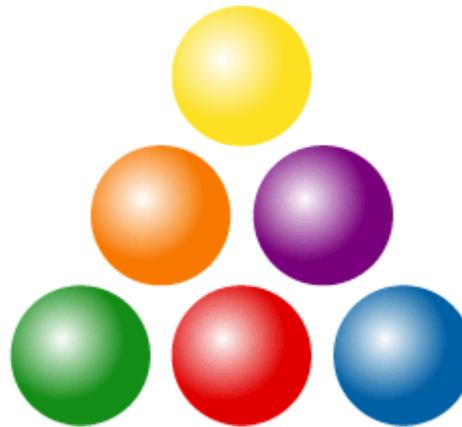


ScoreKeeper™ Remote

Users Guide

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1. Introduction

ScoreKeeper Remote is a companion program to and part of the Gymnastics ScoreKeeper. It is used for remote score entry at individual events. It may also be used to control an electronic flasher display, ScoreKeeper Flasher.

Installation

The computer running ScoreKeeper Viewer must be connected to the main ScoreKeeper computer via a network and must be able to "see" the data files on the main computer. This can be a wired or wireless network and, because ScoreKeeper Viewer keeps the amount of network access to a minimum, network performance is not as critical as it might otherwise be.

Should you need to correct the stored data location, it is stored in a registry entry at:

```
HKEY_LOCAL_MACHINE\SOFTWARE\Beaver Creek Software\ScoreKeeper\Data Path
```

WARNING! Making changes to the registry can be dangerous and could result in your computer not being able to run or running improperly. In plain English this means, if you don't know what you are doing, find someone who does.

You can use either a mapped drive letter or a server name to specify the data path and a mapped drive can reference the root, the data folder itself, or any intermediate path. To map a drive letter, first make ScoreKeeper's Data folder sharable on the main computer from Windows Explorer. Then, on the computer running ScoreKeeper Viewer, map a drive letter from Windows Explorer. Since the specific steps to share a folder and map a drive letter are different for each version of Windows, see the online help for Windows Explorer.

All of the examples below are valid, though the first two assume a drive mapped to drive letter Z:

```
Z:\Program Files\ScoreKeeper\Data  
Z:\  
\\GYMSERVER\Drive Name\ScoreKeeper\Data  
\\GYMSERVER\Drive Name\Program Files\ScoreKeeper\Data
```

Running ScoreKeeper Remote

Look for the ScoreKeeper Remote icon (the sunburst shown above) on your desktop. Double clicking this icon will run ScoreKeeper Remote.

ScoreKeeper Remote is a simple program to use. There are only two top level menus, **File** and **Scoreboard**. The File menu lets you open the meet, select the event, enter the scores, and exit the program. The Scoreboard menu takes you to a scoreboard setup screen and allows you to change a scoreboard's internal address.

The tool bar has two icon buttons. The  button goes directly to score entry while the  button closes the program.

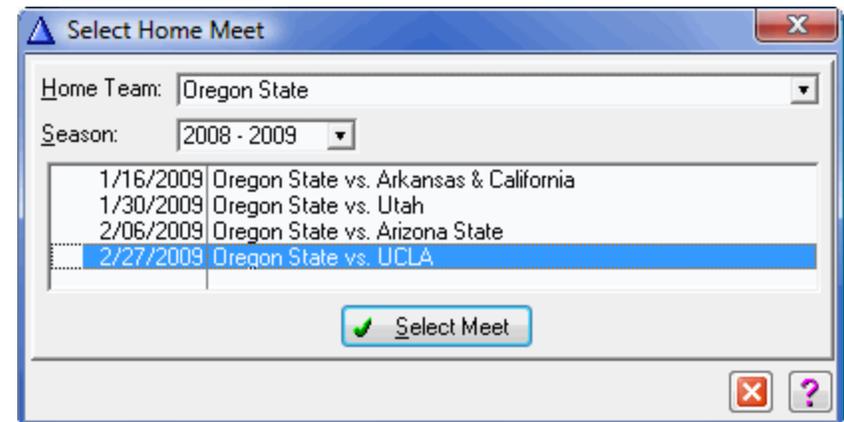
When you run ScoreKeeper Remote, you must first open a meet then select an event before you can enter scores.

