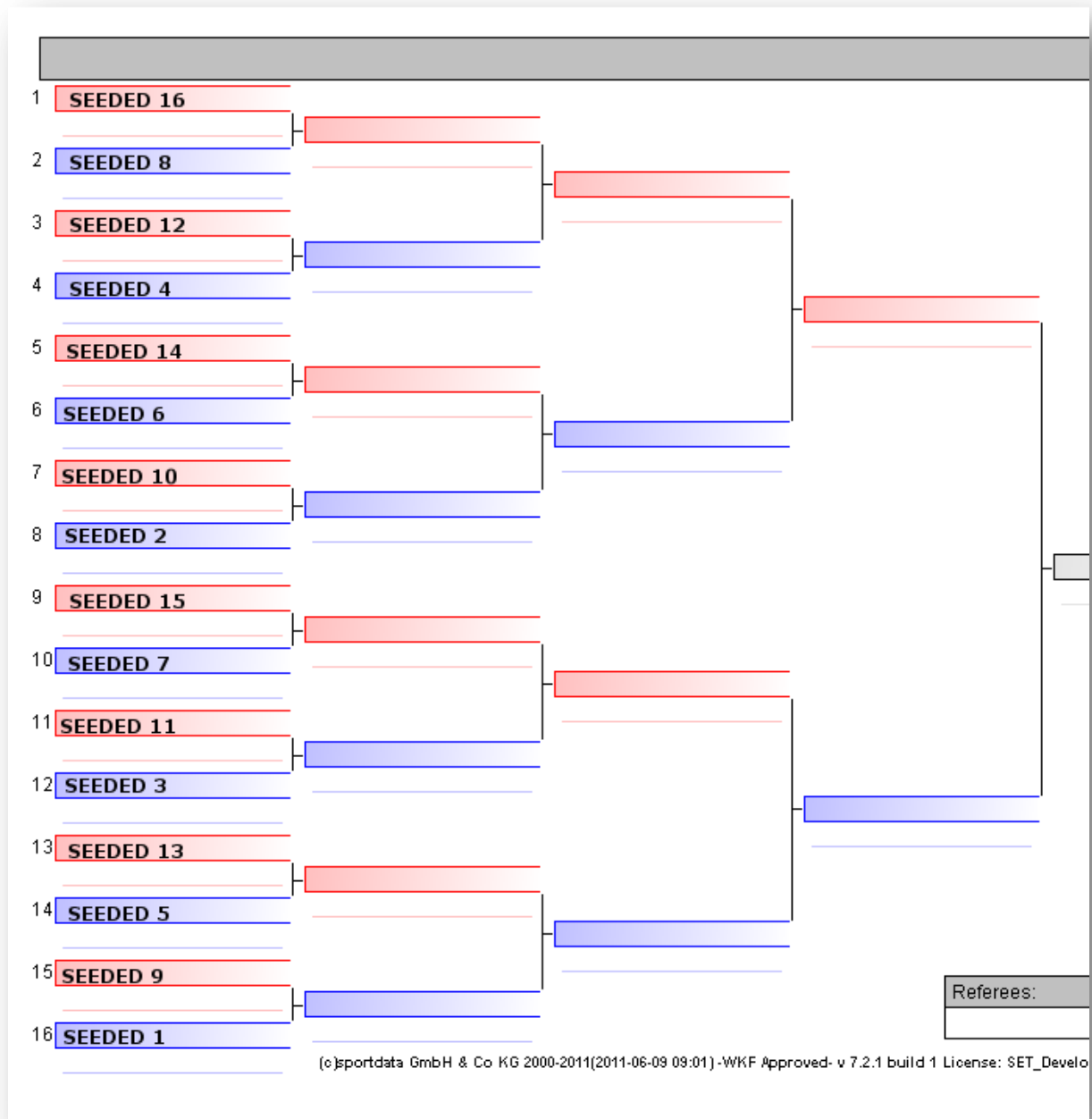
TREE MENU: INDIVIDUAL / TEAM ENTRIES -> SEED ENTRIES



Picture 26: Seed entries window

To seed an entry just **double click** an item. Double clicking a seeded entry will undo seeding it.

ATTENTION: There can be seeded as many competitors needed. The seeding of competitors may influence the optimal separation of competitors on the draws, because each seeded will be placed on a fixed position in the draw list. The following pictures shows how seeded are placed in the draw tree.

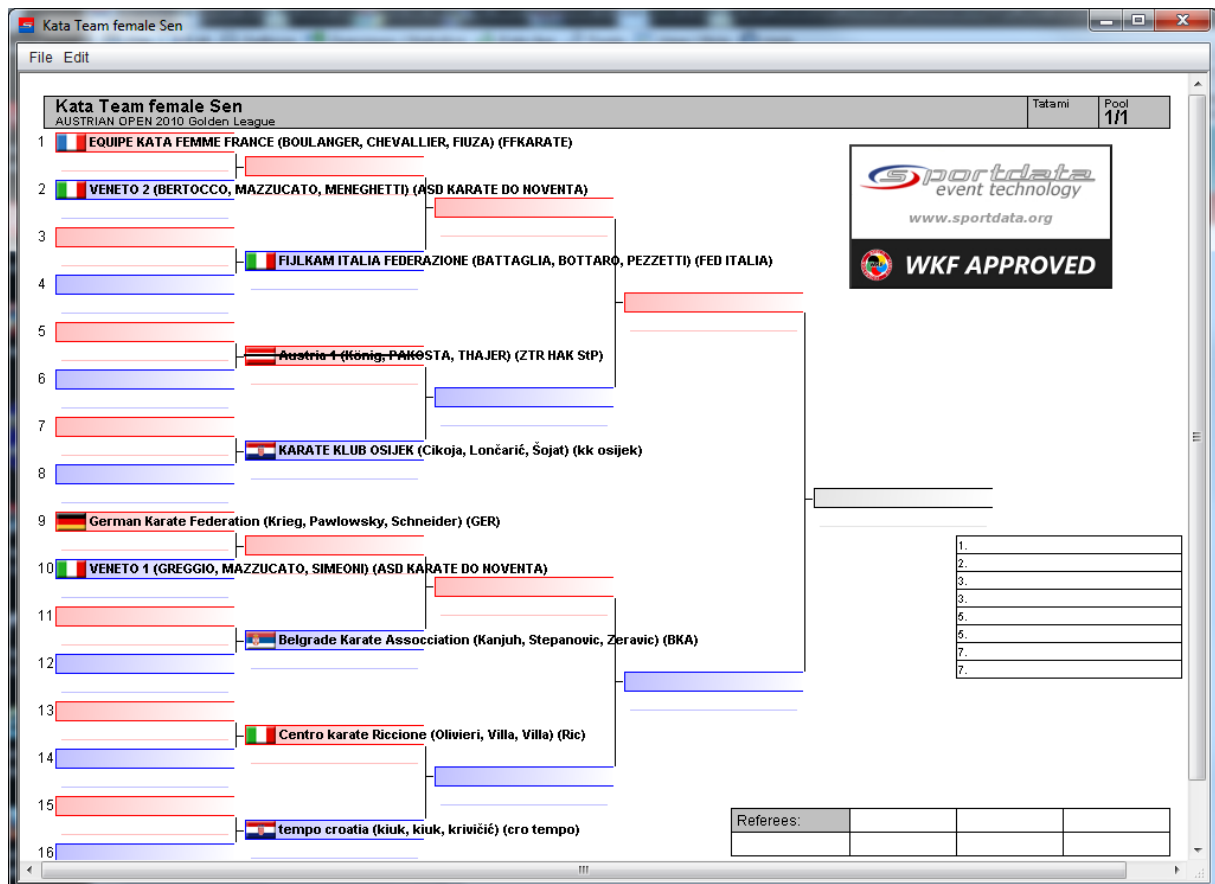


Picture 27: Fixed seeding of competitors in the draw tree

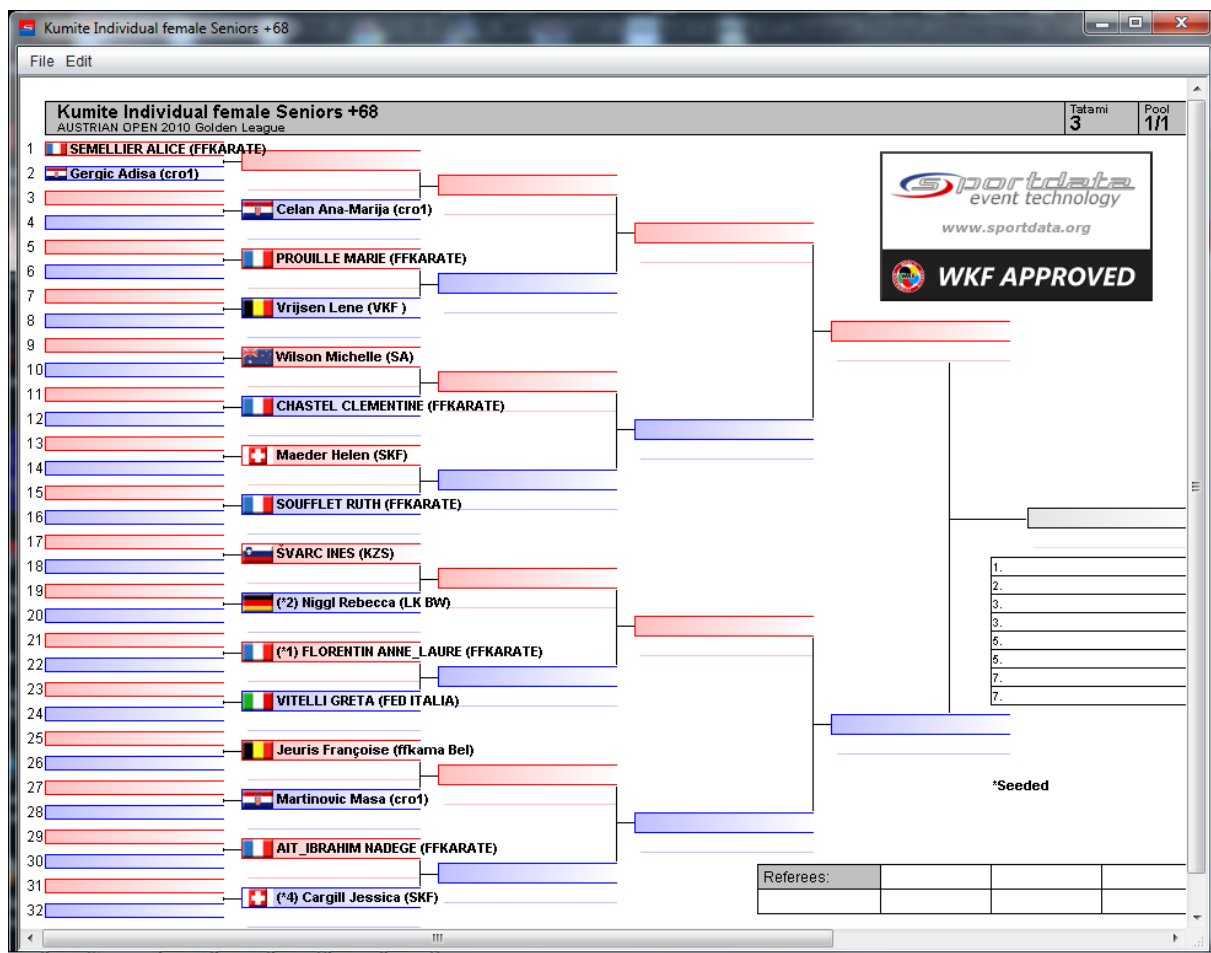
9 Manage draws

There is no limit of number of entries in categories. The separation into 16 (see Picture 28: 16 field draw table) or 32 tables (pools) (see Picture 29: 32 field draw table) is done automatically by the system. The following chapter describes how to manage draws.

In this document the phrase *table* is a *synonym* for *pool* and vice versa.



