# Tournament Tracker Project -Instructions for use

**Launching the project**

When opening the TournamentTrack.sln file, there are a few steps that need to be taken for it to run correctly.

After opening it up in Visual Studio, from the solution explorer you need to right click **TrackerUI** and then click set as **start-up project**. This will ensure that the project doesn’t try launching the TrackerLibrary first which will cause an error.

**Linking the text file database**

To make the text file database save the data from the application, a file path needs to be specified. This can be done by going to **App.config** within the **TrackerUI**. From here within the configuration, you need to input a file path on your local machine.

It should appear like the following with XYZ being your chosen file path:

<add key="filepath" value=" XYZ "/>

Once this is done and the application is run, this file path will begin to be populated with text files form the different forms and that data will also be reflected in the application. E.g., Previously created members/teams, previously created tournaments.