
F3Jscore & F3Jsetup

Quick Manual for version 1.0 beta 8



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1. Introduction

This is a quick tour for the F3J score program build by Sensitive-Software. The current version (v1.0 beta 8) is the version that was used at HollandGlide 2002. Since then no problems have been reported, only wishes..

When you use the software and find things strange, un logical or not so clear, please contact me at the E-mail address below and I will see if your wishes can be granted.

While using the software you have to keep in mind that there is a certain philosophy behind a couple of methods of doing things. Please try to understand this philosophy before complaining about the program.

Winfried de Vries
wvr@mediasys.nl

2. The programs

The F3Jscore program is in fact split in two programs. The first program to use is the *F3Jsetup.exe* program. The second program to use is the *F3Jscore.exe* program. For each program a short description will be given now.

2.1 F3Jsetup.exe

With the *F3Jsetup* program all 'house-keeping' tasks for setting up and maintaining pilots, teams and competitions can be performed. Also the most important task, calculating the flight matrix is a major task for this program. Furthermore the necessary paper work for running a competition can be printed. All kind of overviews like used channels, flight-matrix, who is flying against who, the score fill in forms, etc can be printed from this program.

The whole idea is that all the work that has to be done before a competition starts can be done with *F3Jsetup*. When a competition is started, *F3Jsetup* is no longer needed and all the work will be done with *F3Jscore*.

2.2 F3Jscore.exe

The *F3Jscore* program is used to do all the work that needs to be done will a competition is in progress. Tasks like entering the scores for each round or slot, printing the results of each round or the total score can be performed. Also when a competition is finished and a fly-off is necessary the program can create a new competition from the specified top number of flyers.

3. Installing the software

The software can be installed from floppy or hard drive. Simply follow the instructions on the screen and everything should work.

Minimum hardware specs:

- Windows95/98
- 5 Mb free disk space
- Pentium 166Mhz with 32Mb of memory
- 256 color screen with 800x600 resolution
- Keyboard
- Mouse
- Windows printer

3.1 Installing from Email

When the software is shipped to you via Email, you will have received 3 or 4 zip files. Each zip file contains the files for one 1.44Mb disk. You do **not** have to copy the files to floppy disks if you follow the procedure described below:

1. Create a directory `c:\f3j`
2. In this directory create 4 sub directories called *disk1*, *disk2*, *disk3* and *disk4*
3. Use WinZip to unzip the `disk1.zip` file to `c:\f3j\disk1`.
`disk2.zip` must go to `c:\f3j\disk2`,
`disk3.zip` to `c:\f3j\disk3` and
`disk4.zip` to `c:\f3j\disk4`
4. Go to `c:\f3j\disk1` and run `setup.exe`.

Simply press 'Next' for every question.

3.1.1 Installing from CD

The software can also be installed from CD. Place the CD in your cd-drive and run the setup.exe that can be found on the CD.

3.1.2 Known problems in installation disks

For some reason the installation software is not creating the program group and shortcuts to the start menu. This means that you have to start the program(s) by going to the installation directory (which is default c:\program files\f3jscore). In that directory you should be able to find *f3jscore.exe* and *f3jsetup.exe*.

From there you can create a shortcut to your desktop or create an entry in the start menu.

I realise that this problem is inconvenient, but because the software only have to be installed once, I rather spend my time on programming than fixing somebody else (install Shield) bugs.

3.2 When something goes strange anyway

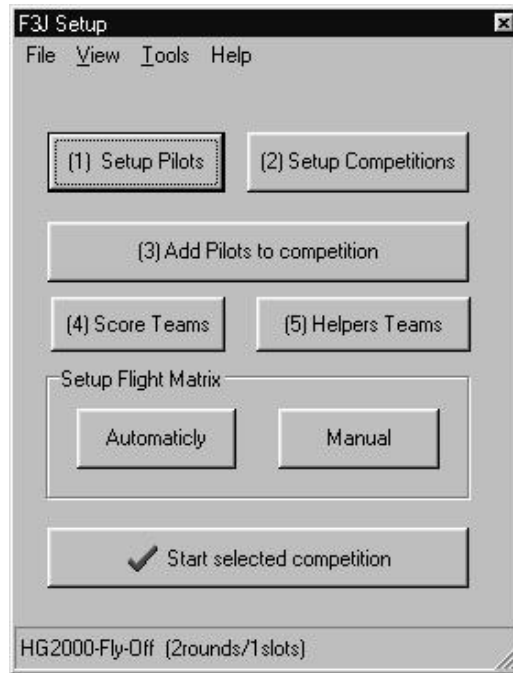
Please do realize that I'm not a full time programmer. I do try to make this program as useful, stable and user friendly as possible. But anyway things can go wrong.

Because the program is database based all changes are written almost directly to disk. This means that whenever the program may crash, the data is not lost. Simply restart the program and continue. If the problem appears again, reset the PC. If the problem still appears, send me an Email with the steps/tasks you where performing, and if possible the text which was shown in the error dialog.

And now it's time to start playing. So start the F3Jsetup program.

4. F3Jsetup

The main screen of the F3Jsetup program looks like this:

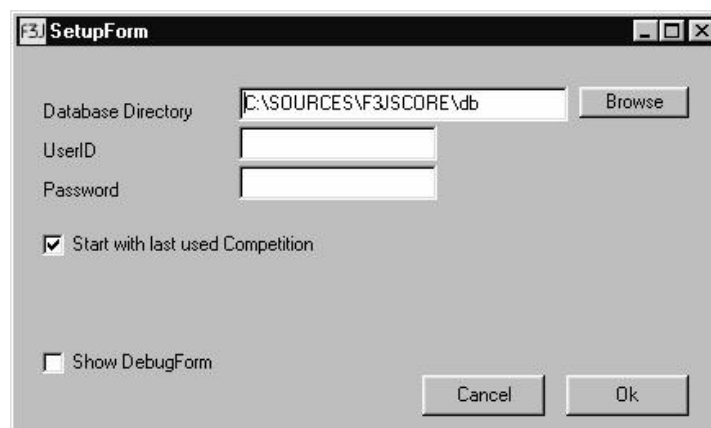


The numbers in the buttons are a logical way of working through the setup of a competition. Each button/function will be explained next. But first one site-step to take care everything is setup correctly.

4.1 File->Setup

One screen we have to start with is the Setup window. There is not much information in here but I like to tell you some about it anyway. The settings in this dialog are saved in c:\windows\f3jscore.ini and will be used for both the programs.

The setup window looks like:



And only some fields are important:

- Database directory: This should contain the path to the database directory containing the F3J databases. Per default this should be:

c:\Program files\f3jscore\db.

Because the databases are simply files, you can make (safety) copies of the databases and store them in a different directory. When you like to use a copy of the databases you can choose to copy the saved files back to the original files, or change the 'Database Directory' setting to point to a different directory.

- UserId: Leave this empty
- Password: Leave this empty
- Start with last used Competition: Leave this checked. If switched off, you have to select a competition by hand every time you start one of the programs.
- Show debug form: Uncheck this one, it will remove the strange screen you will see the first time you start the software.