Picture 28: 16 field draw table (pool)

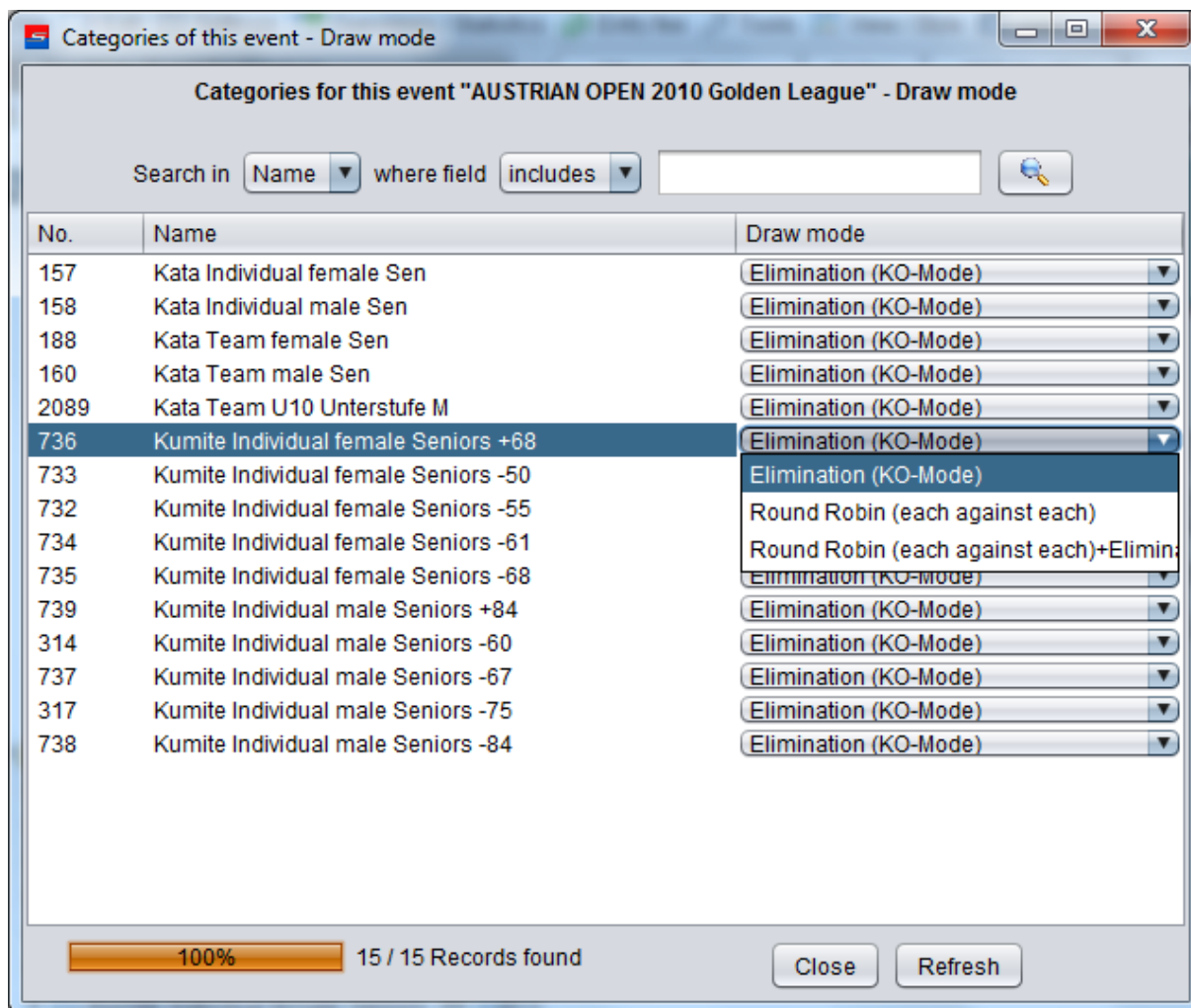


Picture 29: 32 field draw table (pool)

9.1 Draw mode

The draw mode of categories can be defined in the table „*Categories of this event – Draw mode*“.

TREE MENU: CATEGORIES OF THIS EVENT -> CATEGORIES OF THIS EVENT – DRAW MODE



Picture 30: Draw mode

If no draw mode is defined the “*Elimination*” mode is used by default. The following modes are available:

Elimination: simple KO mode

Round Robin: Each against each. Used if there are only 2 - 4 competitors in the category. If there are more than 4 competitors in the category, the elimination mode is used automatically.

Round Robin + Elimination: a combination of the elimination and round robin mode, also known as the World Games Mode, used at the World Games. In this mode there are 2 pools, each with a maximum of 4 competitors, each against each. The best 2 of each pool go to the quarter finals. (the first placed of pool 1 against the second placed from pool two, the second placed from pool one against the first placed from pool two) At the quarter final the elimination mode will be used to determine the ½ finals and finals. The looser of the quarter finals to go repechage and fight for the third place. Alternatively both looser could get the third places.

If there are more than 8 competitors in the category, the elimination mode is used automatically.

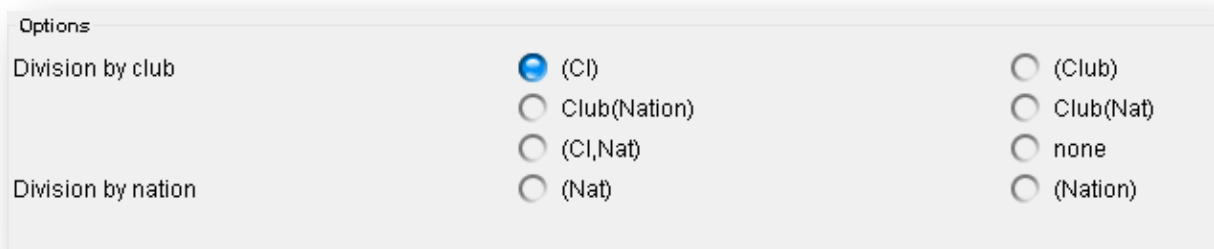
9.2 Draw algorithm

The SET draw algorithm is a multistep random and ideal separation algorithm. Simplified it can be described into the following steps:

- **Step 1:** Random sort of entries
- **Step 2:** Ideal separation of entries from same clubs / nations by random club selection
- **Step 3:** Complete neighbour check and correction
- **Step 4:** Complete tree check and correction
- **Step 5:** Separate seeded entries into different pools

9.3 Optimal separation and name of club / nation display

The club / nation display option appear when **generating**, **loading** or **printing** draws. In case of loading or printing draws there **is no new division by clubs or nations** because the draws are already generated. These options only define how names of clubs and nations will be displayed on tables (see TODO).



Options	
Division by club	<input checked="" type="radio"/> (Cl) <input type="radio"/> Club(Nation) <input type="radio"/> (Cl,Nat) <input type="radio"/> (Club) <input type="radio"/> Club(Nat) <input type="radio"/> none <input type="radio"/> (Nation)
Division by nation	<input type="radio"/> (Club) <input type="radio"/> Club(Nat) <input type="radio"/> none <input type="radio"/> (Nation)

Picture 31: Draw separation strategies

No matter in which way draws are generated in SET, there are two possibilities for **ideal separation / division strategies**: ideal separation / division by **club** or **nation**.

If you choose **division by club**, SET tries to find the optimal draws for entries from same clubs. The aim is that entries from same clubs would meet the latest time on draw. Separation / division by clubs enables some options how the club should be displayed on the draw tables:

(Cl): Displays the short name of the club.

(Club): Displays the full club name.

Club(Nation): Displays the full club name and the full nation name in brackets.

Club(Nat): Displays the full club name and the short name of the nation in brackets.

(Cl,Nat): Displays the short name of the club and the short name of the nation in brackets.

None: No display of club or nation name.

If you choose **division by nation**, SET tries to find the optimal draws for entries from same nations. The aim is that entries from same nations would meet the latest time on draw. Separation / division by nations enables some options how the nation should be displayed on the draw tables:

(Nat): Displays the short name of the nation.

(Nation): Displays the full nation name.

9.4 Create draws

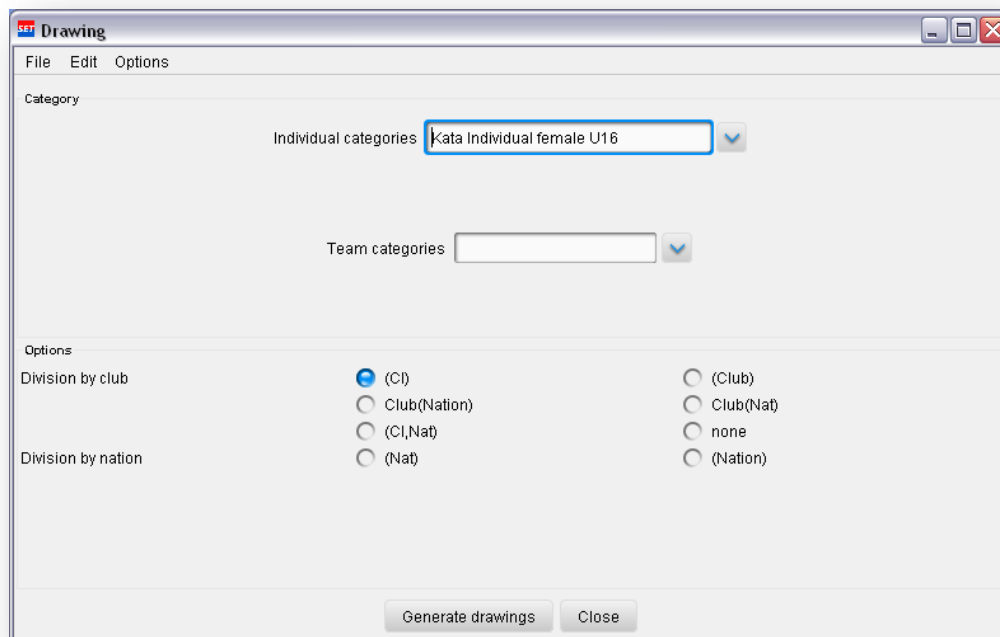
There are different ways to generate draws. To generate draws a category must have at least **two entries**.

9.4.1 Generate draws by single selection of category

One way to generate draws is by single selection of categories.

MENU: FILE -> GENERATE DRAWS

MAIN WINDOW: BOX "MAIN FUNCTIONS" -> BUTTON "GENERATE DRAWS"



Picture 32: Draw by single selection of categories

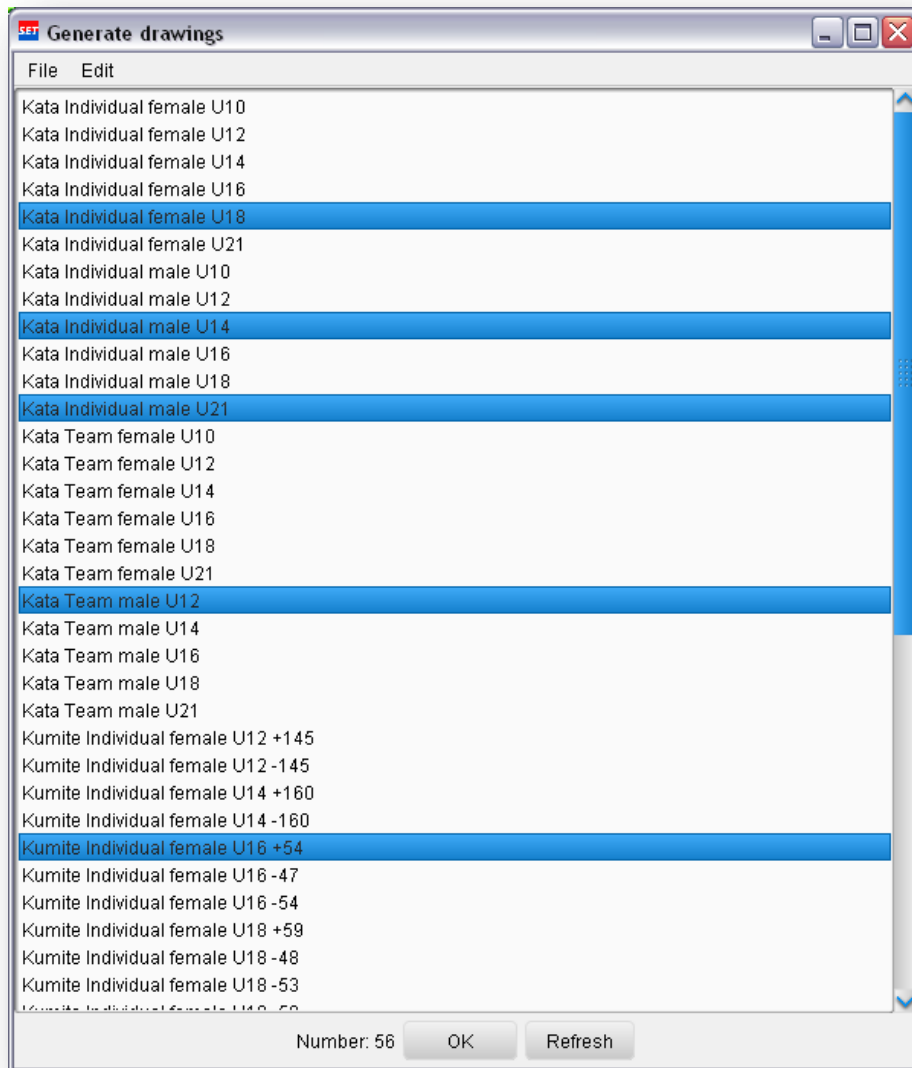
Generating draws this way allows selection of categories separated by individual or team categories. Select a division option to define the separation / division and display strategy (see Draw algorithm). Click the **"Generate draws"** button to generate the draws.

9.4.2 Generate draws by multiple selection from list

Another way of generating draws is by selection from a category list (see Picture 33: Generating draws by selection from list). In this way multiple draws can be generated at the same time (CTRL + left mouse button).

MENU: FILE -> GENERATE ALL DRAWS -> GENERATE DRAWS BY SELECTION

MAIN WINDOW: BOX "MAIN FUNCTIONS" -> BUTTON "GENERATE DRAWS BY SELECTION"



Picture 33: Generating draws by selection from list

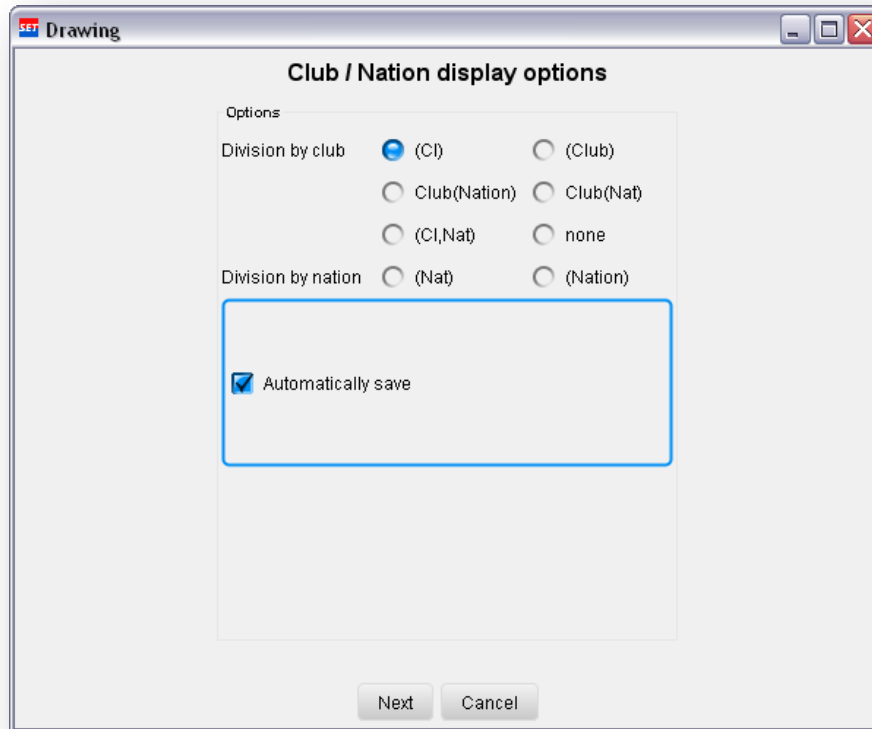
Click the **"OK"** button to generate the draws.

