

LOG-IN MODE – ASSIGNED SHOOTERS AND SCOREKEEPERS

Matches can be run in “Simple Mode” where shooters and scorekeepers are not assigned, or “Log-In Mode” where both are required to be in the database, logged into the system, and assigned to a target as either shooter or scorekeeper.

The procedure below involves running a match or event in “Log-In Mode”, where you need to formally track the shooters or scorekeepers involvement with each string.

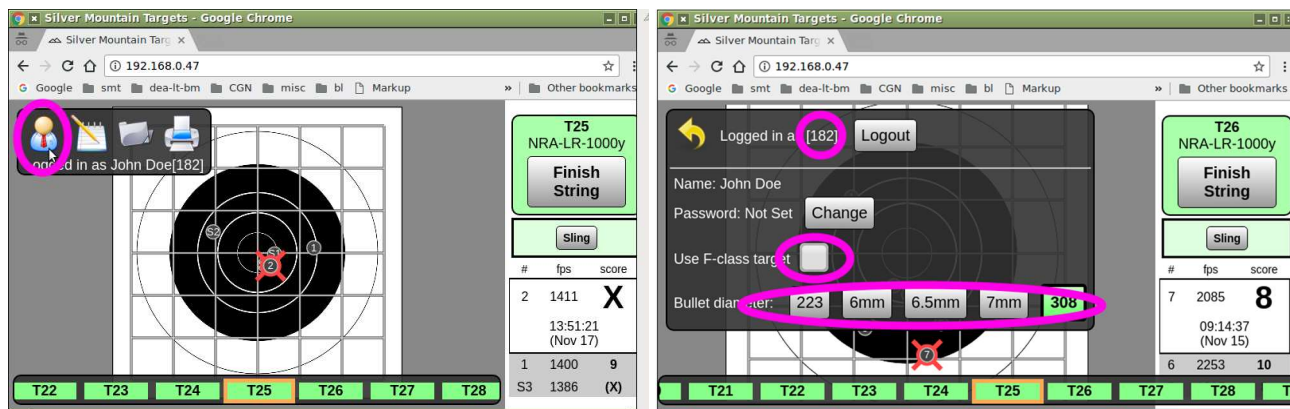
1.0 Overview

- A database of users must be created and maintained. RO users are not able to do this, only the ADMIN user may add/delete/edit users
- An “electronic scorecard” is created for each string
- A shooter must login, for his shots to be counted
- A scorekeeper must login in order to “manage” the string. This includes converting or un-converting sighters, striking out a shot, and saving a string
- If dual-mode TargetFaces are in use, the correct TargetFace (Sling or F-Class) is automatically selected, based on the shooter’s user attributes.

2.0 Users – Creating and Managing

Users may be created, in order to identify shooters and scorekeepers. This allows identifiable users to be assigned to shot strings, allowing for identification of who fired or scored a shot string, and restriction of shot management functions (converting sighters, striking shots, saving strings, etc.). Users can only be added, deleted, or edited by the Admin.

A “User” has the following information:



- “userid” Case sensitive, used to log in to the server
 - A short userid is best because each user will have to type this in to identify themselves. Long national shooter IDs or NRA numbers are not recommended, as they need to be frequently entered in the field on touchscreens. A two or three-digit competitor ID or competitor initials work well.
- “Real Name” Optional full name of the user
- “Password” Optional
- “Use F-Class Target” For dual-mode TargetFaces, this is a flag to indicate whether the primary scoring rings (iron sights) or alternate scoring rings (F-Class) are used.
- “Bullet diameter” Used to gauge whether or not the edge of the shot hole touches scoring line.

To view, edit or delete users:

- In Admin mode, select the Gear icon, then select the User icon
- Choose an existing user by selecting from the drop-down menu, or click “Select” and enter the userid
- To edit or delete a user, choose “Delete Profile”, “Set Real Name”, or “Range officer” as needed.



To create a new user:

- In Admin mode, select the Gear icon, then select the User icon
- Click “New User”
- Enter a userid for the new user
- Optionally, “Set real name”
- Optionally, set “Range officer” privilege flag



3.0 Software Configuration

In the Range Officer’s MATCH CONTROL (“WHISTLE”)  tab, make these settings indicated by magenta; set orange items as desired:

1 / 32 target ready! Save All Targets

T25 Scorekeeper not assigned!

T26 Scorekeeper not assigned!

T28 Scorekeeper not assigned!

T29 Scorekeeper not assigned!

Event

Sights 1 2 3 Unlimited (...)

Sights convertible

Shots in score 5 7 10 15 20 (...)