When all is ok, press the OK button.

The next steps will walk you through the setup of a competition. I would suggest that you follow the steps in the order shown below.

1. Enter the pilot's data (name, frequencies) (**setup pilots**)
2. Create a competition; choose the maximum number of pilots, the number of start positions (balls) and the number of rounds. (**setup competitions**)
3. **Add pilots to competition.** The order in which you add the pilots will decide the start number of the pilot in the current competition.
4. Specify helper teams (a helper is a pilot who is also flying in **this** competition). (**Helper teams**)
5. Specify score teams. Which pilots selected for this competition are forming a team. (**Score teams**)
6. Setup Flight matrix. I would suggest doing this automatically, and use the *manual* button afterwards to change things, or to add pilots whom where not able to be placed automatically.
7. Start selected competition. When a competition is started, changes to the flight matrix, helper or score teams are no longer possible. If you like to make changes anyway, you will have to stop the competition first. This will be explained later.

The above list is the main flow through the *F3Jsetup* program. That's the reason why the buttons are arranged in this order.

In the next chapters the buttons and their screens will be explained.

4.2 (1) Setup Pilots

The whole database structure is build around the principle of one pilot flying multiple competitions. This means that the pilot information only has to be entered once, and that this pilot can be added to one or more competitions. This will save a lot of time while setting up the next competition in a row.

Not all fields have to be specified when entering the information of a pilot. But it is important to specify at least the first and last name, and as many channels/frequency's as possible (up to three). When all pilots do have multiple channels to fly on, the easier it is for the matrix calculation to come up with a 'perfect' matrix.

The pilot setup dialog box is a not related to any other dialog. It simply maintains the pilots that can be selected to fly in any competition.

The pilots screen looks like this:

The screenshot shows a software dialog box titled "Pilots Info". On the left side, there is a list box containing the following names: Eder, Stephan; Elmers, Pieter; Elsner, Jochen; Erdman, Alexander; Esch, van, Jan; Evans, Nick (which is selected with a right-pointing arrow); Frey, Micheal; Fusek, Petr; Gijssens, Chris; Gregor, Martin; Guerrier, Austin; and Guerrier, Tony. Below the list box is a search field with the text "ev" and three buttons: "Add Pilot", "Edit Pilot", and "Delete Pilot". On the right side of the dialog, there is a form titled "Pilot Info" with the following fields: "Name" (Evans), "Firstname" (Nick), "Adres1", "Adres2", "City", "Country" (Engeland), "Junior" (N), "Model", "Type", "Club", "Clubnr", "Sport-Licentie nr.", and "KNVvL lid.nr.". At the bottom of the right pane, there are three rows for channel and frequency: Channel 1 (70), Freq 1 (35.100), Channel 2 (80), Freq 2 (35.200), and Channel 3 (74), Freq 3 (35.140). Each frequency field has a "select" button. At the very bottom of the dialog are "Cancel" and "Save Pilot" buttons.

On the left side there is a list with all pilots that are known on this moment. This list has got nothing to do with any competition whatsoever. It just a list with all pilots we know.

One can select a pilot quickly by typing the begin characters of a pilot in the 'Search' field.

4.2.1 Adding a pilot

When a new pilot must be added, click the '**Add Pilot**' button or press 'alt-A' on the keyboard. The PilotInfo screen on the right site will become active and the pilot's information can be entered. When all information is entered, click on 'Save Pilot' or press 'alt-S'. This will de-activate the PilotInfo screen on the right and returns the focus to the list on the left.

4.2.2 Changing pilot information.

To change the information of a pilot you have to select the pilot in the list on the left. By double clicking on the selected row the PilotInfo screen will become active and the information can be changed. Instead of double clicking the row, you can also select the row and click on 'Edit Pilot' or press 'alt-E' on the keyboard.

When the information is changed, click on 'Save Pilot' or press 'alt-S'. This will de-activate the PilotInfo screen on the right and returns the focus to the list on the left.

4.2.3 Deleting pilots

When a pilot is being deleted from this list, the pilot is also deleted from all competitions, making the saved competitions invalid. So be wise when deleting pilots.

If a pilot has to be deleted from the list, select the correct row and click on 'Delete Pilot' or press 'alt-D'.

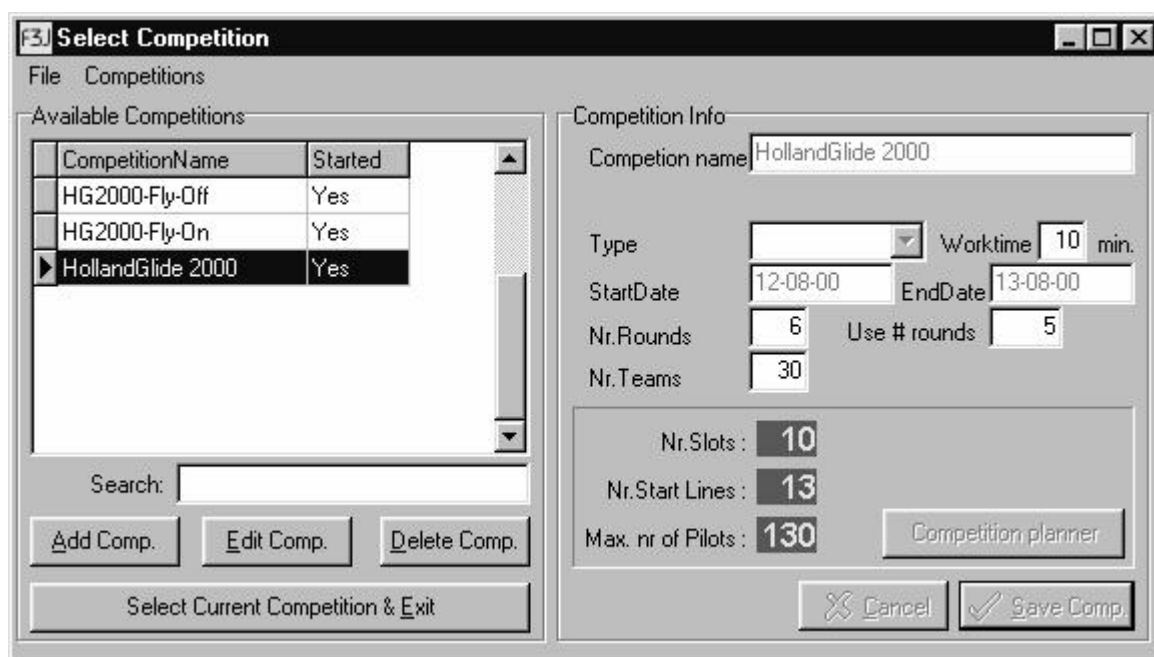
4.2.4 Close the pilots screen

To close the pilots screen, press the little cross on the right hand top of the screen or press alt-F4.

4.3 (2) Setup competitions

The next step is to create a competition. When creating a competition at least a unique competition name must be entered. Also there are some things to think about, like the expected (or maximum) number of pilots and the number of possible start positions. These two factors will determine the number of slots per round that must be flown to let all the pilots fly. Also the number of rounds must be specified because this information is needed when calculating the flight-matrix.