Open Meet

File » Open Meet

You must open a meet before entering scores. You can do it directly from the menu or you can go to score entry and ScoreKeeper will ask you to select the meet. In either case, the following screen is used to select the meet for which you want to enter scores. Only home meets are listed.

If you have multiple home teams (men's and women's, for example), you can select the home team hosting the meet. Next select the season. Most of the time these will be set correctly by default.

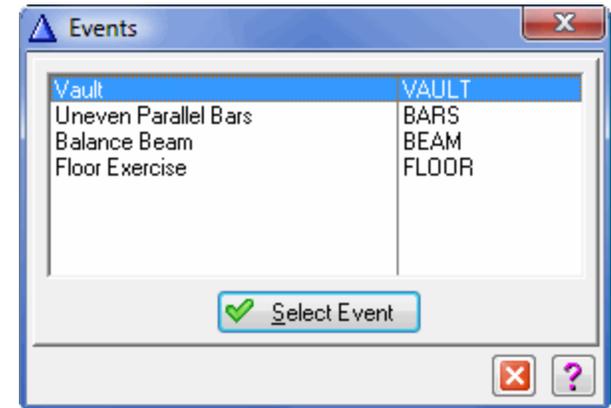


Select an Event

File » Select Event

Once you have opened a meet, you must select the event for which you will be entering scores. The following sample screen shows the events for a women's home team.

If you select a men's home team, the events will be different. As in selecting a meet, you can select the event from the menu or go directly to score entry and ScoreKeeper will ask you to select the event immediately after selecting a meet.



Enter Scores

10.0

File » Enter Scores

This menu option is identical to the corresponding button on the tool bar and opens the score entry screen. Entering scores is discussed in detail in the [Entering Scores](#) chapter on page 6.

Chat

File » Chat

The chat function is described in the chapter labeled [ScoreKeeper Chat](#) on page 15.

Set Screen Font

File » Set Screen Font

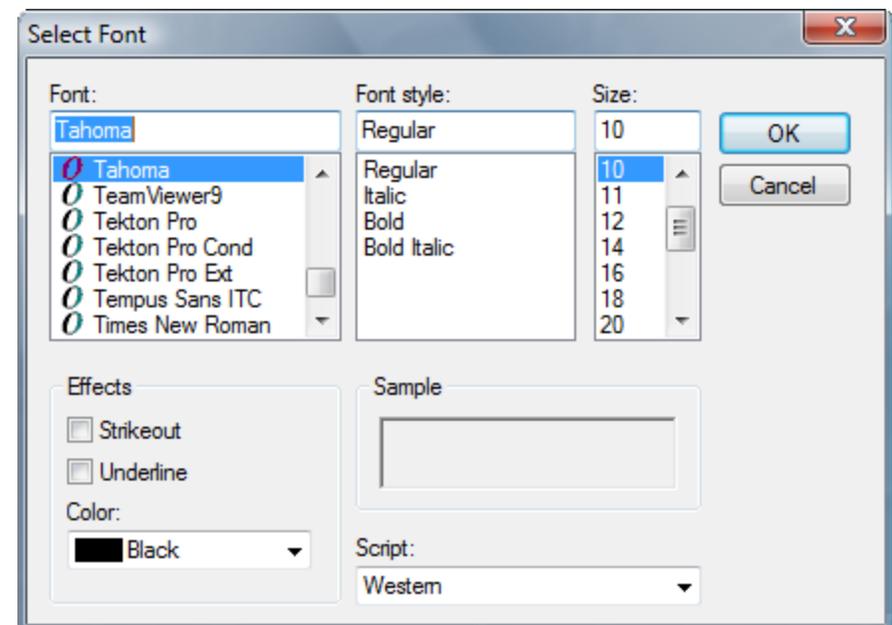
Sometimes the ScoreKeeper screens are too small to read easily on larger monitors so you can select a larger font size. The default font and size is Tahoma, 10 pt. Regular.