Use assigned shooters

Use assigned scorekeepers

Use 7 second shot delay for F-Class

Managing strings: Everyone Assigned Scorekeeper RO Only

Scorecards must be signed

Users can assign themselves to strings

T26 NRA-LR-1000y

Save Incomplete String

Scorekeeper None

Sling

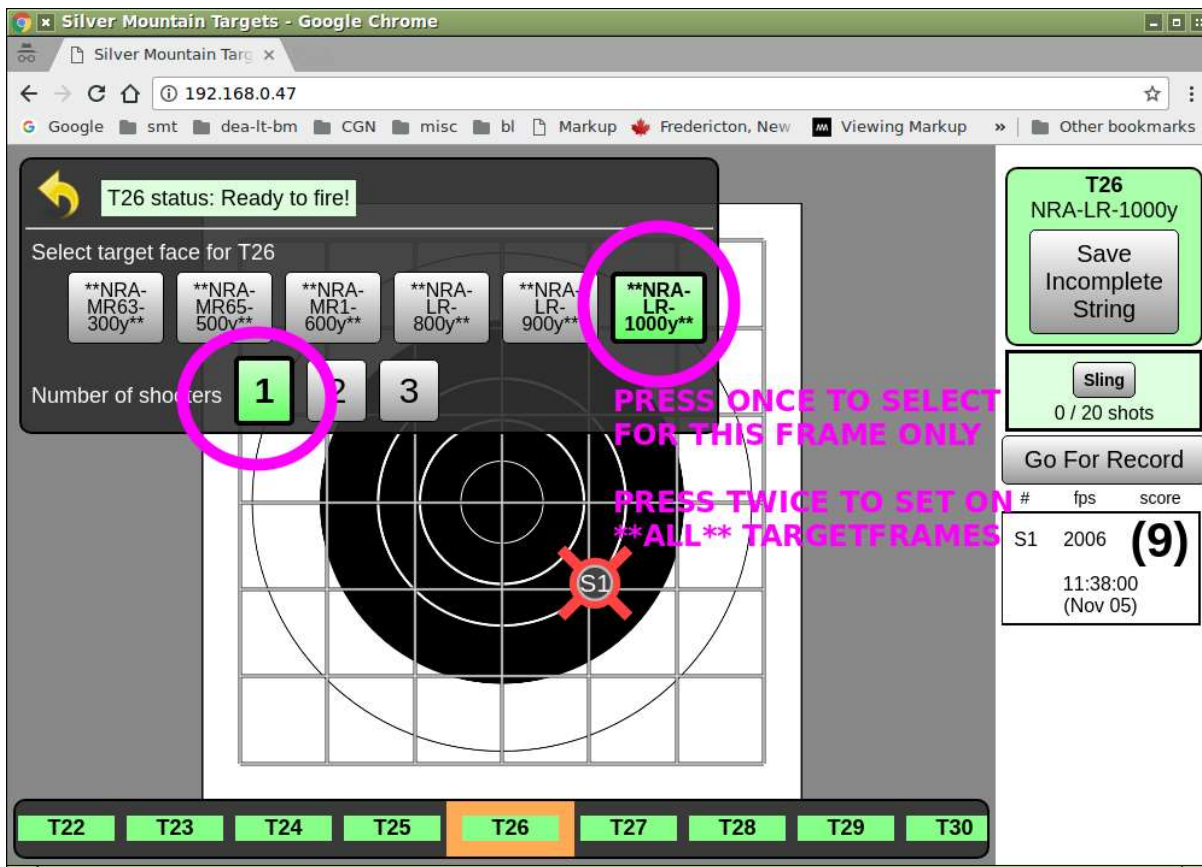
None 0 / 20 shots

Go For Record

fps score

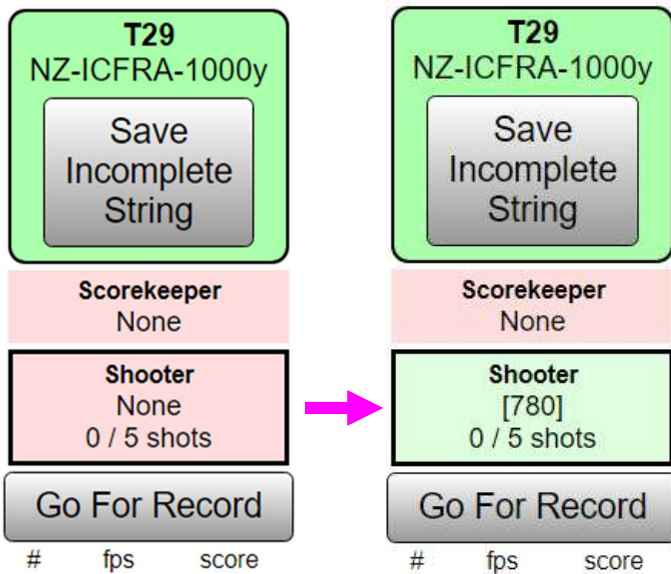
T22 T23 T24 T25 T26 T27 T28 T29 T30


In the Range Officer’s TARGET-CONTROL  tab:



