# Match Schedule Generation

Open command prompt to this directory (with MatchMaker.exe)

Run MatchMaker.exe -t [number of teams] -r [number of rounds] -a 2 -b -s

The number of rounds vary, usually aim for 40 to 48 matches total witch is usually between 8 and 10 rounds

Copy this output to notepad

Find and replace [spaces] with a comma

Save this document as MatchSchedule.csv in the same directory as the JAR

Close notepad and open the csv in Excel

Delete the columns with zeros (C, E, G, and I)

Inset a row above row 1 and enter the following

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Match Number | Red 1 | Red 2 | Blue 1 | Blue 2 |

Save and copy the schedule to the MatchSchedule.pub

Matches start at 9:15am and are on a 4min interval

There is a 30min break for lunch at noon

Export the document to PDF and give PDF to Tami to print

# Team List Generation

Open Teams.csv

Enter each team’s name in column B in the appropriate row (team number in column A)

Save this file in the same directory as the JAR

# Results File Generation

Delete Results.csv

This file is automatically generated upon program startup

# Your operational priorities

These are the priorities of your job:

1. Ensure to keep track of scoring (use the excel if all else fails)
2. Run the tournament software to keep the campers happy
3. Run the camera switching to keep the campers more happy
4. Stream to keep the remote parents happy

# Program Startup

Make sure to close the CSV files if they are opened

Click the JAR to run

A dialog comes up asking for locations of files. If MatchSchedule.csv and Teams.csv are in the same directory as the JAR, you can just keep clicking escape until the dialogs go away.

There console output goes into the control panel and should show that all the teams and matches were loaded. If exceptions show up, try restarting the program, if they keep appearing give up with the software and use the excel file to do score keeping.

Figure out the IP Address of the host computer. On the FTA and scorekeeper computers, go to that address with port 2046 (i.e. 192.168.1.100:2046). It will auto redirect to /score. On the ranking display computer, go to that address with port 2046/ranking (i.e. 192.168.1.100:2046/ranking) this page automatically refreshes every 120 seconds

# Using the software

The control panel is used to control match start and stopping, at the top. The next section is for scoring but the scorekeeper will usually enter it via the website. The next row is for saving and loading matches, and starting alliance selection. The next section is for alliance selection. The next section is console output. The last row starts a timeout (enter a duration in seconds) and closes the program.

The switcher is used to change the main display, the buttons are labeled literally. The software switches to some panels automatically.

# Running a Match

Switch the display to match preview and switch OBS to the computer. When the emcee finishes announcing, switch OBS to a camera without a scoring bar. When the emcee gives the countdown (3..2..1..Quack) click start match on the control panel and switch OBS to the current camera with the scoring bar (scoring bar fades in)

When a match is running you only need to focus on switching OBS to interesting shots. Use cut between shots (keeps action seem fast)

After the match ends switch OBS to the current camera without a scoring bar (scoring bar fades out).

Wait for the referee to give a thumbs up confirming the official score. Click save score on the control panel and switch OBS to computer to show the match results. Emcee will announce the scores. After some time click load next match on the control panel and repeat

# Running Alliance Selection

Once all qualification matches are complete, the alliance selection button will enable, click it and switch OBS to computer to show the alliance selection, might have to click on the switcher as well.

Emcee will ask the top four teams to come up.

Click on the team number that is first placed. A dialog will show asking for how they respond, they accept. Once the emcee asks which team they want to join them, click that team and say they accept or do nothing if they decline, removing will make them not be able to join another alliance.

Next click the 2nd alliance captain, add their partner. Repeat for alliances 3 and 4.

Once all alliances are made, switch display to elimination bracket

# Running final matches

Same process as normal matches. Tiebreaker matches are added automatically. Switch to elimination bracket every so often to show how teams advance.

Once the winner is won, switch to congratulations display.

# Ending the tournament

Leave the congratulations up until the winners are done taking pictures. Stop the stream at this point

Click close program. Archive the three CSVs into a folder with the week number. You are done!