The COMPREHENSIVE gudie to Circles

A Torparlyckan Production

Archery Practice

Programed in c#, Visaul Studio 2019

The Comprehensive Guide to Circles

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Simple

Setup

# Simple Setup of Circles

This section will show how to start and the simple functions of the program.

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fter starting the programs executable file or shortcut, proceed by dragging the window to the screen that shall be casted by the projector and press the **Fullscreen** button or **F11**, the program are meant to be used in fullscreen and fullscreen only. The projector screen can either be a mirror of the main screen, or it can be an extended screen, this can be controlled by pressing **windows-button** and **P** simultaneously. Before starting you should specify the designated target area which the circles will appear inside of. The primary way this’ll be done is by pressing the **Set canvas size** button, afterwards double click the desired top of the target area, thereafter double click the bottom of the target area.

If you’re pleased with the standard control values, you may start the program by pressing **Start** at the bottom of the control panel. If you want to do a more advanced setup, jump to next page. Now, the program will proceed to draw the circles, by default the circles are drawn endlessly and will not stop by themselves, therefore you may stop them by pressing the **Spacebar**. The program will thereafter draw an afterimage to show where each circle was first drawn. Press **Spacebar** again to continue to the setup window or wait 45 seconds and it’ll continue automatically.

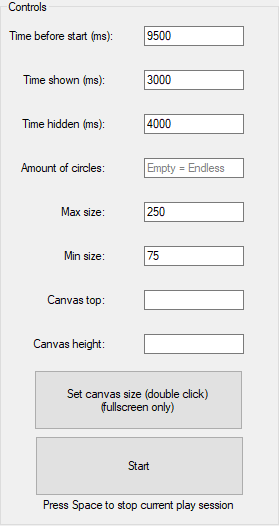
When you don’t want to play anymore you may close this program however you like. This can be done by exiting fullscreen; which can be done by pressing the **Fullscreen** button, pressing **F11** or by pressing **Esc**, and there after pressing the red X in the top right corner. You can also exit the application by pressing the **alt** and **F4** combination or pressing the **Exit** button during the setup phase.

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Advanced

Setup

# Advanced Setup of Circles



This section will teach you how to do an advanced setup, how all the different control works, including shortcuts.

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summing that the simple setup is done, the program is on the correct screen and that you’ve read *Simple Setup of Circles*. You may look at the control panel, see the picture to the left. This is where you may enter the setup values. If any box is left empty at start of session play, it will be given a predefined value. All time related values are given in milliseconds, 9500 ms equals 9.5 seconds, this is without any dots or any other symbols except for numbers. If any other symbols are given, the specific textbox will receive its default value on session start. All length related measurements are given in pixels, the same rules apply to pixels as with time, only numbers should be entered.

During any time of the session play, you may press **spacebar** to stop current session and procced to the afterimage, this will draw all previous circles at the same time. You may press **spacebar** again to proceed to the setup screen from the afterimage as explain in the **Simple Setup** or you may wait 45 seconds.

At top, you may enter the time the program will wait from pressing the start button until the first circle is drawn in **Time before start**. This is meant to give the start-person time to prepare themselves. The time is stated in milliseconds.

The **Time shown** box is the time the circles will be shown during session play. **Time hidden** is the time between the circles during session play. These are also stated in milliseconds.

**Amount of circles** box are the number of times the circles will appear before the after image is drawn. By default, it’s endless and won’t stop unless the program in closed or by pressing **Spacebar**.

**Max size** and **Min size** are the maximum and minimum pixel size of the diameter of the circles which will be drawn. During session play, a random generator will pick a number between these values. You will get a direct reference by the red circle (maximum) and the blue circle (minimum) to the right of the control panel.

**Canvas top** and **Canvas height** can be set in two ways, the preferred method is by clicking **Set canvas size** button bellow the textboxes. And thereafter double clicking the top and bottom of the target area, as explained in the **Simple Setup**. The other way is to manually dial in the pixel values in the **Canvas top**; which is measured from the top of the screen to the top of the target area, and the **Canvas height**; which is measured from top of the targeted area to the bottom of the targeted are.

Current key commands are **Esc** which can be used to exit fullscreen. **F11** is used to toggle between fullscreen and window mode. A simple **V** can be used to toggle the setup screen including control panel and all buttons, both during setup and during session play.

You may exit the application however you like as was also explain in **Simple Setup**.

Debug

Debug

Debugging and Problem Reportage of Circles

This section will show you the simple and limited commands of debugging the circles application.

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ebugging of the circles application are very limited, if the program crashes you may get an error message window popup. If that is the case, please notice this information or at least; specific value, and id of object with the value, you may take a screenshot as explained further bellow. Afterwards please notify you maintenance support or the program creator Richard Johansson ([richard.jh.johansson@hotmail.com](mailto:richard.jh.johansson@hotmail.com)). If possible, please describe what happened before the crash or problem and what the aftermath was.

If the problem wasn’t a complete crash of the program, you may press **F2** to bring up a screen of the most common values currently in use. You may take a screenshot (**windows**-button and **PrtSc / SysRq**; usually located to the right of **F12** on the righthand side on the keyboard) and send this to your maintenance support with a description as mentioned above. The screenshot can be located in the current user’s screenshot folder located within the user’s picture folder. The screenshot can be attached in most email programs.