While you choose any font or size, we recommend that you stay with Tahoma because our screens are laid out based on that font so they will look best using that font.

Clear Screen Font

File » Clear Screen Font

If you completely mess up you font selection and want to go back to the default 10 pt Tahoma Regular (i.e. neither bold nor italic) font, click this menu option and everything will go back to normal.



2. Entering Scores

You can begin score entry either from the menu or from the **10.0** button on the toolbar. If you have not yet opened a meet and selected an event, ScoreKeeper will present those selection screens before opening the score entry window. This saves a couple of mouse clicks.

There is a lot of information on the score entry screen though much of it may not be shown depending on a variety of settings.

Order	Number	Competitor	Score
✓ 1	109	Stephanie McGregor	9.700
✓ 2	100	Brooke Barclay	9.775
✓ 3	115	Whitney Watson	9.700
✓ 4	104	Becky Colvin	9.800
✓ 5	107	Jami Lanz	9.825
✓ 6	111	Mandi Rodriguez	9.925
✓ 7	112	Johnnie Rae Schmelzer	9.500

Score	10.00	9.50	9.00	8.50
Judge 1 Score:	9.95	9.45	8.95	8.45
Judge 2 Score:	9.90	9.40	8.90	8.40
	9.85	9.35	8.85	8.35
	9.80	9.30	8.80	8.30
	9.75	9.25	8.75	8.25
	9.70	9.20	8.70	8.20
	9.65	9.15	8.65	8.15
	9.60	9.10	8.60	8.10
	9.55	9.05	8.55	8.05

Neutral Deductions	Gymnast	Team Event	Non-Event
Gymnast:	0.00	0.00	0.10
Team Event:	0.00	0.20	0.30
Non-Event:	0.00	0.40	0.50

9.500

Selecting a Team

In the top left of the screen is a drop-down list where you select the team for which you are entering scores. All teams for the meet are listed, even for multi-session meets. Teams are listed in rotation order for the selected event.

The line below the team selector shows either "Team Competitor" or the name of an individual competitor's actual team. In the example above, the seventh gymnast (Kelly Phelan) is selected and she is an individual competitor from Stanford University rotating with Nebraska.

Selecting a Gymnast

The list just below the team shows the lineup for that team on the selected event (shown in red in the upper right). Gymnasts are listed in lineup order and colors are used to differentiate different performance types: competitor, all-arounder, individual, or exhibition. In the example screen above, the first six gymnasts are team members and the seventh is an individual. The last gymnast is selected. The team on which the highlighted gymnast is a member team is shown in bold above the gymnast list. The team name will change when an individual competitor is selected.

When the screen is first opened or when the team is changed, the highlight will jump to the first gymnast who has not yet been scored. If all gymnasts have been scored, no gymnast will be initially highlighted.

When a gymnast is selected, the cursor jumps to the first judge score field. If you have enabled entering judge start values in the meet setup, the cursor goes first to the start value as in the example screen above. In this meet (this is real data from the 2004 national championships), start values were not entered; this was turned on so that the screen image would show the start value fields. When not enabled, you will not even see the start value fields.

Changing Lineups

NOTE: The program preferences on the main ScoreKeeper computer determine whether lineup changes are allowed from ScoreKeeper Remote so lineup changes may not be available to you.

Changing a team's lineup is a fairly simple process. With the current lineup shown, press the  button, the change lineup button. After confirming that you do want to change the lineup, this fills the lineup display with all gymnasts competing with the selected team and enables the three buttons immediately below the change lineup button. The big green up and down arrow buttons move the highlighted gymnast up or down in the lineup.