The competition screen looks like this:



On the left you will see the list containing the existing competitions. This list is active when the screen is opened.

This screen has got the same look and feel as the pilot screen. On the left site you see the list with existing competitions, on the right site the information of the selected competition.

4.3.1 Adding a competition

When a new competition must be added, click the '**Add Comp.**' button or press 'alt-A' on the keyboard. The Competition Info screen on the right site will become active and the Competition information can be entered. When all information is entered, click on 'Save Comp.' or press 'alt-S'. This will de-activate the Competition Info screen on the right and returns the focus to the list on the left.

4.3.2 Changing a competition

To change the information of a competition you have to select the correct competition in the list on the left. By double clicking on the selected row the Competition Info screen will become active and the information can be changed. Instead of double clicking the row, you can also select the row and click on 'Edit Comp. ' or press 'alt-E' on the keyboard.

When the information is changed, click on 'Save Comp.' or press 'alt-S'. This will deactivate the Competition Info screen on the right and returns the focus to the list on the left.

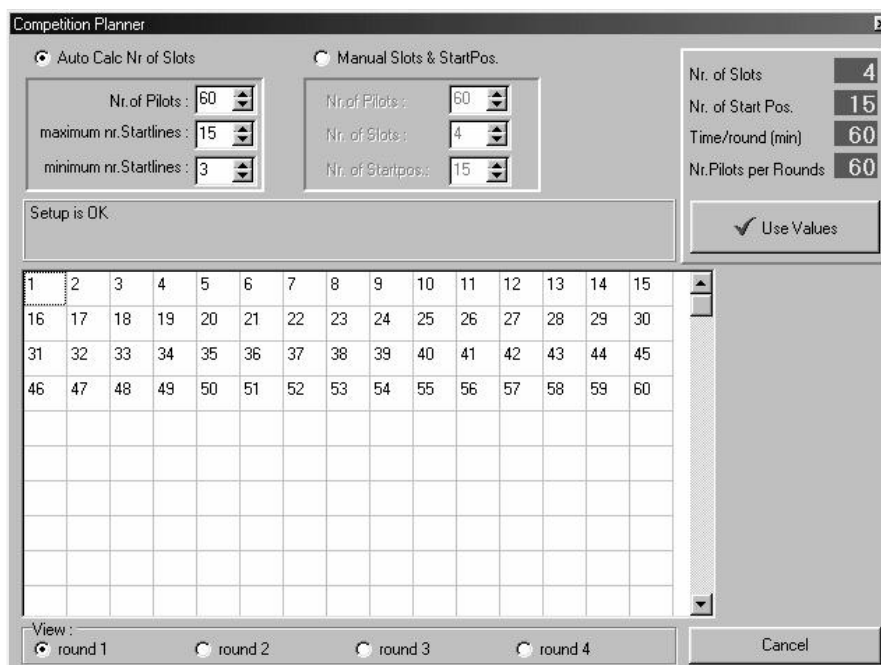
4.3.3 Deleting a competition

If a competition has to be deleted from the list, select the correct row and click on 'Delete Comp.' or press 'alt-D'.

4.3.4 Competition planner

To open the competition planner window, you first have to select a competition and set Edit it (alt-E or 'Edit Comp.' Btn) so the right side of the screen will become active. Now press the 'Competition Planner' button.

The screen will look like:



The competition planner is used to get an overview of the way the start-positions are filled based on the specified number of pilots.

Depending on the flying area, there is a maximum number of start positions that can be used. By specifying this maximum and the number of pilots in the competition planner, you will see how many slots are needed to run one round. Sometimes adding one start position can remove a whole slot. This will save about 15 minutes. For a 4 round competition, this will save you one hour!! So careful planning is important.

When a useful configuration for a round is found, press the 'Use Values' button. The competition planner screen will be closed, and the values are visible in the competition info screen.

Now press 'save comp.' to keep the changes.

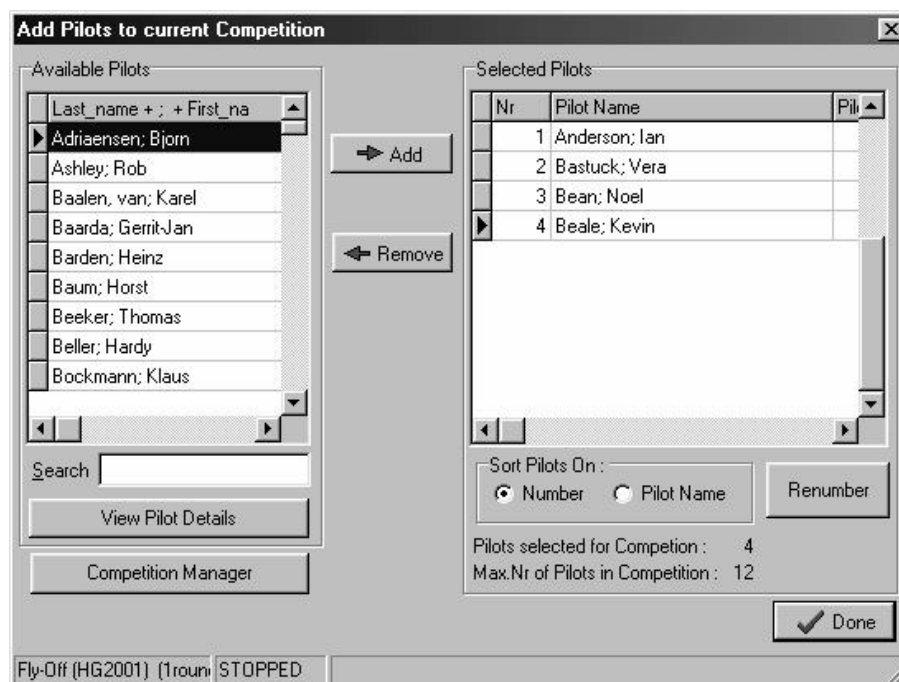
TIP: It is a smart idea when setting up a competition, to allocate more pilots than will actually be flying. For example, if you know that 20 pilots will fly, make a planning for 25 pilots. The extra space in the flight matrix is extremely useful when a pilot has to do a reflight during the round. Also when you allow people to join the competition on the day itself, this space can be useful

REMARK: Do realize that from this point forward, no changes to the competition layout (nr-of-pilots, startpos, and slots) can be made. The moment you start with adding pilots, helpers or calculating the Flight matrix the competition layout must be locked.

TIP: Try to keep the relation between 'number of start positions' and 'number of slots' close to 4:3. This will result in the best possible flight matrix. When there are too much start positions compared to slots, it will be difficult to build a good matrix. When there are too many slots, building a matrix is easy, but a round will take to long.

4.4 (3) Add pilots to competition

With the use of this screen pilots can be selected for a certain competition.



On the left you will see **all** pilots which are entered into the pilot's database (see 'Setup Pilots'). To add a pilot to the selected competition, which can be checked in the bottom-left corner, simply double-click on a pilot or select the pilot and click the 'Add' button.