4.0 Live Fire

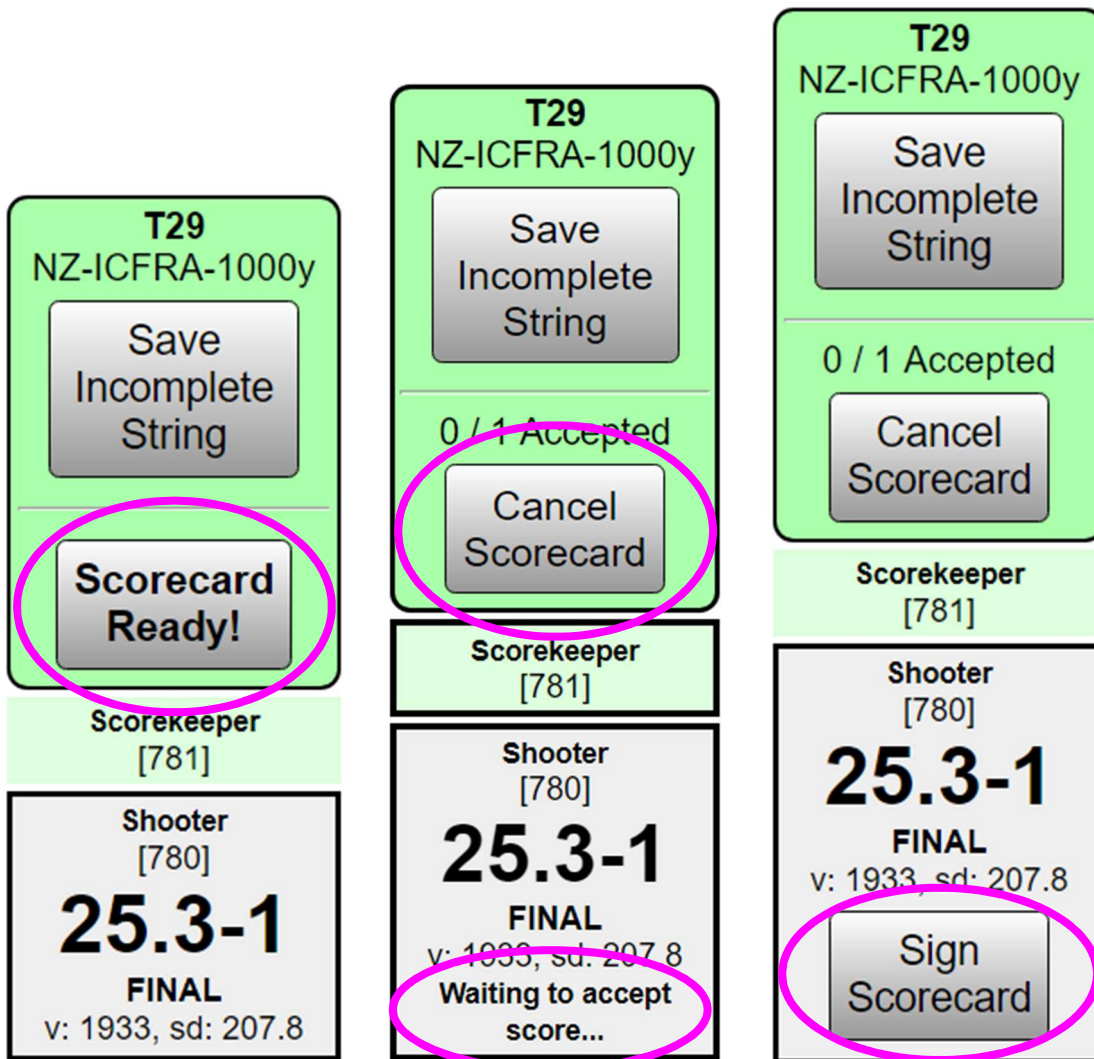
Once all shooters and scorekeepers are in the database, they can log-in to the server. Then they will assign themselves to the respective role (shooter or scorekeeper) on their target by clicking on either Scorekeeper or Shooter box near the top of the ShotsList Column.



Only an Admin or RO can “unassign” someone once assigned, by choosing the Target & Wrench icon  then choosing a new scorekeeper or shooter, or selecting “Set” and hitting enter on a blank selection.


Once a scorekeeper and shooter have assigned themselves to a target, neither may choose another target for viewing. They can only see the expanded view of all targets. This prevents either from accidentally viewing the wrong target during firing.

When firing is complete, the system will display “Scorecard Ready”. At this time, the scorekeeper will verify the scores and select the “Scorecard Ready” button. It will change to “Cancel Scorecard” in case there is an error in accepting it, and a notice “Waiting to accept score...” will be displayed until the shooter accepts. Once the scorekeeper has accepted the scorecard, the shooter will be presented with a button “Sign Scorecard”. By selecting that button, he is officially accepting the score. The string can now be saved and cleared from the screen.



Once the string is saved, the assignments of scorekeeper and shooter are also cleared. This allows a new shooter and/or scorekeeper to assign themselves to that target for the next string of fire.

5.0 Exporting Scores

When all firing is complete, and all scores are accepted and saved, the RO or Admin can select the “gear” icon, then the “Network Disk” icon .

This will allow export of the data to the external program RSTAT for consolidation of a complete match report.