The green delta button () changes the competition status (competitor, exhibition, all-arounder, individual, or not competing) but ScoreKeeper handles this automatically when you move gymnasts around. If ScoreKeeper guesses wrong, you can change the status with this button.

When you are finished with the lineup changes, press the lineup change button again to save or discard your changes.

Refreshing the Lineup

Since the current team lineup can be changed by another computer, the lineup and/or the displayed scores can be different from what is currently shown on your screen. Click the Refresh Team Lineup button to refresh your display.

Performance Number

When entering scores for two vaults, this selection indicates which of the two vault scores you are entering. If there is only one vault score or if on a different event, this will be disabled.

Entering Scores

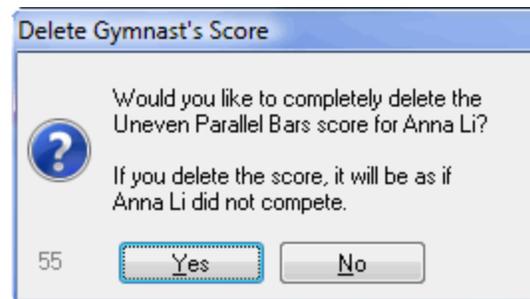
Notice that in the example screen above the first start value score is selected and that the field has a red background. This is a strong visual indicator of which score you are entering. You can type a score if you wish or use the small scroll buttons to increment or decrement the selected score. However, the easy way is to click on the score in the block of scores in the center of the screen. When you do this, the score will be entered and the next score field will be selected. This lets you enter scores very quickly and accurately.

If the score you wish to enter is not shown, use the tall up and down arrow buttons immediately to the right of the block score selectors to increase or decrease the scores by 1.0 points. You cannot go higher than 10.0.

Deleting Scores

If you need to completely delete a gymnast's score on an event, select the gymnast so that their judge score are displayed click the Delete Gymnast's Score button on the right side of the window. The program will ask if this is really what you want to do.

Note that you can only delete the last score on the list so if you need to delete multiple scores, start at the end of the gymnast list and work up.



Neutral Deductions

NOTE: The program preferences on the main ScoreKeeper computer determine whether team neutral deductions can be entered via ScoreKeeper Remote so the Team Event and Non-Event neutral deductions may not be available to you.

When the last judge score has been entered, the next field selected is the first of three Neutral Deduction fields. These three fields have their own deduction buttons or you can enter a deduction by typing it. The first is the neutral deduction for the gymnast. The second is a team neutral

deduction for this event. When entered, it will reduce the team score on this event. The last is a general team neutral deduction that is not event-related and its effect is to reduce the final team total score.

As you enter scores and neutral deduction, ScoreKeeper will calculate and display the final score in the box in the lower right corner of the screen. When there are two vaults, the current vault and final vault scores will both be displayed.

Judges

A "Names" check box above the judges lets you view the judges' names. When entering start values, only the last names will be shown, otherwise, the first and last names are shown. When unchecked, it will show the judge number instead of their name.

Vault Number

If you vault numbers are enabled, you can enter the number corresponding to the vault performed or click with the **right mouse button** (or press the **F2** key) to select the vault from a list. In the example screen, the name of the vault is shown to the right of the selected vault number.

Scoreboard

If you are using a ScoreKeeper Flasher scoreboard, the upper right portion of the screen is related to sending data to the scoreboard. The "Send scores to scoreboard" check box enables or disables sending scores as they are saved. The large Clear Scoreboard button lets you clear the scores from the scoreboard and show the name of the next gymnast on the event or, if the last gymnast has been scored, the event name alone.

3. ScoreKeeper Flasher Scoreboards

Video Flashers

Beaver Creek Software offers tripod based units with three video screens that are set up at each event and connected to ScoreKeeper Remote. These units can display a variety of screens from the name of the currently competing gymnast to the individual judge scores, the final score, and even a graphic image (think advertising). Setup for these screens is in the main ScoreKeeper program but ScoreKeeper Remote is where you display them and control what is displayed.