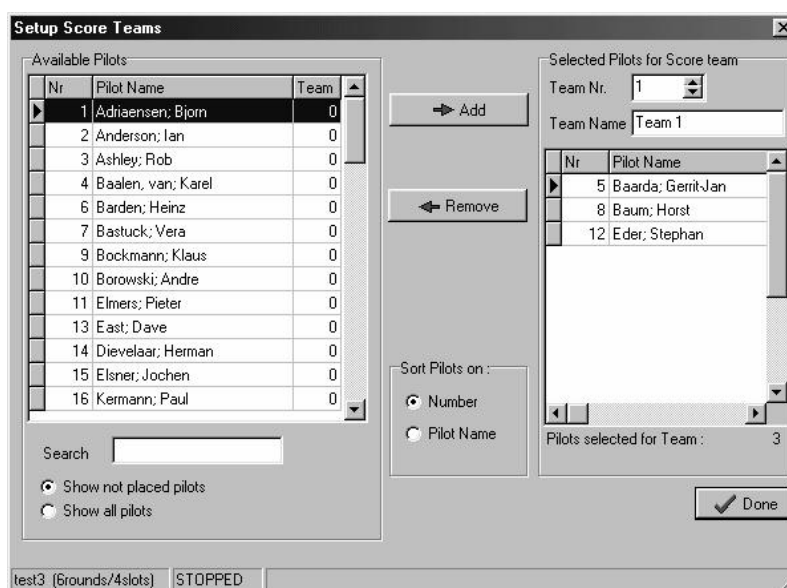
When a pilot is selected the name will be visible in the right list. The moment a pilot is selected also a number is assigned to the pilot. This number will be used to identify this pilot for this competition.

To remove a pilot from the competition, simply double-click the pilot in the list on the right or select the pilot and press 'Remove'.

When a pilot is removed, there will be a gap in the numbering. This gap can be removed by pressing the 'Renumber' button.

4.5 (4) Score Teams setup

Score teams are groups of pilots that like to act as a team for collecting points. Score teams can be added while a competition is started. But it is better to do this while setting up the whole competition. After the competition is finished, the information entered in this screen will result in a team overview.



On the top-right you will see the selected Team-Nr. First select the team nr to which a pilot must be added. After that select a pilot in the list on the left. (Using double-click or Add). The pilot will disappear from the list on the left and is now visible on the right.

Below the list on the left there are two possible ways of showing the pilots.

- *Show not placed pilots*. This is the default and will show only the pilots that are not assigned to a team.
- *Show all pilots*. This will show all pilots. The column 'Team' will now show the team number a certain pilot is assigned to. This makes it easy to find the team a pilot is assigned to.

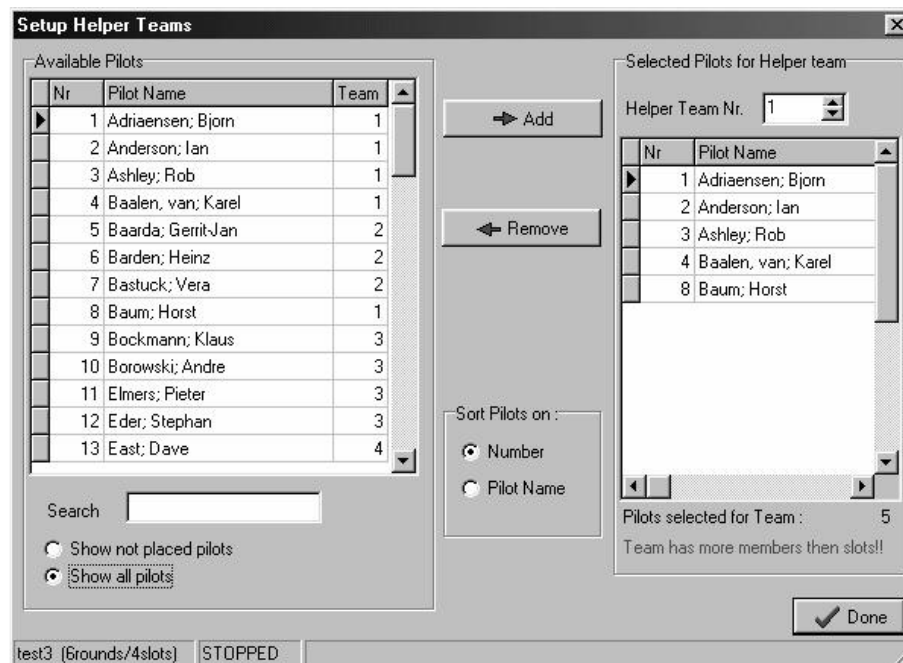
When all pilots are assigned to a score team, and the option '*Show not placed pilots*' is selected the list on the left will be empty.

Between the two lists the order in which the pilots are shown can be selected.

4.6 (5) Helper Teams setup

Helper teams are groups of pilots that are helping each other during the competition. Therefore it is not smart to have members of one team flying in the same slot. (See: *Some thoughts about creating the matrix*). The information entered in this screen will be used while building the flight matrix.

For small competitions however, the use of the Helper teams information will cause problems in building a correct matrix. The rule of thumb is to keep the size of the helper teams one smaller as the number of slots. Therefore a warning will be visible below the selected team members. As can be seen in the screen below.



The screen layout and look-and-feel is the same as the Score-Team screen (this can be confusing in the beginning)

On the top-right you will see the selected Team-Nr. First select the team-nr to which a pilot must be added. Then a pilot can be selected in the list on the left (using double-click or Add). The pilot will disappear from the list on the left and is now visible on the right.

Below the list on the left there are two possible ways of showing the pilots.

- *Show not placed pilots.* This is the default and will show only the pilots that are not assigned to a team.
- *Show all pilots.* This will show all pilots. The column 'Team' will now show the team number a certain pilot is assigned to. This makes it easy to find the team a pilot is assigned to.

When all pilots are assigned to a score team, and the option '*Show not placed pilots*' is selected the list on the left will be empty.

Between the two lists the order in which the pilots are shown can be selected.

REMARK: The software does not limit the number of pilots in a helper team. But keep in mind that helper teams that are larger than the number of slots will cause an unfair competition because team members will *never* fly to each other.

4.7 Setup flight Matrix

The most impressive part of the F3Jsetup program is the control of the flight matrix. With this tool you can really fine tune the way the matrix is build. Thereby limiting the number of times pilots fly against each other. Also time saving issues are build in the software.

For example, when Helper-team members are flying in the next slot, the start position for the following slot will be kept the same. Therefore that team doesn't have to replace the start lines on a new start position.