9.4.3 Generate draws for all categories

To generate draws for all categories at the same time use the **"Generate all draws"** function.

MENU: FILE -> GENERATE DRAWS -> GENERATE ALL DRAWS

MAIN WINDOW: BOX "MAIN FUNCTIONS" -> BUTTON "GENERATE ALL DRAWS"



Picture 34: Generating all draws window

In addition to the separation / division by club / nation options (see Draw algorithm), the option **"Automatically save"** causes the generation and storage of the draws (see Picture 31: Generating all draws window). Non selection of this option generates the draws without storage. All the draws must be saved manually (see Save draws).

9.4.4 Generate draws for all individual categories

To generate draws for all individual categories at the same time use the **"Generate all individual draws"** function.

MENU: FILE -> GENERATE DRAWS -> GENERATE ALL INDIVIDUAL DRAWS

MAIN WINDOW: BOX "MAIN FUNCTIONS" -> BUTTON "GENERATE ALL INDIVIDUAL DRAWS"

In addition to the separation / division by club / nation options (see Draw algorithm), the option **"Automatically save"** causes the generation and storage of the draws. Non selection of this option generates the draws without storage. All the draws must be saved manually (see Save draws).

9.4.5 Generate draws for all team categories

To generate draws for all team categories at the same time use the *“Generate all team draws”* function.

MENU: FILE -> GENERATE DRAWS -> GENERATE ALL TEAM DRAWS

MAIN WINDOW: BOX “MAIN FUNCTIONS” -> BUTTON “GENERATE ALL TEAM DRAWS”

In addition to the separation / division by club / nation options (see Draw algorithm), the option “Automatically save” causes the generation and storage of the draws. Non selection of this option generates the draws without storage. All the draws must be saved manually (see Save draws).

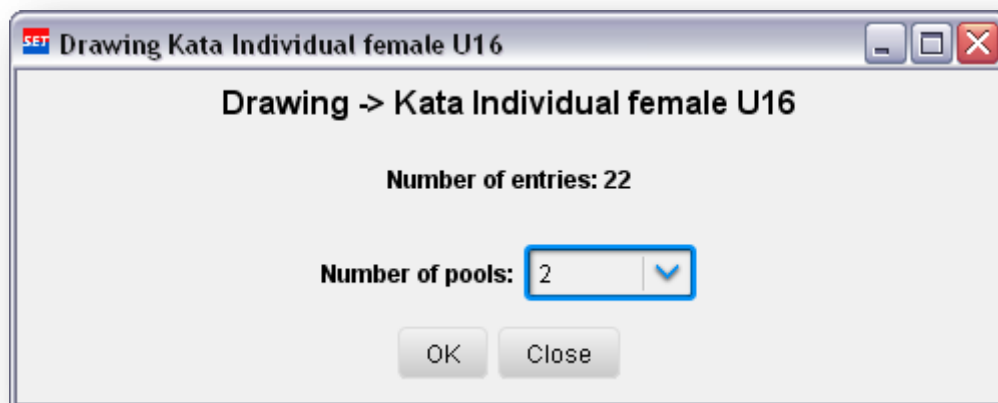
9.5 Create point system draws

SET supports the generation of point draws by using the *“Generate draws point system”*. The point system is used if competitors are rated by points, like in *Kata* discipline.

MENU: FILE -> POINT SYSTEM

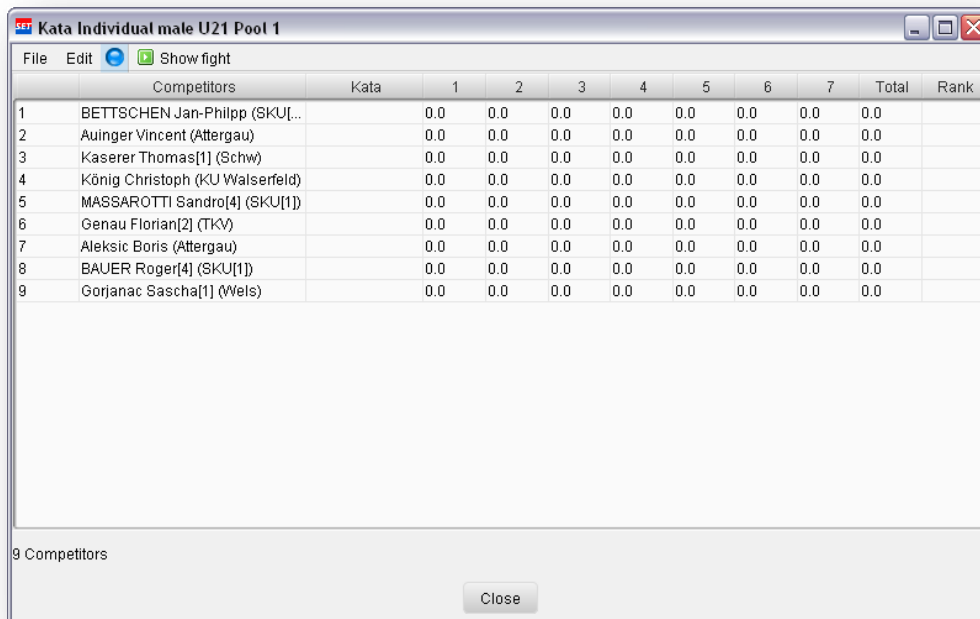
MAIN WINDOW: BOX “MAIN FUNCTIONS” -> BUTTON “GENERATE DRAWS POINT SYSTEM”

First select a category from the category selection list. In the next dialog window select the separation/ division by club / nation option (see Draw algorithm). Afterwards select the number of pools you want slit the category into (see Picture 35: Point system pool separation).



Picture 35: Point system pool separation

After selecting the number of pools the point draw is generated (see Picture 36: Point draw table).



Competitors		Kata	1	2	3	4	5	6	7	Total	Rank
1	BETTSCHE Jan-Philipp (SKU[...])		0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
2	Auinger Vincent (Attergau)		0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
3	Kaserer Thomas[1] (Schw)		0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
4	König Christoph (KU Walserfeld)		0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
5	MASSAROTTI Sandro[4] (SKU[1])		0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
6	Genau Florian[2] (TKV)		0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
7	Aleksic Boris (Attergau)		0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
8	BAUER Roger[4] (SKU[1])		0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
9	Gorjanac Sascha[1] (Wels)		0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	

9 Competitors

Close

Picture 36: Point draw table

9.5.1 Random sort of point tables directly on table

Point tables can be random sorted any time by selecting the **MENU: EDIT -> RANDOM SORT** menu item (see Picture 37: Random sort on point tables).

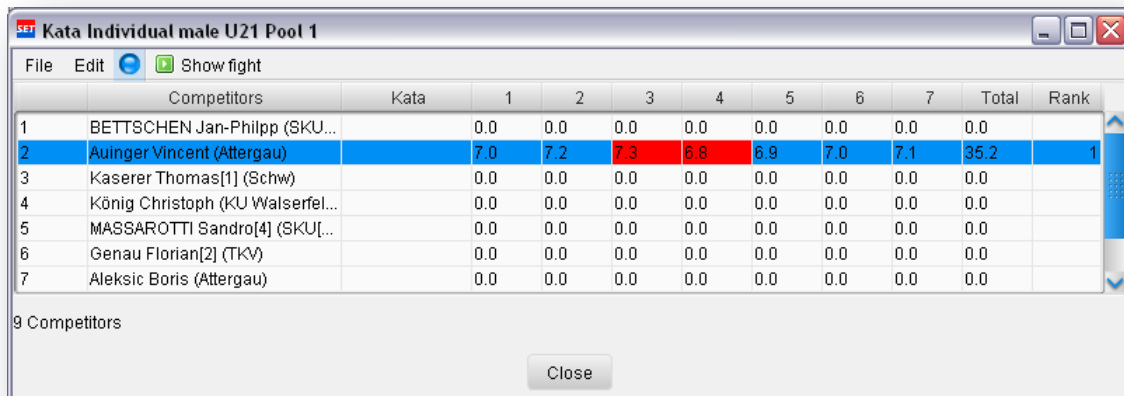


Competitors	
1	BETTSCHE Jan-Philipp (SKU[...])
2	Auinger Vincent (Attergau)
3	Kaserer Thomas[1] (Schw)
4	König Christoph (KU Walserfeld)
5	MASSAROTTI Sandro[4] (SKU[1])

Picture 37: Random sort on point tables

9.5.2 Insert points directly on table

Points can be inserted into the point fields (fields 1, 2, 3, 4, 5, 6, 7) simply by double clicking the cells (see Picture 38: Insertion of points on table). The **total score** and **rank** are computed **automatically**.



The screenshot shows a software window titled "Kata Individual male U21 Pool 1". It contains a table with the following data:

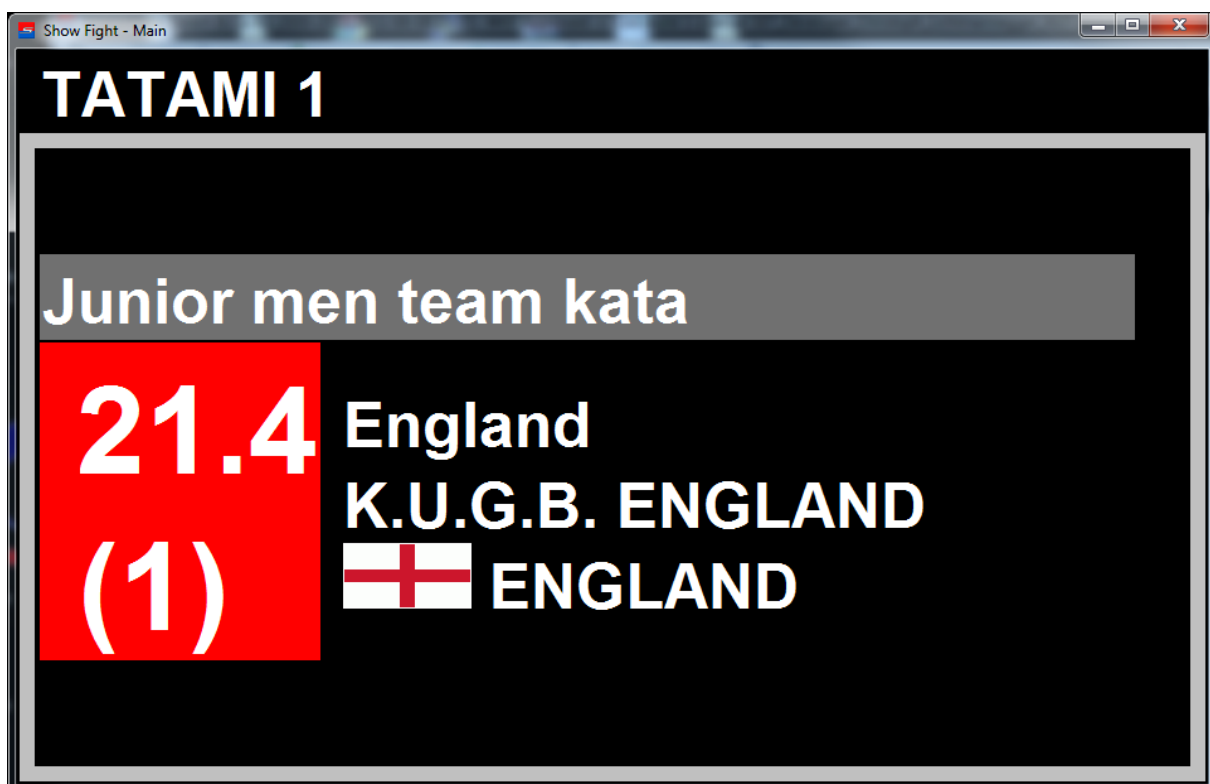
	Competitors	Kata	1	2	3	4	5	6	7	Total	Rank
1	BETTSCHE Jan-Philipp (SKU...		0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
2	Auinger Vincent (Attergau)		7.0	7.2	7.3	6.8	6.9	7.0	7.1	35.2	1
3	Kaserer Thomas[1] (Schw)		0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
4	König Christoph (KU Walserfel...		0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
5	MASSAROTTI Sandro[4] (SKU...		0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
6	Genau Florian[2] (TKV)		0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	
7	Aleksic Boris (Attergau)		0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	

Below the table, it says "9 Competitors" and there is a "Close" button.