IMPORTANT: The computer running ScoreKeeper Remote must have an HDMI port to connect to the Video Flasher unit. It must also be capable of displaying information on two monitors with the second monitor being the flasher unit connected to the HDMI port. Finally, before you can send screens to the flasher, you have to enable the second monitor on the computer. This is done through the Display settings in the Windows Control Panel.

We cannot give specific instructions for setting up a dual display because the process is somewhat different for each version of Windows. However, it is usually easy to do. Just be sure that you select the option to extend the display, not duplicate or mirror the display. When the display is extended, it's as if the second monitor was an extension to the first and connected to the right of the regular display.

Displaying the Flasher

File » Display Video Flasher

If you have defined only one display chain, it will be selected automatically. If there are more than one, you will be asked to select the one you wish to use. Then a popup menu asks you to select which monitor in a dual monitor setup to use to display the flasher results.

Controlling the Flasher

File » Open Flasher Controller

This opens a floating screen with buttons for the different display options that are available to you. Not all buttons will be active at all times and they change depending on whether a final score has been calculated.

Digital Flashers

ScoreKeeper Digital Flasher display scoreboards are single line displays for showing the scores entered at each event. They can replace all manual score flashers or can work with the manual flashers and display only the final score on the event. Digital Flasher boards can be connected to a single computer or to a computer at each head judge's table running ScoreKeeper Remote.

Connecting Digital Flasher Scoreboards

The scoreboard connects to a computer via a 9-pin serial port (RS-232) using a normal, straight-through cable (not a null-modem cable). The back of the board has two 9-pin connectors: one male and one female. Connect the cable from the computer to the female connector on the scoreboard. The male connector on the scoreboard can be used to run a cable to another scoreboard in "daisy-chain" fashion. Based on the addresses programmed in to the scoreboards, chained scoreboards can display different information or the same information.

Scoreboard Definitions

Scoreboard definitions are covered in detail in the ScoreKeeper manual. This section will discuss only those features that apply to ScoreKeeper Flasher scoreboards.

Most of the options for scoreboard definitions do not apply to ScoreKeeper Flasher scoreboards. However a few will determine what information is displayed.

General Tab

Include scores from the first meet and totals for both meets.

This option only affects the second meet of a two-meet series. For ScoreKeeper Flasher scoreboards checking this option will cause the total score for two meets to be displayed after showing the final score for the current meet. It will not cause the scoreboard to display the score from the first meet.

Data Settings Tab

Name Format

All of the name formats are supported but may display differently. When the name is eight characters or fewer in length, the name will display immediately. When longer than eight characters, the name will scroll by twice before the judge scores are displayed. The recommended setting is to display the last name only.

Name Size

Since names longer than eight characters will scroll rather than displaying immediately, you can force all names to be shown immediately by limiting the size to 8 characters. If an occasional scrolling name does not bother you, leave this at its maximum size. If you select a name format of last name only, it will never be longer than 20 characters.

Score Display Decimals

Individual judge scores are always shown with two decimal places. Final average scores can have as many as five decimal places. The recommended setting is three decimal places.

Event Size

After cycling between a gymnast's name and scores, the display can be reset to the name of the event. The event's short name is used for the display and while the short name can up to ten characters, the display will only show eight without scrolling so an event size of eight is recommended.

Show individual judges' scores in addition to a final score

When checked, the scoreboard will first show the gymnast's name, followed by each judge's score, followed by the final average score. It will then cycle back to the gymnast's name. When not checked, the display cycles only between the gymnast's name and final average score; individual judge's scores are not shown.

Scoreboard Setup

Scoreboard » Scoreboard Setup

This simple screen lets you enable a ScoreKeeper Flasher scoreboard and select the scoreboard definition that determines the content and appearance of the display.