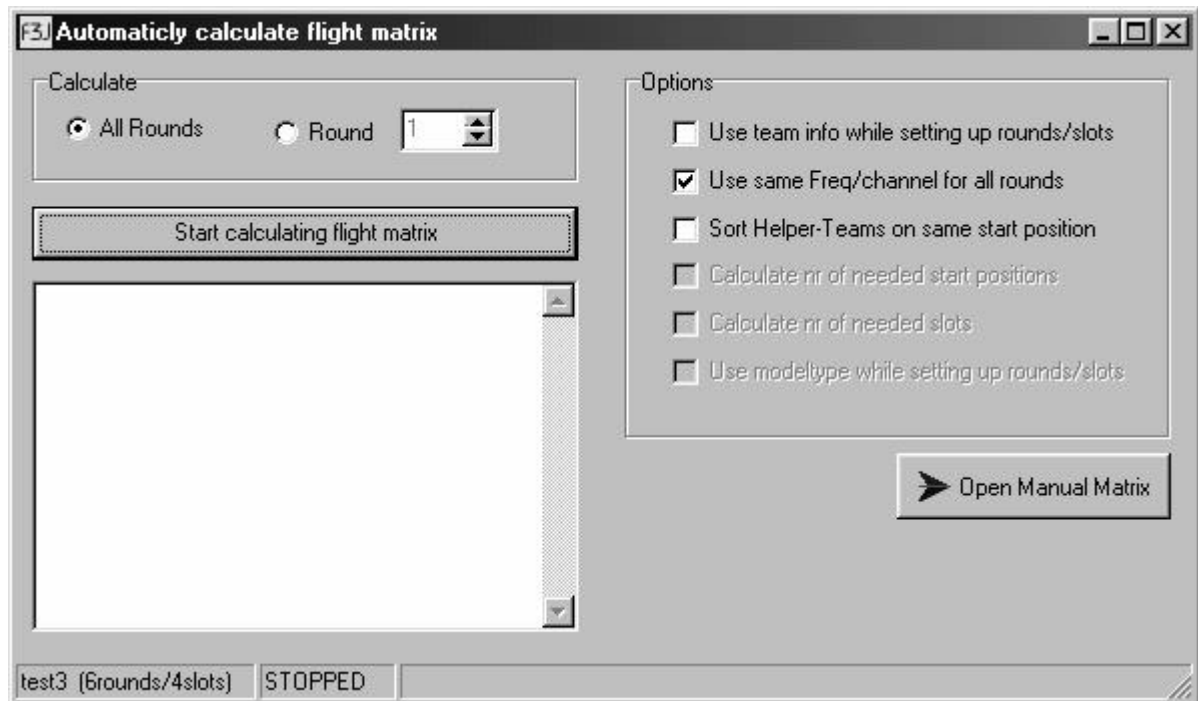
There are two options to create a flight matrix, the automatic and the manual. In most situations you let the 'automatic' matrix calculate the best possible matrix. Then with the use of the 'manual' functionality, you can solve some left over problems.

For small competitions it can be wise to use the manual-matrix screen from the start because there is not much to calculate.

TIP: Read the chapter '*Some thoughts about creating the matrix*'

4.7.1 Automatic Matrix

There is not much to do to automatically create the flight matrix. Some options on the screen control the behaviour. Furthermore you can select if all rounds must be created or one particular round.



Once the options are the way you like them, and the correct rounds are selected you press the '*Start calculating flight matrix*' button. Depending on the speed of the computer and the size of the matrix, the program needs two minutes per round. The progress can be followed at the bottom of the screen. Don't worry if the counter is slowing down or not changing for a while, after some time the counter will progress.

After the calculation part has run, you can go straight away to the 'Manual Matrix' by clicking the button.

4.7.2 Manual Matrix

With the use of the manual Matrix screen, the 'problems' found by the automatic calculation can be solved.

There is a lot of behaviour in this screen, so playing with creating a matrix is recommended.

Setup Pilots Manually

Matrix: View Window

Round: 1 Column Width: 132

	Pos 1	Pos 2	Pos 3	Pos 4	Pos 5	Pos 6	Pos 7	Pos 8	Pos 9	Pos 10	Pos 11	Pos 12	Pos 13	Pos 14	Pos 15
Slot 1	47 (F:62,T:4)	4 (F:84,T:1)	34 (F:79,T:2)	42 (F:65,T:1)	22 (F:0,T:1)	7 (F:76,T:1)	9 (F:80,T:1)	31 (F:64,T:1)	13 (F:78,T:1)	19 (F:71,T:1)					
Slot 2	18 (F:61,T:2)	27 (F:78,T:1)	36 (F:70,T:1)		11 (F:69,T:1)	40 (F:83,T:1)	16 (F:74,T:1)	1 (F:62,T:1)	17 (F:76,T:1)	5 (F:77,T:1)	29 (F:52,T:1)	26 (F:80,T:1)		46 (F:79,T:1)	
Slot 3	3 (F:78,T:1)						28 (F:62,T:1)	24 (F:70,T:1)	14 (F:77,T:1)	8 (F:0,T:2)	12 (F:66,T:1)	21 (F:65,T:1)	39 (F:69,T:1)	33 (F:63,T:1)	44 (F:1)
Slot 4	30 (F:71,T:1)	45 (F:62,T:1)	2 (F:74,T:1)	6 (F:79,T:1)	10 (F:80,T:1)			15 (F:73,T:1)				20 (F:78,T:1)	35 (F:67,T:1)	41 (F:0,T:1)	23 (F:1)

Nr of pilots not in this round : 8

Nr	Pilot Name	Chan.	Freq.	HelperT	Pilot Id
25	Looman; Martijn	69	35.090	6	407
38	Moore; Gordon	66	35.060	9	358
37	Morsink; Maarten	73	35.130	9	336
32	Ottoy; Marcel	70	35.100	8	348
50	Pollack; Gerhard	64	35.040	9	326
49	Port; Eberhard	64	35.040	9	398
48	Probstfeld; Daniel		35.880	9	377
43	Rossner; Thomas	79	35.190	10	391

When adding pilots to matrix :

Use Helper-Team Info

Use same Freq/channel for all rounds

Check Matrix :

Sort Teams on StartPos

Check for freq. conflicts

Done

Not placed Pilots

Round 1 : 8 Pilots not placed

Round 2 : 12 Pilots not placed

Round 3 : 14 Pilots not placed

Round 4 : 10 Pilots not placed

Round 5 : 12 Pilots not placed

test3 (6rounds/4slots) STOPPED

- On the top of the screen you see the matrix for the selected round. The round can be selected on the top-left.
- On the bottom-left, you will see the pilots that are not placed in the current round.
- In the middle you will see two options that control the behaviour of the checks that are performed when a pilot is added to the matrix.
 - *Use helper team info*, when selected the helper team info will be checked. If a member of the team is found in the same slot. It is not possible to add this pilot to the selected location.
 - *Use same freq/channel for all rounds*. When selected the placing algorithm will not try to select a different frequency while adding the pilot to the matrix.

- Below the options there are two actions that can be performed.
 - *Sort teams on startpos* This will place all consecutive pilots of a helper team on the same start position. This will save the number of replacements of start lines.
 - *Check for freq conflict* An extra check through the matrix for conflicting frequencies will be performed.

4.7.3 Menu items

On the menu bar, there are some options that control the amount of info in each cell of the matrix.

Also the size of this screen can be changed. The more overview the easier it is to work with the matrix.