Picture 38: Insertion of points on table

9.5.3 Show fight / competitor on extra screen

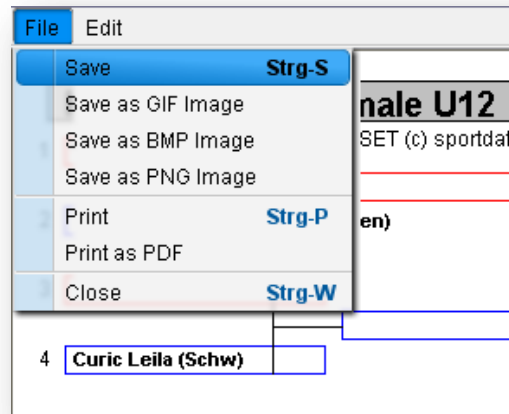
As described in chapter Show fight / next fight screen the point table also supports showing the actual entry on an extra screen (see Picture 39: Show fight window from point table). To open the **"Show Fight"** window just double click the competitor field of an entry. For adjustment and positioning read chapter Show fight / next fight screen.



Picture 39: Show fight window from point table

9.6 Save draws

Any draw can be manually saved directly from draw table menu. Therefore select the menu item **MENU: FILE -> SAVE** from draw table (see Picture 40: Save draws). Generating more than one draw at the same time allows automatic saving (see 9.4).



Picture 40: Save draws

9.6.1 Save draw as image

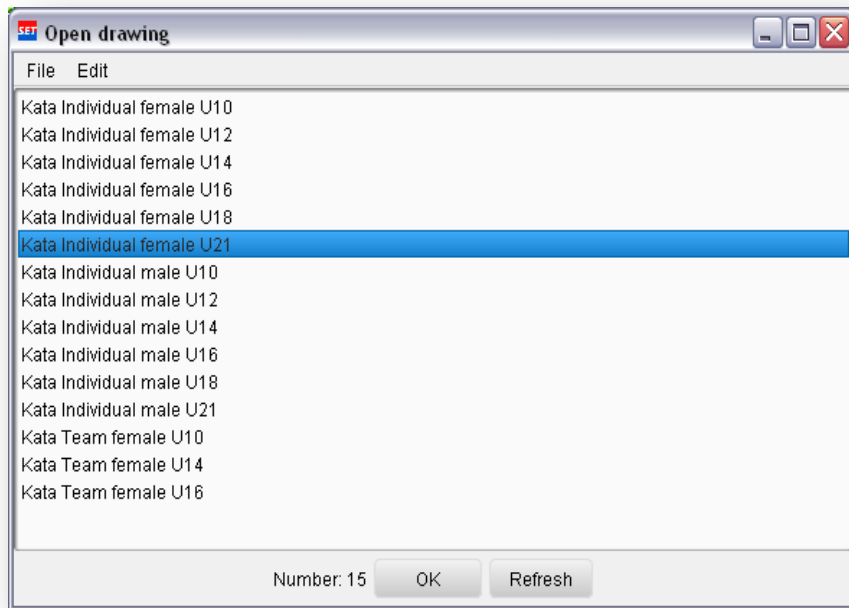
Draw tables can be saved as images in the formats **GIF**, **BMP** and **PNG**. Therefore select the menu item **MENU: FILE -> SAVE AS XXX** from draw table (see Picture 40: Save draws) and select the location where you want to save the image.

9.7 Load draws

Saved draws can be loaded with the **“Load”** function. Therefore open the **“Open draw”** window (see Picture 41: Open draw window).

MENU: FILE -> LOAD -> DRAW

MAIN WINDOW: TAPPED PANE “EDIT” -> BOX “LOAD” -> BUTTON “DRAW”



Picture 41: Open draw window

Select a category and open the draw for this category by *double click* or by pressing the button „*OK*“.

9.8 Delete draws

Saved draws can be deleted with the “*Delete*” function. Therefore open the “Delete draw” window.

MENU: EDIT -> DELETE -> DRAW

MAIN WINDOW: TAPPED PANE “EDIT” -> BOX “DELETE” -> BUTTON “DRAW”

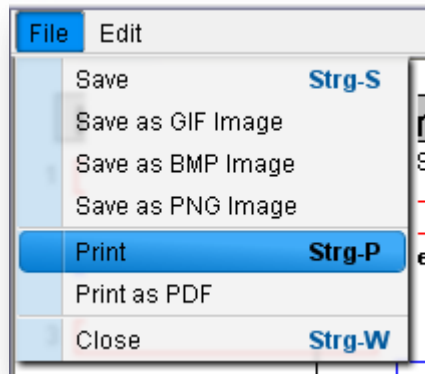
Select a category (multiple selection with CTRL + left mouse button) and delete it by *double click* or by pressing the button „*OK*“.

9.9 Print draws

The following section describes the different ways to print draws.

9.9.1 Print draws directly from draw

Draws can be printed to installed *printers* or as *PDF* files directly from draw tables by selecting the menu item **MENU: FILE -> PRINT** (see Picture 42: Print directly from draw)



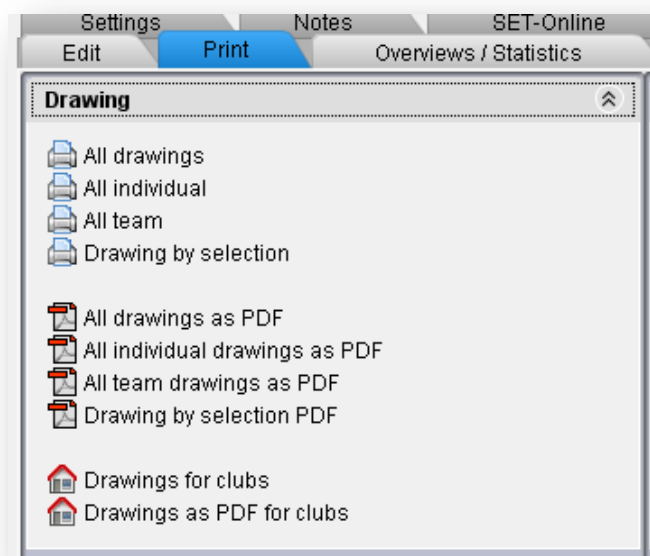
Picture 42: Print directly from draw

9.9.2 Print multiple draws at the same time

To print more than on draw at the same time select a menu item from the print tapped pane (see Picture 43: Print draws menu items).

MENU: FILE -> PRINT

MAIN WINDOW: TAPPED PANE "PRINT" -> BOX "DRAW"



Picture 43: Print draws menu items

The following print features are available:

All draws: print all saved draws directly to an installed printer

All individual: print all saved individual draws directly to an installed printer

All team: print all saved team draws directly to an installed printer

Draw by selection: select the draws you want to print at the same time to an installed printer

All draws PDF: print all saved draws as PDF files

All individual PDF: print all saved individual draws as PDF files

All team PDF: print all saved team draws as PDF files

Draw by selection PDF: select the draws you want to print at the same time as PDF files

On printing draws as PDF files there the option available **“Save as only one PDF file”**. This option prints all selected draws in just one PDF file, instead of printing one PDF file for each category

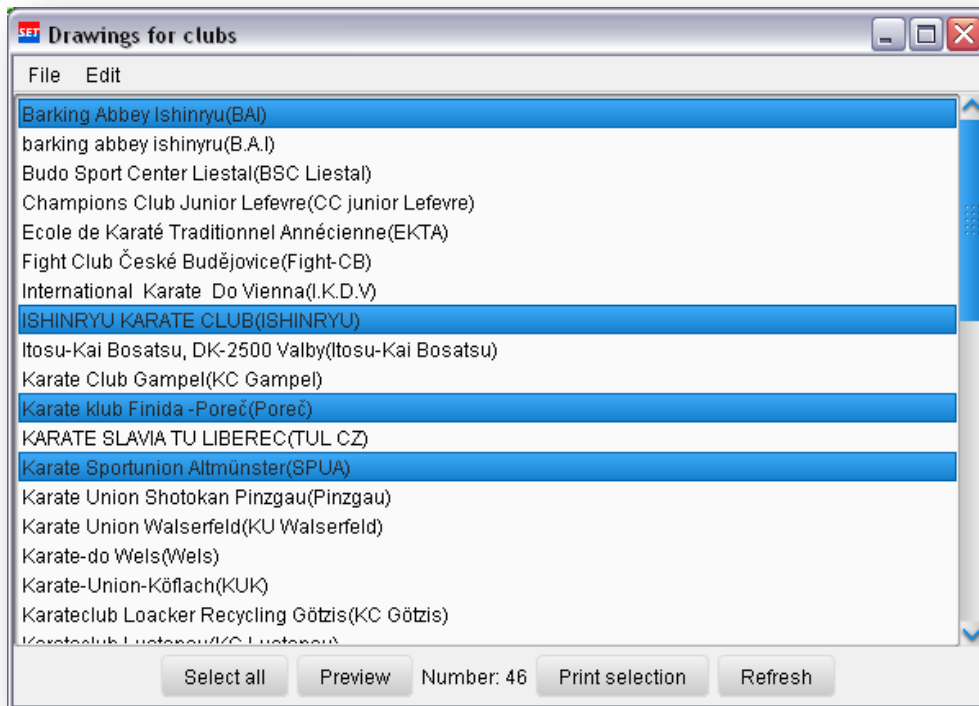
9.9.3 Print draws for clubs

Printing draws for clubs means only printing draws for each club, they really have entries in. With this feature you can provide draws to clubs they really need. To use this feature select one of the following items (see Picture 43: Print draws menu items):

MAIN WINDOW: TAPPED PANE “PRINT” -> BOX “DRAW” -> BUTTON “DRAWS FOR CLUBS”

MAIN WINDOW: TAPPED PANE “PRINT” -> BOX “DRAW” -> BUTTON “DRAWS AS Pdf FOR CLUBS”

After selecting the feature the **“Draws for clubs”** window opens (see Picture 44: Print draws for clubs window). Select the clubs you want to print draws for (CTRL + left mouse button). Before printing out to printer or as Pdf files you can optionally view the **“Preview”** to exactly find out the amount of draws will be printed.



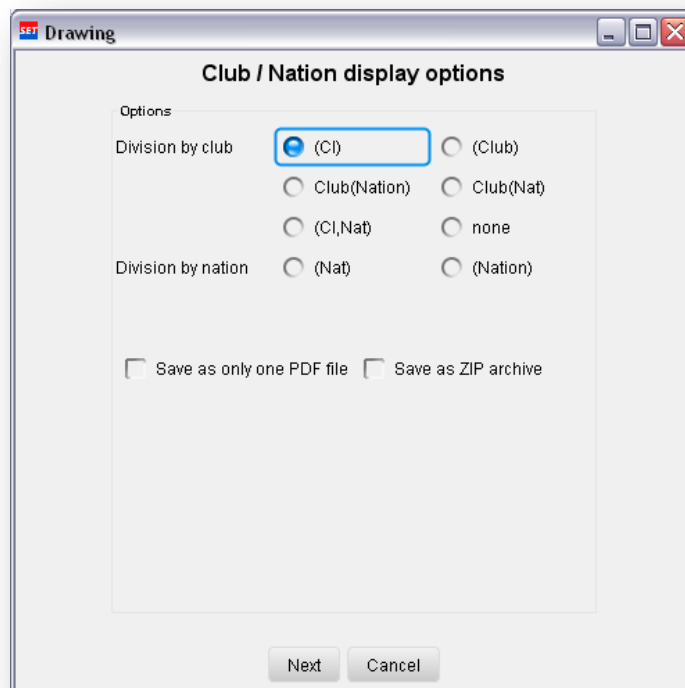
Picture 44: Print draws for clubs window

After pushing the **“Print selection”** button the print option dialog opens. Select the club / nations display option (see Picture 45: Print option dialog). If you print the draws as PDF files you additionally have the following option:

Save as only one PDF file: this means to print all draws for the selected clubs into only one PDF file, instead of printing one PDF file each draw

Save as ZIP archive: this option means to generate one ZIP archive per club, including all PDF files.

Go on by pushing the **“Next”** button to print directly to an installed printer or selecting the directory where you want to save your PDF or ZIP files.



Picture 45: Print option dialog

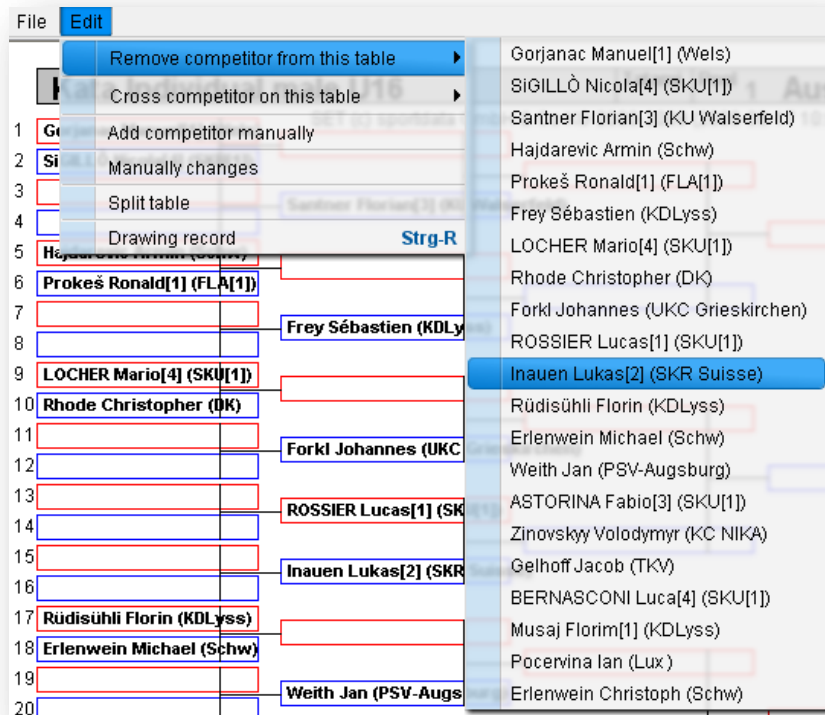
9.10 Change draws manually

The following section describes manipulation features on draws.