Send scores to a ScoreKeeper Flasher scoreboard

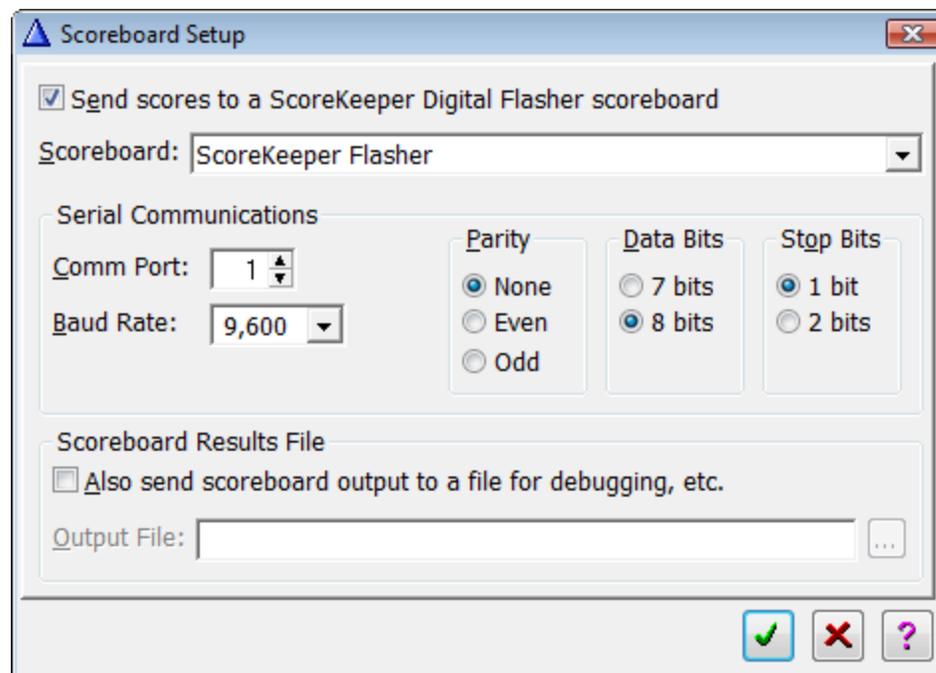
This check box tells ScoreKeeper to send scores as they are entered to the selected digital flasher board. If you enable this but do not have a flasher board connected, it could cause errors when you enter a score.

Scoreboard

Select the scoreboard definition to use for the digital flasher board. These definitions are set up in the main ScoreKeeper program.

Comm Port

Serial communications ports are numbered from 1 to 4 although special hardware can add higher numbered ports. Usually you will



select port 1 unless that port has already been assigned to a modem in which case you would probably choose port 2. ScoreKeeper does not make a port available to the computer; it must already be available for ScoreKeeper to use. To see what ports your computer has, look at the device manager in the System Information program in your Windows Control Panel.

Baud Rate

This tells ScoreKeeper the speed in which it should send scoreboard data. This setting must match the speed setting at the other end of the communications link, namely the scoreboard computer.

Parity

This is a very simple error detection protocol and must match the parity setting of your scoreboard's computer. The most common value is None.

Data Bits

This setting how many bits of each data package are used for actual data. Again, this must match the setting on your scoreboard's computer. The most common value is 8.

Stop Bits

Nobody really cares what stop bits means. It is just another arcane serial communication setting that must match on your scoreboard's computer. The usual value is 1.

Also send scoreboard results to a file for debugging, etc.

Check this box if you want the scoreboard results sent to a file in addition to or instead of sending the data via serial communications. When using serial communications, sending the results to a file can be useful if you are having problems with the data layout and want to view the actual contents of the communicated data. The file created will be a simple text file.

Output File

If sending scoreboard results to a file, enter a path and file name here or press the ellipsis button to select a file.