4.7.4 How to add a unplaced pilot to an empty spot

Adding an unplaced pilot is very simple. First select the pilot in the 'unplaced' list, and then double click on a free cell in the matrix.

If there are no errors caused by the check of team-member or frequency the pilot will disappear from the unplaced list, and appear in the matrix.

You will however notice that most pilots will cause an error, the same error the automatic algorithm detected. Now it's your task to solve the problem. In most cases switching of one of the two options can solve the problem.

You will also notice that a competition that has many start positions and view slots is very difficult to build a matrix for.

4.7.5 How to replace a pilot from the matrix

In some cases it is needed to replace a pilot from one position to a different position. This is as easy as adding a pilot. Simply double click on a filled cell in the matrix. The pilot in that cell will move from the matrix to the unplaced list, and the cell will become empty. Now select the pilot in the unplaced list and double click on the new cell.

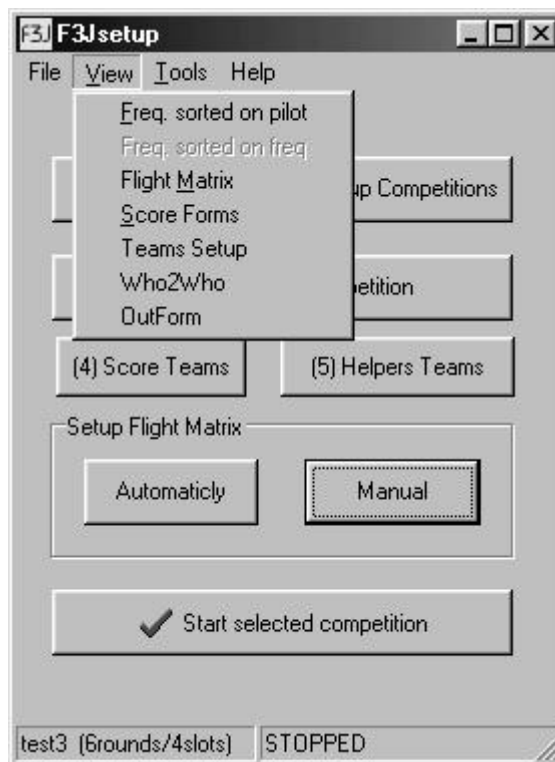
With these tools it must be possible to build a useful matrix. !!

4.8 Paperwork

To run a successful competition you will need some paperwork. In the F3Jsetup program, there are some build in reports that will generate useful paperwork.

Some of the reports can be printed straight away, others must be first saved to file and then opened in a text editor (Word) to give it some format.

The paperwork can be found in the menu item 'View'



- *Freq. Sorted on pilot.* This will generate a list, sorted on pilot with the frequency the pilot is flying on.
- *Flight Matrix,* a long list showing the flight matrix for all rounds. To use this information, save it to file (for example *matrix.txt*) and the open it in Microsoft Word. Set the letter type to Courier, point size 8, two columns. Insert a page break when a new round is displayed.
- *Score Forms.* This will generate the score forms that can be used on the field. At HollandGlide pilots have to call their time and landing distance when returning their transmitter. The values entered here are the official times. So pilots can check what is written down. Every couple of slots, these forms are fetched at the transmitter 'office' and the values are entered in *F3Jscore*.
- *Teams Setup* Overview of teams and there scores.
- *Who2Who,* shows an overview of the number of times a certain pilot is flying against an other pilot. This is useful to make a fair competition. If a certain

pilot is always flying in the same slot the 'expert' is flying in, he will never have the change of collecting 1000pts.

- *OutForm*. This is a little tool window. In the selectlist on the top-right there are several overviews that can be used. To print this info, the method described above for the flight matrix can be used.

4.9 Start selected competition

When all setup tasks are done, this button will change the competition state to 'Started'. This will lock all changes to the Pilots, Helpers and Matrix. After this the F3Jsetup program can be closed and F3Jscore can be started.

5. Some thoughts about creating the matrix

The main thought when creating the flight matrix should be to let each pilot fly against as many different pilots as possible. In this way a honest (fair) competition can take place.

While creating the matrix there are two limiting factors :

- The first limiting factor are pilots who are helping each other. You do not want to place these 'helping' pilots in the same slot, because they will have problems getting there planes up (no starters, no timers etc.)
So in *F3Jsetup* it is possible to group pilots to so called 'helper' teams. And while creating the matrix (automatic or manual) an option can be specified to use this helper information or not. This will be explained further on.
- The second limiting factors are the frequencies the pilots are using. It's simply not possible to make a 'perfect' matrix. This would force the pilots to come to the field with a large box with all possible frequencies in there.

So we have to except that a perfect matrix is not possible !!

5.1.1 New Freq/Channel behaviour

Since version 1.0 beta 4 things have been changed in the possible use of frequencies throughout the flight matrix. In previous versions of this program a pilot always used one frequency troughout the competition. This made live easy for the

pilot, because he never had to change his crystals while flying the competition. But it also limited the creation of the flight matrix, especially for smaller competitions.

From v1.0 beta 4 onwards it is possible to decide how the matrix must be created, with fixed freq/channels or with possible changes. It's up to the competition organisation (or the person who is creating the matrix) to make the right choice.

5.1.2 Some tips for creating the matrix

With the known limitations it is still possible to create a good matrix. But this requires some help from the competitors as well. Take the next list in consideration while setting up a competition, pilots and the matrix.

- Always create a bit more space in the matrix than there are pilots in the competition. This will help for single pilot reflights, but also gives some room for a better matrix.
For example: When 60 pilots are flying, a logical step would be to make 6 slots of 10 start positions. But a better choice would be a matrix with 8 slots of 8 start positions each. This will give you 4 start positions 'spare'.
- Try to divide each round in as many slots as is possible (based on time per round, and number of rounds per day/competition). While dividing a round in more slots, the change a certain pilot has to fly to the same pilot multiple times will be limited. Also the influence of the helper teams will be less. And of course the number of frequency conflicts will be less.
- Limit the size of the helper teams to 5 or 6 pilots. In any case the size of a helper team should be less than the number of slots. Otherwise it will not be possible to place all members of this helper team in a separate slot. Also in larger competitions, large helper teams will have some impact on the results. If the helper team contains some very good pilots, they will *never* fly against each other and the whole group will move up in the results.