9.10.1 Remove entries directly from draws

To **remove** entries directly from draws, without generating a new draw, select the entries you want to delete from the menu **MENU: EDIT -> REMOVE COMPETITOR FROM THIS TABLE.** (see Picture 46: Remove entries from draw).

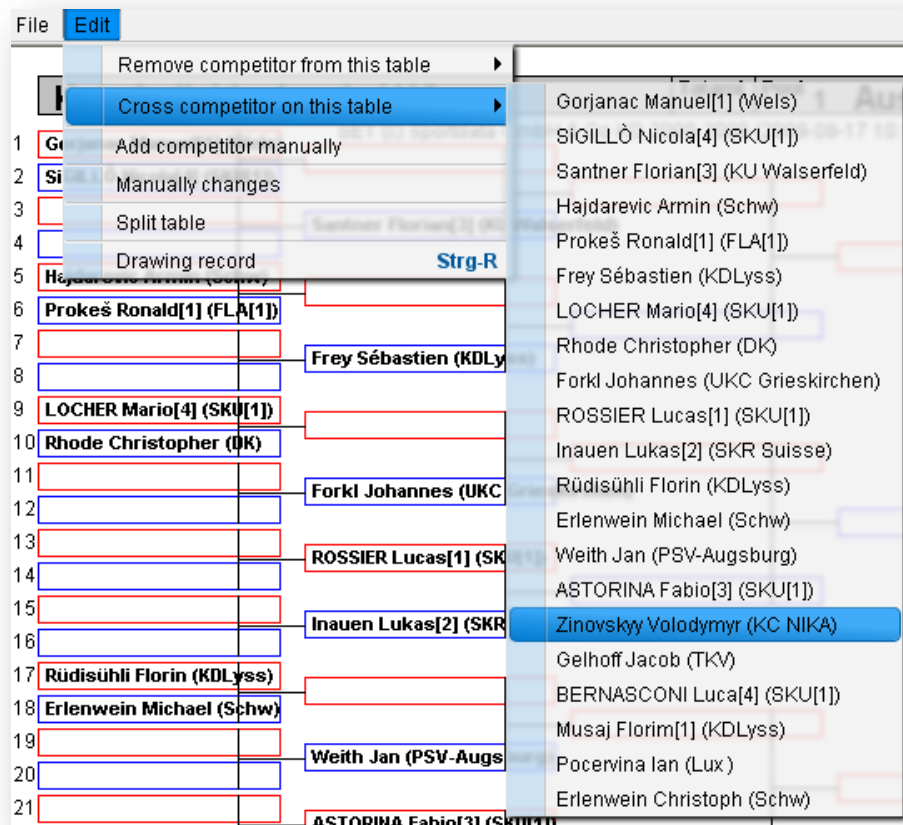
ATTENTION: Every removing of entries **changes** the draw because of filling up the gap.



Picture 46: Remove entries from draw

9.10.2 Cross entry on draw

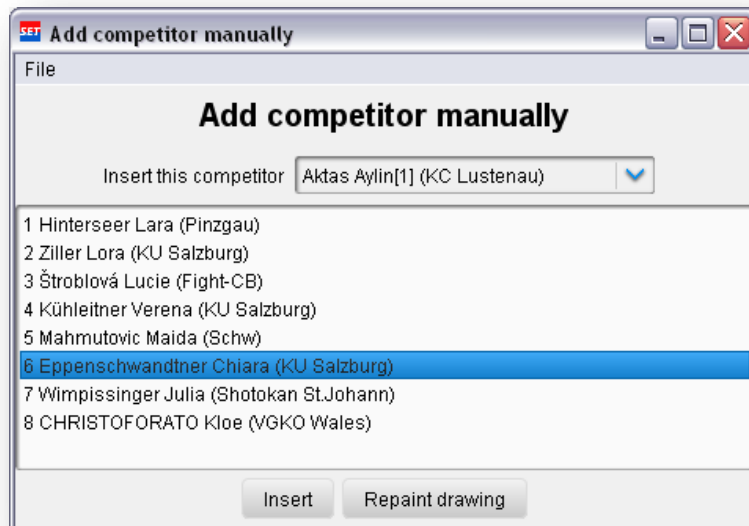
Crossing entries of tables is an alternative to removing entries. But crossing entries does not change the draw at all. To cross entries directly on draws select the entries you want to cross from the menu **MENU: EDIT -> CROSS COMPETITOR ON THIS TABLE.** (see Picture 47: Cross competitors on draw). After crossing entries the changes must be saved.



Picture 47: Cross competitors on draw

9.10.3 Add new entry into draw

In case of late entries you can add these entries directly into a draw, without generating new draws. This function is very useful if draws are already made and you don't want change the whole draw. Just select the menu item **MENU: EDIT -> ADD COMPETITOR MANUALLY** to open the *"Add competitor manually"* window (see Picture 48: Add competitor manually window).



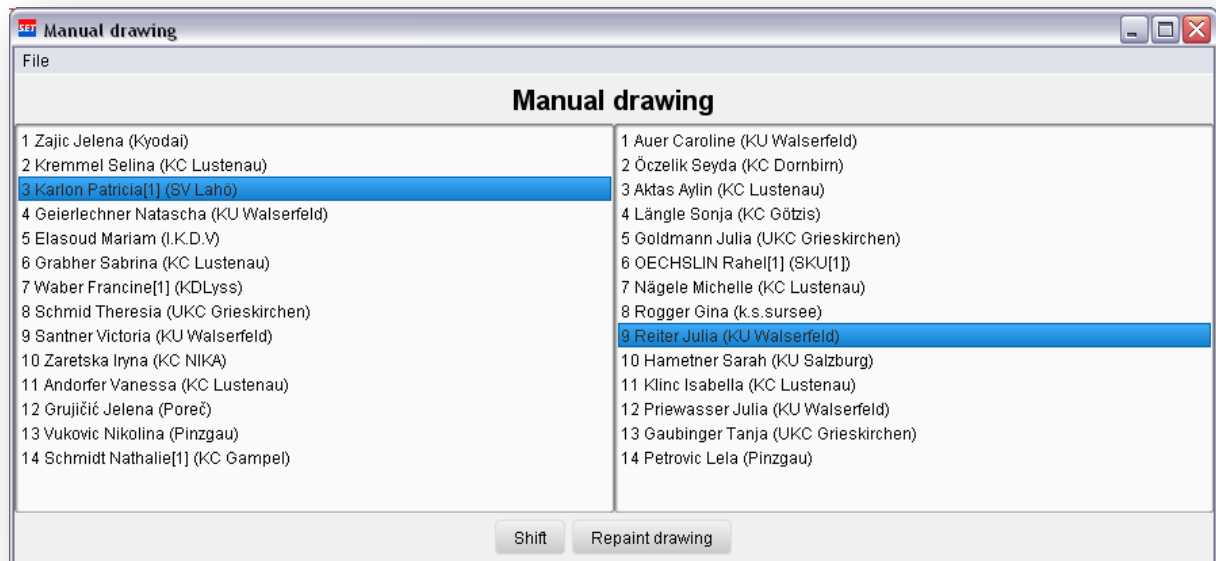
Picture 48: Add competitor manually window

Select an entry to add to the draw from the drop down list and mark an already included entry from the list among. Pushing the button “**Insert**” inserts the entry from the select box into the list of included entries. The new entry is inserted **below** the marked entry. Pushing the button “**Repaint draws**” repaints the draw with the new entries.

ATTENTION: Every new entry **changes** the draw. A good strategy is to add new entries into byes symmetrically to the other pool. This will change the draw just by adding one more pre-match.

9.10.4 Change draw order

To manually change draw order select the menu item **MENU: EDIT -> MANUALLY CHANGES** to open the “Manually draw” window (see Picture 49: Manual draw window).

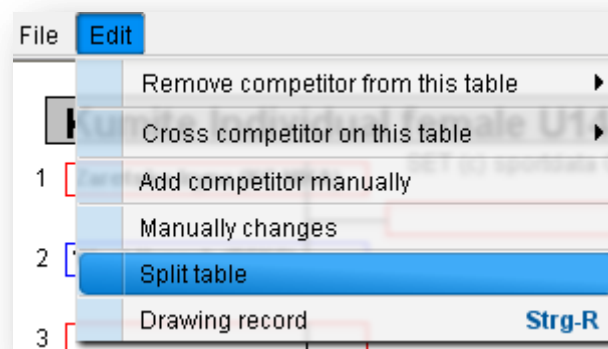


Picture 49: Manual draw window

As many pool the draw has, as many lists of competitors are available. Changing competitors is possible in same pool and between pools. Select the pairs of entries you want to exchange and push the “**Shift**” button. Pushing the button “**Repaint draws**” repaints the draw with the new changes.

9.10.5 Split draw table

If there is **only one pool** for a draw, it is possible to split the draw table (see Picture 50: Splitting draw table function). This is very useful if this category should take place on two tatamis at the same time. Splitting a category means to make **two destination pools** from **one source pool**. After generating draw record tables (see chapter Generate draw record table) of this category both tatamis can record on their own table.



Picture 50: Splitting draw table function

10 Manage draw records

The next chapters describe the usage of the SET software during execution of your events. Either central or distributed on different stages (tatamis) (see Picture 51: Using SET on stage).



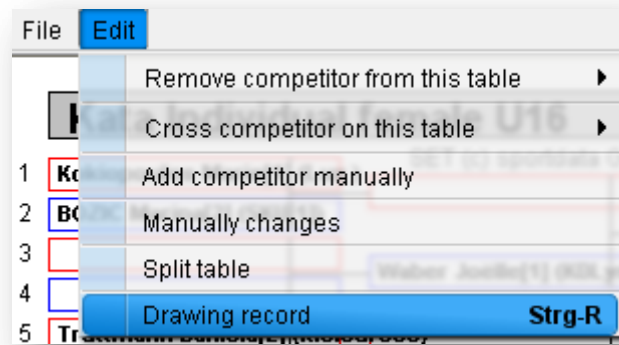
Picture 51: Using SET on stage

10.1 Generate draw record table

To generate a draw record table you first have to make a *recordable copy of the draw*. There are two way of making a recordable draw copy: *directly* from draw or by *multiple selection* from a list.

10.1.1 Generate draw record table directly from draw

To generate draw record table from exiting draws just load the saved draws (see chapter Load draws). In the draw menu select the menu item MENU: EDIT -> DRAW RECORD (see Picture 52: Generate draw record table directly from draw). After selecting this menu item a recordable copy of the draw is generated and opened.



Picture 52: Generate draw record table directly from draw

10.1.2 Generate draw record for all saved draws

To generate draw records for all saved draws at the same time you have to use the following feature:

MENU: FILE -> LOAD -> SAVE ALL DRAWS AS DRAW RECORDS

MAIN WINDOW: BOX "MAIN FUNCTIONS" -> BUTTON "SAVE ALL DRAWS AS DRAW RECORDS"

After selection the menu item you are asked if you really want to generate these draw records. If you proceed, draw record tables for every saved draw are generated and saved. To open a draw record table use the load window (see chapter 10.2.3).

10.1.3 Generate draw record for multiple draws

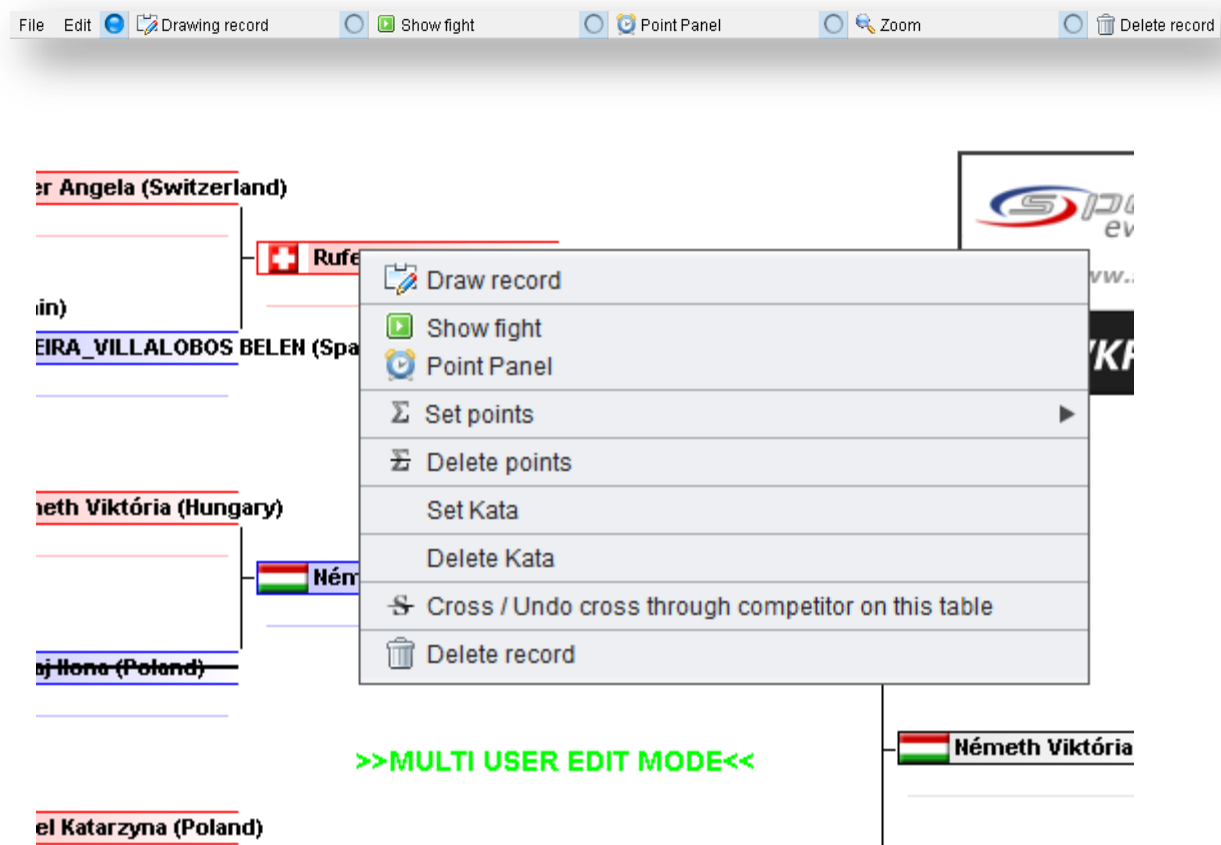
To generate draw records for multiple saved draws at the same time you have to use the following feature:

MAIN WINDOW: BOX "MAIN FUNCTIONS" -> BUTTON "SAVE DRAWS AS DRAW RECORDS BY SELECTION"

After selecting this menu item a list with saved draws opens. Select the draws you want to have draws records generated and push the "OK" button. In the next step you are asked if you really want to generate these draw records. If you proceed, draw record tables for every saved draw are generated and saved. To open a draw record table use the load window (see chapter 10.2.3).

