X~Q! Court App User Guide

**In this guide get an error = It doesn’t matter! Let it go!**

**If anything unexpected happens, consult Qin ASAP!!!!!**

1. Start the App

**Please always consult Qin before you start the app!**

If first time: Clear the content of all txt files, compile Tournament, mainGUI and run mainGUI.

If restart: Copy the txt files in record folder to load folder. Clear the txt files in record folder. Back up the player webpage to keep track of the break time. Run mainGUI.

1. Register

**Register every player in the morning.**

Only if the player is registered, his game will be popped up in the next games (action 4).

If you accidentally registered someone that had already registered, you will get an error.

If you accidentally registered someone that doesn’t show up, remove the line of that person from record/reg.txt. Record his name on a paper. Ignore his game when his game is popped up in the next games (action 4).

If a player doesn’t show up at all, set the scores of his games 21:0 (action 8). If the event has consolation, don’t forget to set the scores for the consolation games.

1. Have Lunch

Every player can have a 45-min lunch break whenever they want. **Tell them that they must let us know before they leave, so that we will not assign a game to them in the following 30 mins.**

If you accidentally set a wrong person to lunch who has already had / is having lunch, you will get an error.

If you accidentally set a wrong person to lunch and he hasn’t had lunch yet, remove the line of that person from record/lunch.txt. Record his name on a paper. While he’s leaving for lunch later, record his leaving time on the paper. Ignore his game if he’s not back from lunch and his game is popped up in the next games (action 4).

1. Search for the Next Game

This will provide you the next 10 games to be played. It also shows the current court availability.

If a player is not registered / taking break / having lunch, his game will not be on the list.

1. Start a Game

Start a game on a court. **Fill in the score card and give it to the players.**

You can start any game with players determined, even if it’s not on the next game list. You will get an error if one or both of the players are not determined.

If you accidentally start a wrong game, end it with empty score (action 6).

You can only start a game on an empty court, otherwise you will get an error.

If you accidentally start a game on the wrong court, change the court number on the score card.

1. End a Game

End the game on the court and set the scores. The players will get a 10 mins break.

**Make sure the order of the scores matches the order of the players! Be careful!**

If you accidently entered a wrong score for a game, remove the line of that game from record/scores.txt, and reset the score (action 8).

You will get an error if there is no game playing on the court.

If you accidently end a game on the wrong court, remove the line of that game from record/scores.txt, start the game on the same court again (action 5).

1. Update Outputs

This will update the webpages and outputs for the game.

1. Set Score for a Game that is not Played / Already Scored

If you would like to set a score for a game without playing the game (player doesn’t show up / player gives up / reset the score / etc.), start the game on court 7 (action 5), and end the game with the correct score (action 6). The players will not get a 10 mins break in this case.