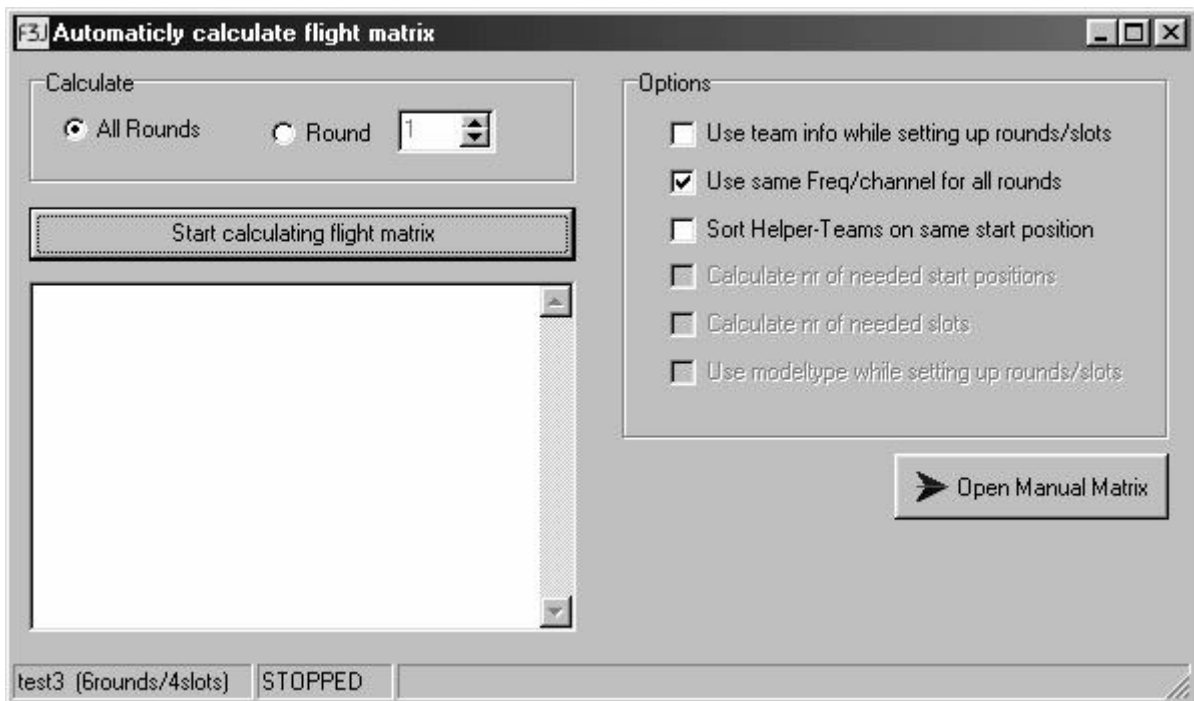
Furthermore I would recommend the following when *F3Jsetup* is used for creating the matrix:

- Always start the automatic creation of the matrix with the options **use same freq/channel for all rounds** and **Use team info while setting up matrix** switched **ON**. This will create a matrix which is as friendly to the pilots as possible (no freq/channel changes and pilots can help each other because of the helper teams)
- Then when pilots are not placed, use the *manual* dialog to try to fit the pilots in the empty start positions. If this is not possible without changing frequencies or causing a team conflict, then it can be decided to switch one or both of the options.
Do remember that this will have impact on the pilot and that it is advisable to tell this in the briefing.

- Use the frequency overview to see on which frequency the pilots are flying. This overview can be found in *F3Jsetup->View->Freq.Sorted on pilot*. Please make shore to inform the pilot(s) which are not using the same frequency for the whole competition.
- When you think you are finally there use the Who2Who overview to check if no pilot is flying to many times against an other pilot. The who2who view can be found in *F3Jsetup->View->Who2Who*. With the use of the *Manual* dialog it should be possible to change this.

5.2 F3Jsetup.Automatic Dialog

When opening the F3Jsetup.Automatic dialog you will see three switches in the option list. These switched are active now and two of the switches will have a big impact on the creation of the flight matrix.



Each option and it's effect on creating the matrix will be discussed now.

5.2.1 Use team info while setting up matrix

When this option is switched **on** (like in the image above) :

- the information about the helper teams will be used when an attempt is made to add a pilot to the matrix. The algorithm will not allow members of the same helper team, to fly in the same slot. In this way pilots of the same team can help each other.

Keep in mind that for a larger competition the effect of large helper teams can have some side effects. One of them is that pilots of a helper team will *never* fly against each other.

For a correct matrix, keep the number of helper team members down to the number of slots per round – 1 (so if you have got 5 slots, allow only 4 helpers in a team).

When this option is switched **off** :

- The information about the helper teams is not used while setting up the matrix. This can cause very frustrated pilots, because it can happen that all helpers are flying in the same slot. Switching of this option is therefore only recommended for small competitions, so that a honest matrix can be calculated.

5.2.2 Use same freq/channel for all rounds

When this option is switched **on** (like in the image above) :

- When attempting to place a pilot in the matrix, only in the first round the possible frequencies of a pilot will be used to find an optimum matrix. For all other rounds this frequency will be used. This makes it easy on the pilot, he doesn't have to change crystals in between rounds.

The disadvantage is that the creation of the flight matrix is limited, especially when a lot of the same frequencies are used it can happen that there are a lot of not placed pilots after the automatic creation of the matrix is finished.

This option is therefore recommended for larger competitions.

When this option is switched **off** :

- The algorithm will use all of the specified frequencies (per pilot) to see if the pilot will fit in the calculated slot. This will cause the pilot to change frequencies in between rounds, but will cause a much more 'honest' matrix.

Switching this option of is recommended for smaller competitions.

5.2.3 Sort helper teams on same start position

When this option is switched **on** (like in the image above) :

- The F3Jsetup program will sort all members of a helper team to start on the same start position (ball). This will help to speed up a competition, because the start lines can be left rolled out.
The sorting will take place after the initial flight matrix is calculated.

Some competitors do complain about this, because in a large field (say 12 startpos) the distance from the start line to the 'thermal' location is further. It's up to the competition organisation to use this optimization.