10.2 Features on draw record tables

The next section describes the features on draw record tables. All available features can be selected from the **action menu** or from the **popup menu (right click with mouse button)** on a draw record table. **By default the action "Draw record" is selected.**



Picture 53: Draw record action menu

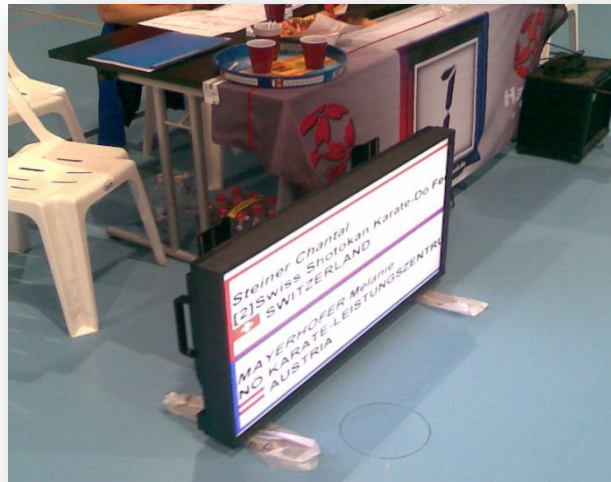
10.2.1 Write record on table

On draw record tables you can easily drag and drop match winner into next field. Therefore the action menu item **“Draw record”** must be selected. Click on the entries you want to move and **hold** the left **mouse button**. The mouse pointer changes to a **cross**. Drag this cross into the desired field and **release** the mouse button.

10.2.2 Delete record on table

To delete an entry on a draw record table just select the action menu item **“Delete record”**. Click on the entry you want to delete. If deletion is allowed the item is deleted.

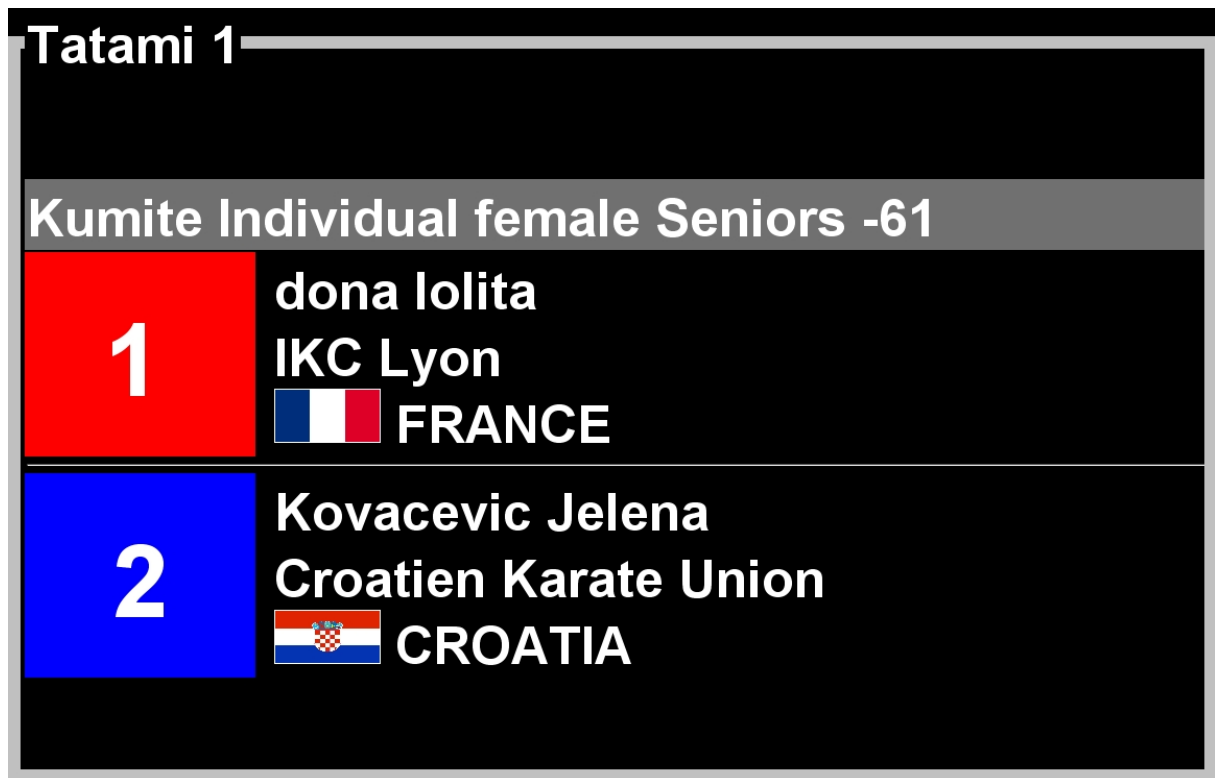
10.2.3 Show fight / next fight screen



Picture 54: Example of using a next fight screen

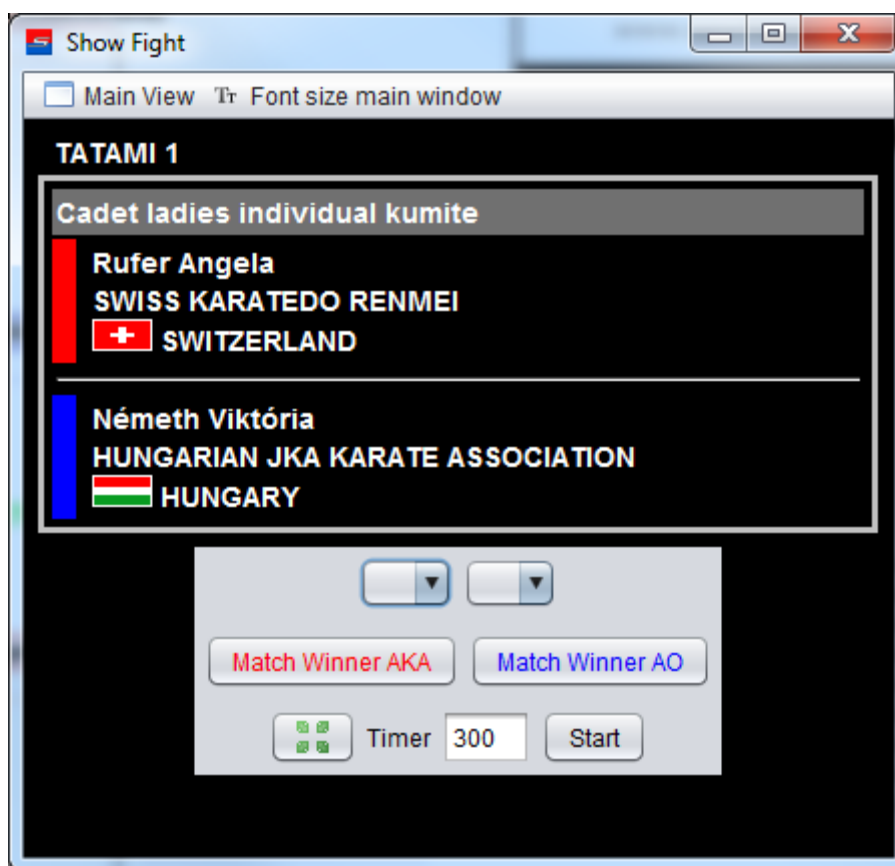
If you click on a match (no matter first or second competitor) and the *action* “**Show fight**” is selected, the “**Next fight**” window (see Picture 55: Next fight main window) opens. The “Next fight” window is a view for displaying information about a match on an *extra screen*, e.g. monitor, tv-set or beamer. It is in your decision, if you display the last, the current or the match in preparation. The “Next fight” window displays by default the following information for each competitor:

- *AKA or AU (Color of belt)*
- *Name*
- *Club*
- *Nation*
- *Flag of nation*



Picture 55: Next fight main window

Additionally to the "Next fight" main window a *"Next fight" control window* opens (see Picture 56: Next fight control window). This small window is for adjusting the *font size* and the *full screen mode* of the big screen and to have control of what is actually displayed on the "Next fight" main window. The information on the main and the control window are identical.



Picture 56: Next fight control window

To **adjust** and **use** the “Next fight” window follow these steps:

- **Plug** an external monitor, tv-set or beamer on your computer
- Use the external monitor, tv-set or beamer as **secondary screen** (depends on your operating system)
- Open the “**Next fight**” window
- **Drag** the “Next fight” main window onto external screen
- Activate the **full screen mode** of the “Next fight” main window by selecting the menu item **MENU: MAIN VIEW-> FULL SCREEN MODE** from “Next fight” control window
- **Hide frame borders** of “Next fight” main window by selecting the menu item **MENU: MAIN VIEW-> HIDE FRAME BORDER** from “Next fight” control window
- Select a suitable **font size** of the “Next fight” main window” by selecting the menu item **MENU: FONT SIZE MAIN WINDOW** from “Next fight” control window

ATTENTION: You do **not** need to **close** the “Next fight” windows by every match. Just leave them on the extra screen. The “Next fight” window **actualizes** the information displayed **automatically** if you select another match. If the draw record table is closed, the “Next fight” windows are closed automatically too.

You also do **not** need to **readjust** the “Next fight” window. The software saves the **position, font size** and **full screen mode** the first time the window is adjusted until the software will be restarted.