Changing the Scoreboard Address

Scoreboard » Change Board Address

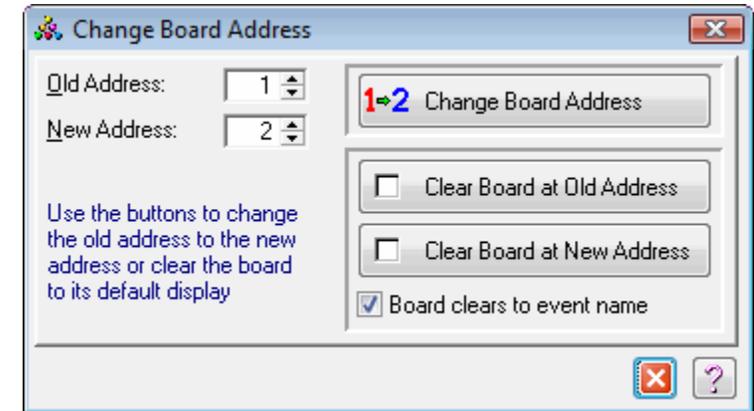
Each ScoreKeeper Flasher scoreboard is programmed to recognize data sent to a particular numeric address. In both ScoreKeeper and ScoreKeeper Remote, you can reprogram a board's address from the Scoreboard menu by selecting Change Board Address.

To reprogram an address in the scoreboard, you must first know its current address. When you receive the scoreboard first turn it on, the scoreboard is in a demo mode showing its communication speed, address, and all of its display capabilities.

You may not know the address programmed into a board and it may not show it because it is displaying the last data sent to it. Fortunately, any board will respond to a command sent to address 0 (zero) regardless of the board's programmed address. Thus you can enter zero for the old address and the desired address in the new address field. Clicking the Change Board Address button will program the new address into all connected boards.

You can clear the display and return the board to its initial demo mode using one of the Clear buttons. As in changing the board address, by using address zero, all connected boards will be cleared. If you press one of the shifting keys (**Shift**, **Ctrl**, or **Alt**) while clicking one of the Clear buttons, the board will be cleared to the event name if one has been selected. If no event has yet been selected the board will show the word, "Event."

ScoreKeeper stores scoreboard addresses in the Event record. The default values are shown on the right but can be changed in the main ScoreKeeper program but this only changes the address to which ScoreKeeper sends the data and may or may not match the address stored in the display hardware. If the address ScoreKeeper sends to does not match the address programmed into the board, the display will not be updated.



Women's Event	Address	Men's Event	Address
Vault	1	Floor Exercise	1
Uneven Parallel Bars	2	Pommel Horse	2
Balance Beam	3	Rings	3
Floor Exercise	4	Vault	4
		Parallel Bars	5
		Horizontal Bar	6

4. ScoreKeeper Chat

File » Chat

When using ScoreKeeper with ScoreKeeper Remote, there is often a need to communicate between the user of the main computer and the person running the remote program at an event. The most common way to get someone's attention across the room at a meet, standing up and waving ones arms wildly, is not particularly effective. Headsets are good and work fine most of the time. However, they can be expensive and challenging to set up each time. ScoreKeeper offers a different solution, computer-to-computer chat.

To open a chat window, either click the chat icon on the toolbar or select Chat from the File menu.

NOTE: You must have selected an event before you can open a chat window.

This is the chat window you will see from the ScoreKeeper Remote program. Users running the ScoreKeeper main program will see a similar screen but with more options. You can resize the window by clicking and dragging any border or corner.

The upper area initially shows some brief instructions. These go away as soon as a conversation begins. To start chatting, type something in the lower section and either press the **Enter** or **Return** key or click the Send button. If you want to see when messages were sent, leave the **Show message times** check box checked. To clear the chat conversation, click the Clear button.

If your chat window is not open, any incoming message will open it. Similarly, if a ScoreKeeper Remote user's chat window is closed, any message received will cause it to open.