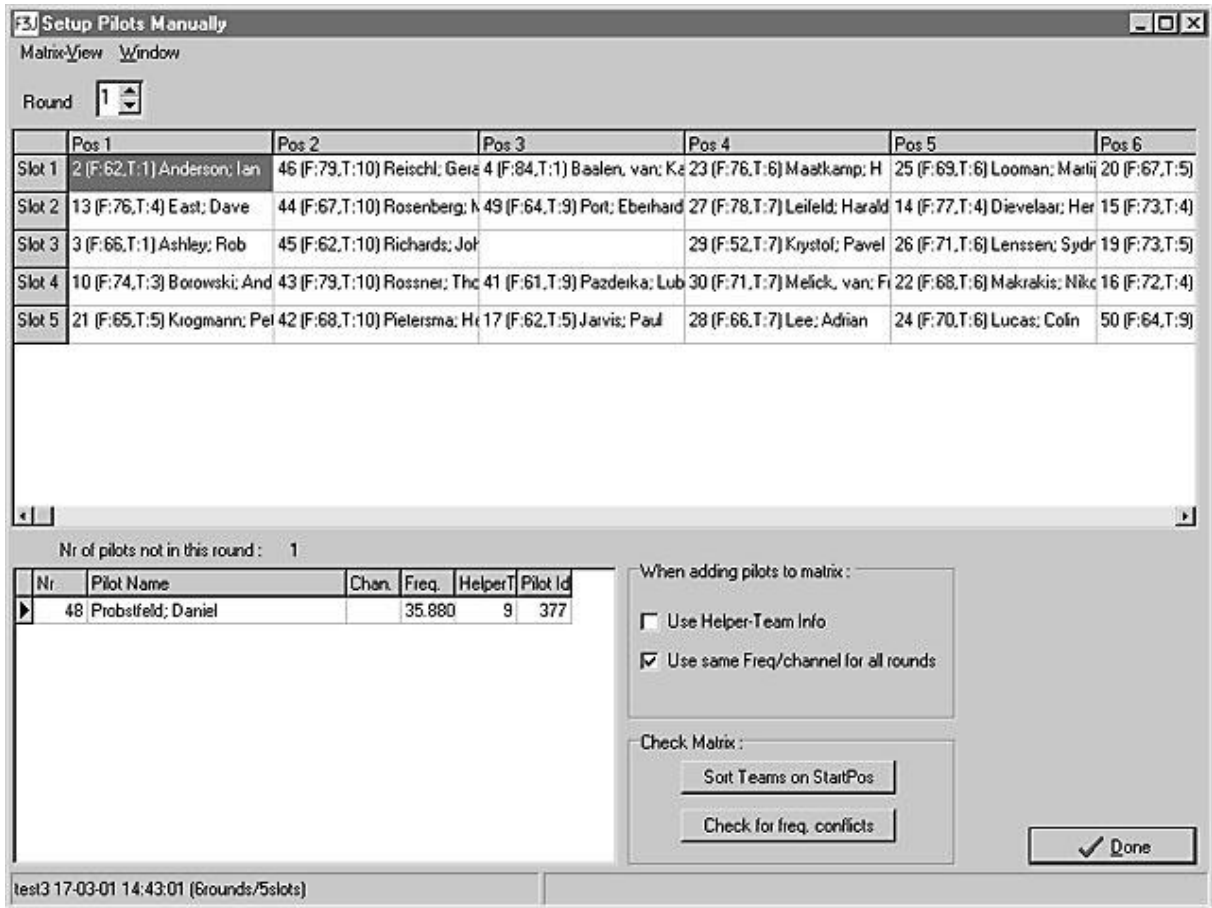
When this option is switched **off** :

- No sorting is performed.

It is also possible to sort the teams on the same start position via the *manual* dialog.

5.3 F3Jsetup.Manual dialog

The options that influence the allocation of pilots in the matrix are also available in the *manual* dialog.



The explanation of the functionality of each option is the same as discussed in chapter 5.2. But in this dialog they are only valid for the pilot which is added to the matrix by hand.

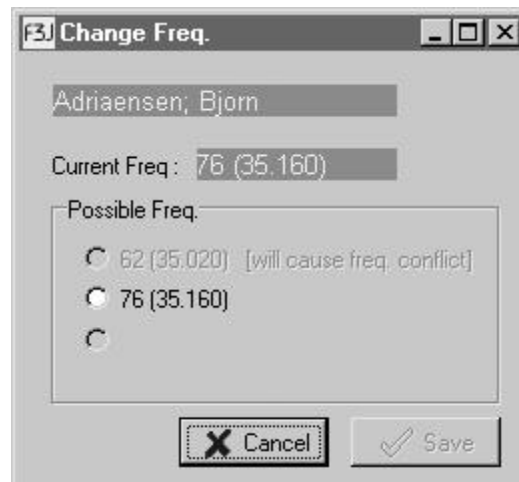
Only in situations where it is not possible to add a pilot to the matrix, these options should be switched of (depending on the problem when adding the pilot)

5.4 Changing the frequency of a pilot

- Only when the option **use same freq/channel for all rounds** is switched off it is possible to change the frequency of a pilot which is already placed in the matrix.

When the option **use same freq/channel for all rounds** is switched off, the right-mouse-button (RMB) can be clicked and then 'change freq' can be chosen.

A dialog like in the image below will appear :



In this dialog, you can see several things. First of all the current allocated frequency for this pilot (76). Then in the list with possible frequencies you will notice the following :

- Channel 62 can not be used because it will cause a freq conflict in this slot. Therefore this Channel can not be chosen and is made inactive.
- This pilot only specified two frequencies. That is the reason that the last line is made inactive.

Off course the look of this dialog can be different per pilot.

6. Setting up a Competition

This chapter describes the steps needed for setting up a complete competition. It will use the menu's that are discussed in the chapters before.

1. Start the **F3Jsetup** program.
2. Choose *Pilots setup*. Enter the pilots data, put the frequency they really use on Freq/Channel 1. When all pilots are entered, close the dialog.
3. Create a new competition. (F3Jsetup->Setup Competition).
Follow this procedure :
 - Enter a name for the competition.
 - Select the correct type (F3J or F3Jflyoff)
 - Specify a date.
 - Also enter the number of teams, simply give this the same figure as the maximum number of pilots.

Then press the button 'Select current competition & exit'. This brings you back to the F3Jsetup main screen.

Now enter *Setup Competition* again, Double click on the competition, and then select the 'Competition Planner' button. In the next dialog you can enter the expected (maximum) number of pilots, the number of startpos. I recommend that you use the 'manual slots & startpos' option. When you are satisfied and the program tells you '*Setup is ok*' press the '*Use Values*' button that will bring you back to the previous window. Do not forget to enter a maximum number of rounds, and the '*Use # rounds*'. This last one will decide how many rounds will be used for the final score (6 rounds is usually 1 scrap round, so use 5 (highest rounds in calculation)).

4. Close the competition setup window.
5. Now press 'add pilots to competition' (see also page 7 of PDF), press done when ready.
6. Press 'setup helper teams'.
Only the helper teams will be used when calculating the Flight matrix. If you do not enter helpers, the calculation of the flight matrix will be much easier and the competition more fare..... Close when you are ready.
7. Press the 'Manual' button, now you can use this dialog to rebuild your Flight matrix of the competition. The trick works as follows : Select a pilot in the list at the bottom of the screen. Then double click in the correct cell in the grid on top of the screen. The pilot will move from the list to the grid. To remove a pilot from a cell, double click in that cell and he will move back to the list.

8. Now finally press 'Start selected competition'. This will prohibit changes to the setup for this competition and allows the F3Jscore program to enter the scores. . A competition can be stopped again, by **F3Jsetup**, button 'Setup competitions', then in menu option 'competitions' you can start or stop a competition. Also the **F3Jscore** program has got a 'competition' menu entry, which shows the same dialog.

7. Frequently Asked Questions

7.1 Comma's or dot's

There is one problem I discovered when running the software on Dutch or Belgium language Windows95/98 machine's. This has to do with the fact that we like to use the ',' (comma) as separator between decimal values. But the SQL engine which is used, doesn't understand this and likes to have a '.' (dot,point) as decimal separator.

Therefore to run the F3Jprograms, your PC must be checked for the value of the decimal separator. You can do this in the Control panel (Start->Settings->Control panel). Then choose *regional settings*. In the dialog which appears, click on the tab *Number* and check that the field '*Decimal Symbol*' is set to '.' (dot). Press *Apply* to make the change active.

Keep in mind that some computers will fall back to the default value (which might be a comma) after a reset of the PC. So whenever you do get strange messages when running the program, this is probably the reason.

This nasty country depended problem will be fixed as soon as possible. !!