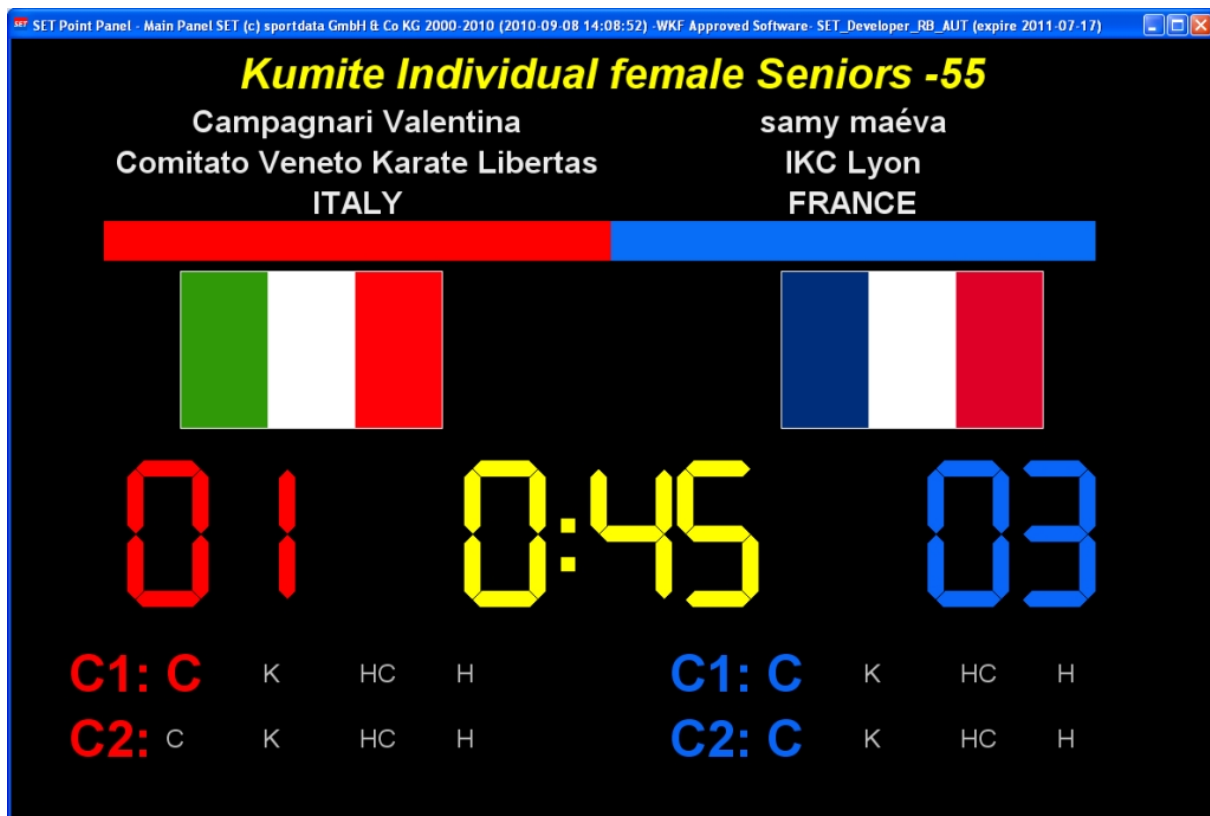
10.2.4 Point Panel



Picture 57: Example of using a Point Panel screen

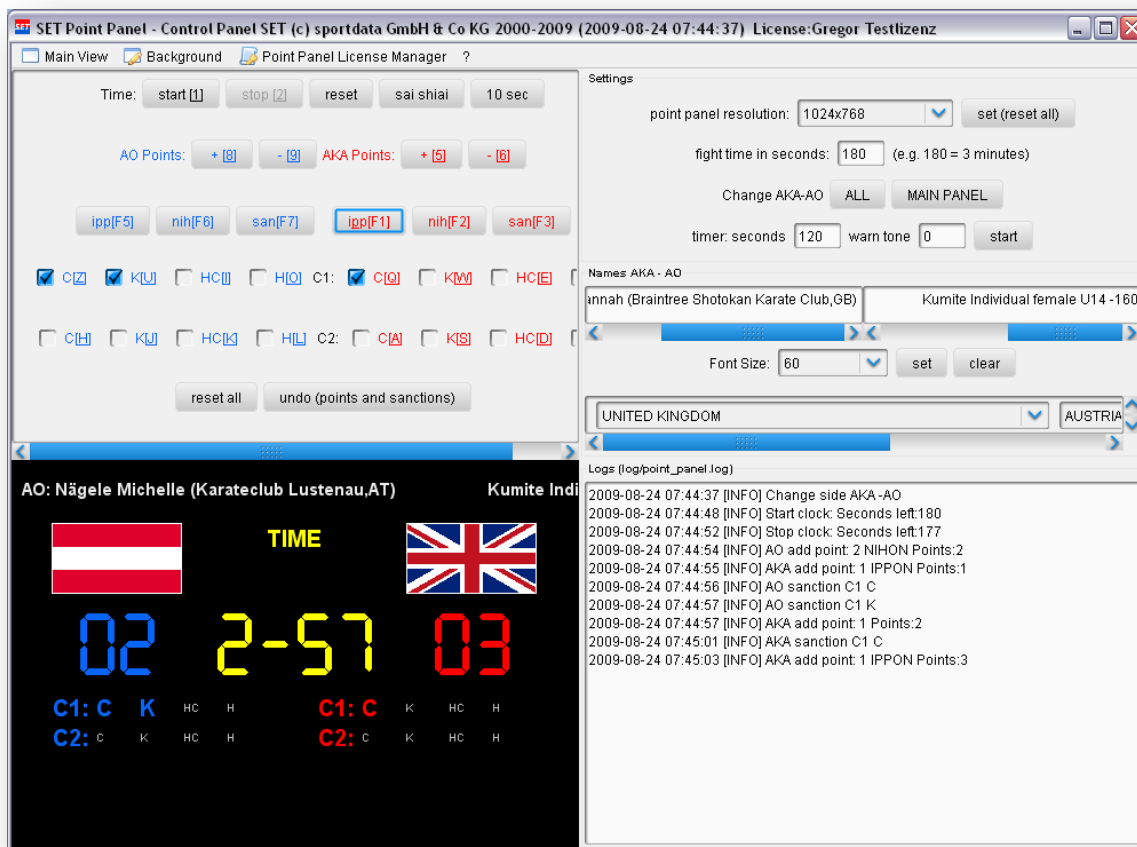
If you click on a match (no matter first or second competitor) and the *action* “**Point Panel**” is selected, the “**Point Panel**” main window (see Picture 58: Point Panel window) opens. The “Point Panel” window is a view for displaying information about a match on an *extra screen*, e.g. monitor, TV-set or beamer. The “Point Panel” main window displays by default the following information for each competitor:

- *AKA or AU (Color of belt)*
- *Name*
- *Club*
- *Nation*
- *Flag of nation*
- *Points*
- *Sanctions*
- *Time to fight*



Picture 58: Point Panel window

Additionally to the main "Point Panel" window a *"Point Panel" control window* opens (see Picture 59: Point Panel control window). This control window is for controlling and adjusting the *mai panel*. The information on the main and the "Point Panel" control windows are identical.



Picture 59: Point Panel control window

To **adjust** and **use** the “Point Panel” window follow these steps:

- **Plug** an external monitor, tv-set or beamer on your computer
- Use the external monitor, tv-set or beamer as **secondary screen** (depends on your operating system)
- Open the “**Point Panel**” window
- **Drag** the “**Point Panel**” main window onto external screen
- Activate the **full screen mode** of the “**Point Panel**” main window by selecting the menu item **MENU: MAIN VIEW-> FULL SCREEN MODE** from “**Point Panel**” control window
- **Hide frame borders** of “**Point Panel**” main window by selecting the menu item **MENU: MAIN VIEW-> HIDE FRAME BORDER** from “**Point Panel**” control window
- Select a suitable **font size** of the “**Point Panel**” main window by selecting the menu item **MENU: FONT SIZE MAIN WINDOW** from “**Point Panel**” control window

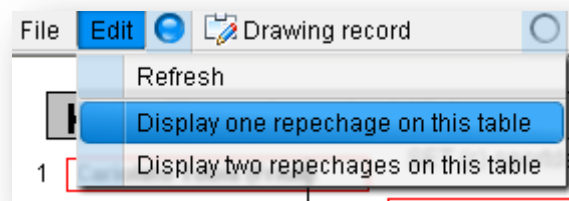
ATTENTION: You do **not** need to **close** the “**Point Panel**” windows by every match. Just leave them on the extra screen. The “**Point Panel**” window **actualizes** the information displayed **automatically** if you select another match. If the draw record table is closed, the “**Point Panel**” windows are closed automatically too.

You also do *not* need to *readjust* the “*Point Panel*” window. The software saves the *position, font size* and *full screen mode* the first time the window is adjusted until the software will be restarted.

A *detailed description* of how *using* the *Point Panel* can be found in chapter Appendix A: Point Panel.

10.2.5 Display repechage on draw record table

The “*Display one repechage on this table*” and “*Display two repechage on this table*” functions can be used to display the repechage information directly on table (without generating a separate repechage table). These features are available by selecting the menu items **MENU: EDIT-> DISPLAY ...** from the table menu (see Picture 60: Display repechage directly on table).



Picture 60: Display repechage directly on table

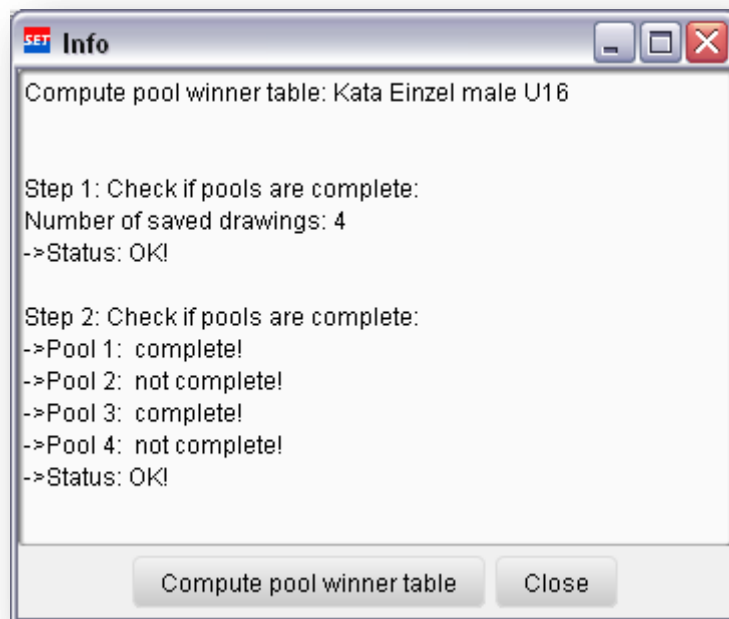
ATTENTION: The feature “*Display two repechages on this table*” is only meaningful, if there is only one table (pool) for a category. In this case the feature displays the two true repechages. The feature “*Display one repechage on this table*” is only meaningful, if there are only two tables (pools) for a category. So the information displays the repechage for a table.

10.3 Compute pool winner and finale tables

If you record draws with *more than one pool*, you need to bring the pool winners (winner of each pool) together on a *pool winner table* to find out *finalists* and *winner*. If there are more than two pools a pool winner table is also necessary for computing repechage. To compute pool winner tables use the following menu item:

MAIN WINDOW: BOX “MAIN FUNCTIONS” -> BUTTON “COMPUTE POOL WINNER”

From the next window select the category you want to compute a pool winner table for and push the “*OK*” button. After that step the system validates if generating a pool winner tables is allowed. Generating a pool winner tables is allowed if *minimum of one pool has a pool winner*. In Picture 61: Positive pool winner validation there is an example of an information window showing a positive pool winner validation, because two of four possible pools are complete (have a pool winner). If validation is positive the “*Compute pool winner table*” button is enabled, otherwise it is disabled.



Picture 61: Positive pool winner validation

In some cases it is very useful to compute pool winner tables with incomplete pools. A possible scenario could be:

- *A category has 4 pools*
- *Each pool takes place on a different stage (tatami), pool 1 on stage 1, pool 2 on stage 2, and so on ...*
- *Pool 1 and pool 2 already finished but not pool 3 and pool 4*
- *To not waste time the winner of pool 1 and pool 2 should match on stage 1*
- *Therefore stage 1 computes a pool winner table*
- *Because pool 1 and pool 2 are complete, generating the pool winner table is valid*
- *Winner from pool 1 wins the match against pool winner 2 and result is recorded on table*
- *Because the first finalist is yet known, the first repechage table for pool 1 and pool 2 can be computed (see Compute repechage tables)*

To *continue this scenario*, anytime the winner from pool 3 and pool 4 are known. It is not necessary and allowed to compute another pool winner table. **ATTENTION:** A category can only have one pool winner table. Any user can open the *existing pool winner table*, because it is already saved and therefore in “*Multi user edit mode*” (see Single / Multi user edit mode). So any other result can be recorded on the same pool winner table. This is important because the winner of a category has to be ascertained on only one pool winner table.

10.4 Features on pool winner tables

Except of the feature Display repechage on draw record table pool winner tables have the same features as described in chapter Features on draw record tables .

10.5 Compute repechage tables

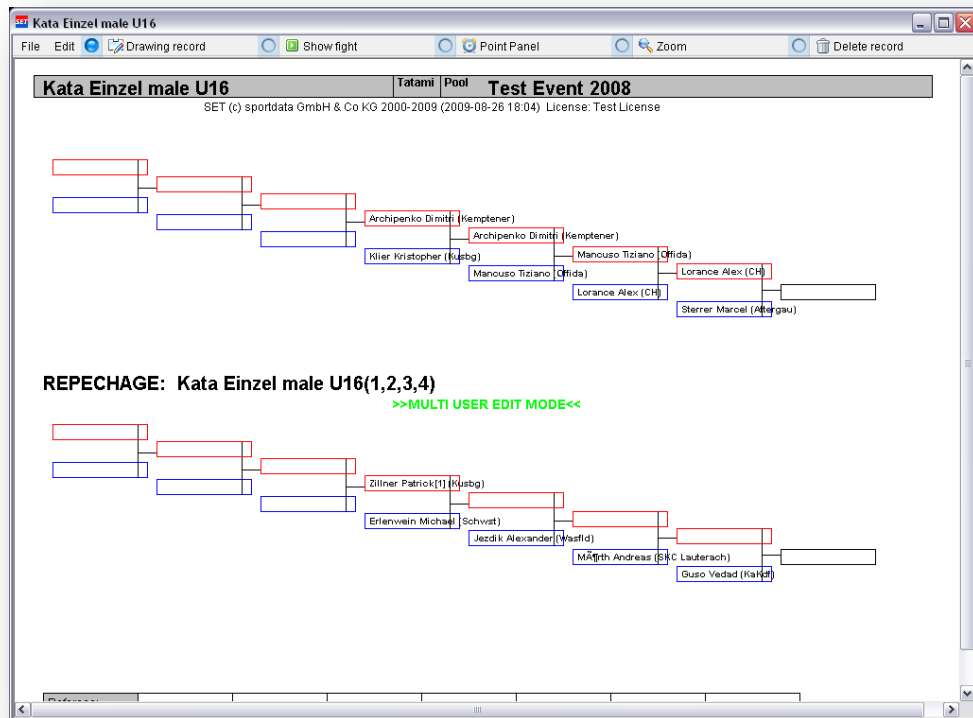
Repechage tables are necessary for computing third places and others (see Picture 62: Repechage table). Computing repechage tables for a category is just possible once the finalists are known. To use this function select the following menu item:

MAIN WINDOW: BOX “MAIN FUNCTIONS” -> BUTTON “COMPUTE REPECHAGE”

After selecting this item you have to choose a category you want to compute repechage tables for. If a category is select, all available pools are listed below. Select the pools you want to compute repechage table for and push the “**OK**” button. Thereafter the system validates if generating is allowed. In general generating repechage tables is just allowed if the following conditions are complied:

- *At least one pool must be selected*
- *Finalists must be know*
- *Selected pools must be contiguous (selecting pool 1 and pool 3 is not allwed)*
- *If the number of selected pools is greater than one, the number of selected pools must be to the power of two (e. g. 2, 4, 8, 16 and so on)*

If all conditions are complied select the number of repechages you want to generate and push the corresponding button. One repechage is usually needed if you do not select all available pools and the other repechage is going to be generated separately. Two repechages are needed if you want to generate repechage tables for all pools at the same time.



Picture 62: Repechage table

10.6 Features on repechage tables

Except of the feature Display repechage on draw record table repechage tables have the same features as described in chapter Features on draw record tables .

10.7 Single / Multi user edit mode

Each draw record, repechage or pool winner table has *two user modes*. The actual mode is labeled on the table (see Picture 63: Table in mulit user edit mdoe). If a table has not been saved any way, it is in “*Single user edit mode*”. This means only the user just generated the table is able to work on this table. The first time a table is saved (no matter if manually or automatic save) it is in “*Multi user edit mode*”. This means any user open this table is able to work on it, no matter how many users still working on it.

West Hannah (BSKC)	
	West Hannah (BSKC)
Grabher Sabrina (KC Lustenau)	
Nägele Michelle (KC Lustenau)	
	Nägele Michelle (KC Lustenau)
Länge Sonja (KC Götzis)	

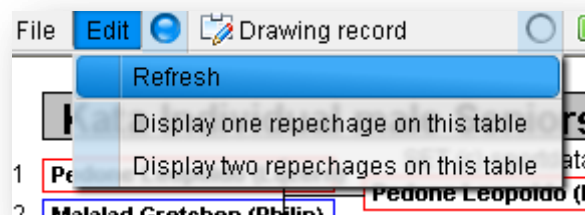
>>MULTI USER EDIT MODE<<

Picture 63: Table in multi user edit mode

ATTENTION: If *multiple users* are working on the *same table*, they should *not work on the same records / entries*. If they are working on different records (e. g. one user is working on the upper part of the table and the other user on the lower part) they will not get in the way of others. If users are working on the same records, the *last action will be saved*.

If there is only one table (pool) you can *avoid* this situation by *splitting the draw* into two tables (pools) (see Split categories).

If multiple users are working on the same draw record, repechage and pool winner tables at the same time you can *update* the table anytime to *view all records* by selecting the menu item **MENU: FILE -> EDIT -> REFRESH** from the table menu (see Picture 64: Refreshing).



Picture 64: Refreshing draw record, repechage and pool winner tables

10.8 Save draw record, repechage and pool winner tables

A draw record, repechage or pool winner table can be manually saved directly from table menu. Therefore select the menu item **MENU: FILE -> SAVE** from table.

By default every table has the option **MENU: FILE -> AUTO SAVE** enabled. This means every write and delete action is saved automatically. You do not need to save the table manually.

10.8.1 Save table as image

Tables can be saved as images in the formats *GIF*, *BMP* and *PNG*. Therefore select the menu item **MENU: FILE -> SAVE AS XXX** from table and select the location where you want to save the image.

10.9 Load draw record, repechage and pool winner tables

Saved draw record, repechage and pool winner tables can be loaded with the “*Load*” function.

MENU: FILE -> LOAD

MAIN WINDOW: TAPPED PANE “EDIT” -> BOX “LOAD

Open the “Delete” window for the specific table. After this select a category and open the saved table for this category by *double click* or by pressing the button „*OK*“.

10.10 Delete draw record, repechage and pool winner tables

Saved draw record, repechage and pool winner tables can be deleted with the “*Delete*” function.

MENU: EDIT -> DELETE

MAIN WINDOW: TAPPED PANE “EDIT” -> BOX “DELETE”

Open the “Delete” window for the specific table. Select a category (multiple selection with CTRL + left mouse button) and delete it by *double click* or by pressing the button „*OK*“.

10.11 Print draw record, repechage and pool winner tables

The following section describes the different ways to print draw record, repechage and pool winner tables.

10.11.1 Print directly from table

Draw record, repechage and pool winner tables can be printed to installed *printers* or as *PDF* files directly from draw tables by selecting the menu item **MENU: FILE -> PRINT**.

10.11.2 Print multiple tables at the same time

To print more than on table at the same time select a menu item from the print tapped pane (see Picture 43: Print draws menu items).

MENU: FILE -> PRINT

MAIN WINDOW: TAPPED PANE “PRINT”

In the specific box or menu list for printing draw record, repechage and pool winner tables the following print features are available:

All: print all saved tables directly to an installed printer

All individual: print all saved individual tables directly to an installed printer

All team: print all saved team tables directly to an installed printer

By selection: select the tables you want to print at the same time to an installed printer

All PDF: print all saved tables as PDF files

All individual PDF: print all saved individual tables as PDF files

All team PDF: print all saved team tables as PDF files

By selection PDF: select the tables you want to print at the same time as PDF files

On printing draws as PDF files there the option available “**Save as only one PDF file**”. This option prints all selected draws in just one PDF file, instead of printing one PDF file for each category

11 Manage Results

11.1 Automatically computed results

11.2 Add results manually

11.3 List of results

11.4 List of results for clubs

11.5 List of medals from clubs

11.6 List of medals from nations

12 Manage basic data

12.1 Manage clubs

12.1.1 Add new club

12.1.2 Modify clubs

12.1.3 Delete clubs

12.2 Manage competitors

12.2.1 Add new competitor

12.2.2 Modify competitor

12.2.3 Delete competitor

12.3 Manage nations

12.3.1 Add new nation

12.3.2 Modify nations

12.3.3 Delete nations

13 Overview, reports and statistics

13.1 Competitors in categories

13.2 Entries sorted by clubs, categories and competitors

13.3 Entries sorted by clubs, competitors and categories

14 Accreditation

15 Entree Control

16 Monitoring

17 Others

18 Settings

19 Notes

20 Appendix A: Point Panel

21 Anhang B: Installation of a Mysql database server under Microsoft Windows

Extract the file [mysql-XXX.zip](#) and execute the [setup.exe](#) file.



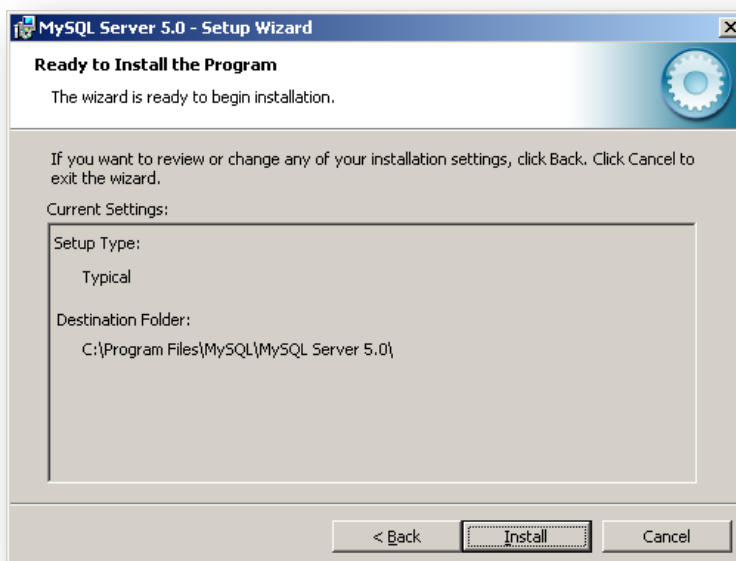
Picture 65: Database installation step 1

Select a setup type and continue the installation process.



Picture 66: Database installation step 2

Click the **Install** button to continue the installation process.



Picture 67: Database installation step 3

After installation enable the option to continue with configuration the Mysql Server.



Picture 68: Database installation step 4

Select the option *Detailed Configuration*.



Picture 69: Database installation step 5

Select the option *Developer Machine*.



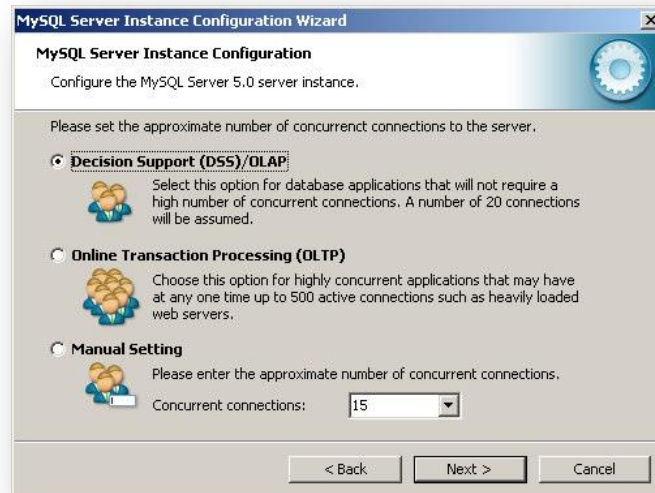
Picture 70: Database installation step 6

Select the option *Non-Transactional Database Onl.*



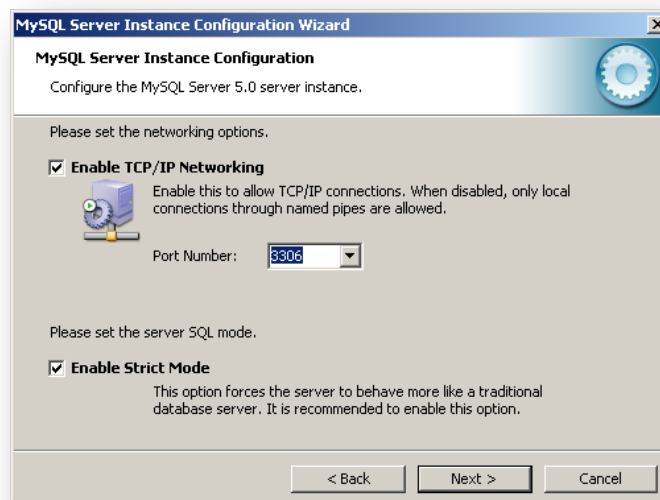
Picture 71: Database installation step 7

Select the option *Decision Support.*



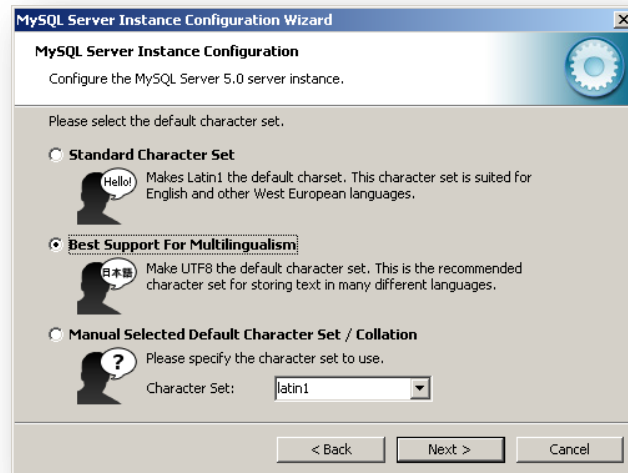
Picture 72: Database installation step 8

Active the options *Enable TCP/IP Networking* and *Enable Strict Mode*. Select the port number *3306*.



Picture 73: Database installation step 9

Select the option *Best Support For Multilingualism*.



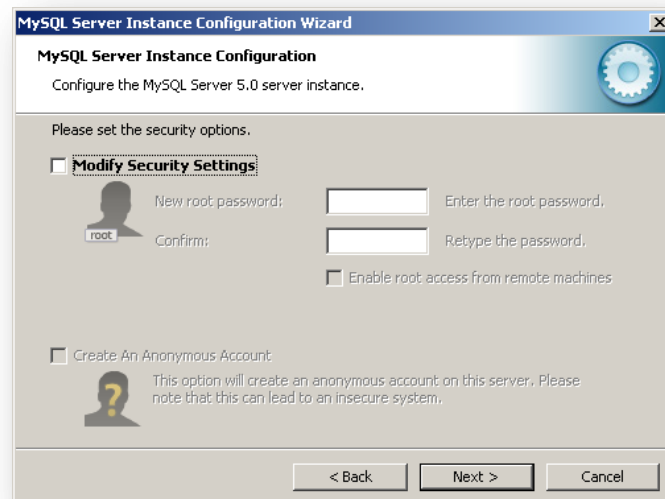
Picture 74: Database installation step 10

Enable the option *Install As Windows Service* with service name *Mysq15*. Select the options *Launch the Mysql Server automatically* and *Include Bin Directory in Windows Path*.



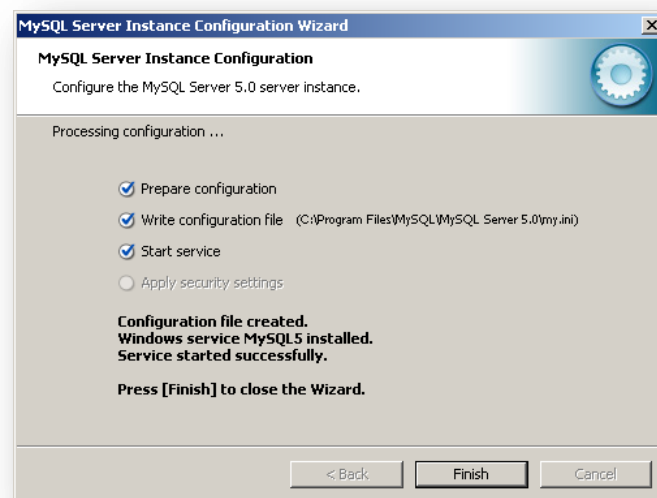
Picture 75: Database installation step 11

If you do not want to set a password for the *root account*, unselect the option *Modify Security Settings*. Otherwise enter a password for the *root* user. The root account is used to establish a connection from SET to the database server in window „*Database connection settings*“ (*DB-Username* and *DB-Password*).



Picture 76: Database installation step 12

The Mysql database server should now start successfully.



Picture 77: Database installation step 13

22 Links

SPORTDATA: <http://www.sportdata.org>

SET-DOWNLOADS: http://www.sportdata.org/set/download_main.php?active_menu=Downloads

JAVA: <http://www.java.com/de/>

MYSQL: <http://www.mysql.de>