ESCoreboard
— Le Manual —

Functionality

- Easy managing of entries as host of some contest.

- Creation of animated voting shows.

- Automatic banner creation. See the results in `.../ESCoreboard/banners`.

- Automatic scoreboard creation. See the results in `.../ESCoreboard/scoreboards/<name_of_show>` after running all animations.

- Automatic spreadsheet creation. See the results in `.../ESCoreboard/spreadsheets`. This is still quite basic though.

Installation Guide

NOTE: The latest *Java Runtime Environment* version is required in order for this program to start running. You can download this needed prerequisite here:
`http://www.oracle.com/technetwork/java/javase/downloads/jre8-downloads-2133155.html`

Once that is done follow these steps:

- Download the `.zip`–folder with the needed data from here:
  `https://www.dropbox.com/s/54zqg82cr8nz0b0/ESCoreboard%20%28Beta%29.zip?dl=0`

- Unzip and move the contained folder wherever you want.

- Change into that folder and run `ESCoreboard.jar`.

- You might want to create a link to this `.jar` file and put it somewhere more convenient. Just a random suggestion.

Known issues

- *Yikes! That shouldn't have happened* – sometimes when you want to start the animations the program fails to load some stuff it needs, I am yet to find out why this is but this should happen only sporadically. Click again and it should work just fine.

- *That was too fast for me!* – I figure this happens when you start many animation shows within a short time frame. This is likely due to memory still having to be freed to accommodate another animation sequence. This error message typically won't appear again if you wait to start the animations for a second or two.

Managing Participants

Adding entries:
Click on the *Add Entry* button or navigate to `Edit → Add Participant...` to add a new participant. You'll see the following options:

Name★♣	The nation name of that participant. *(alternatively: user names or similar)*
Artist★♣	Name of the artist representing that nation.
Title♣	Name of the title of the entry.
Status♣	Probably the most confusing of the bunch, there are only three options for this though, enter the character: • **P**, if this new nation is a proper participant, i.e. it votes in this show and is in with an entry that can be voted by others. • **V**, if this new nation only votes in this show, but isn't in with an own entry – e.g. nations who failed to qualify for a final or similar. • **O**, if this new nation is in with an entry, but isn't actually voting.
Start	*(in seconds:)* Enter a number, this will specify where the video of the entry should start when this new nation's votes are presented, or when this nation receives 12 points.
Stop	*(in seconds:)* See above, when the video should stop.
Grid★	Enter a number, this will be the running order. This is only relevant if you want this to be included on banners.
Short Name★♣	A three–letter code corresponding to that name.
Vote #★	If you enter a number n, then this nation's votes will be the n–th ones to be presented.

Legend:

★ – this attribute must be unique among all participants

♣ – this attribute is required for each participant

Setting votes:
Click on a row in the table and then on the *Set Votes* button (or navigate to `Edit → Set votes of participant...`) to add/edit the votes of the corresponding nation. Obviously, it will not be possible for that nation to award points to itself, or to vote for another nation more than once. Click the button below to confirm the votes, a *Votes counted!* message will confirm that the votes have indeed been counted.

Removing participants:
Click on a row/the rows corresponding to the nations that you no longer wish to see and click the *Remove Entry* button, or navigate to `Edit → Remove Participant(s)...`. Done.

Editing participants:
Click on an arbitrary cell of the table with all the entries to edit/change properties of the participants. Keep in mind that nation names, short codes, artist names, running orders and voting orders must remain unique.

Adding graphics

Adding flags:
Click on the corresponding button to add a folder that contains images with the flags of the participants. The program will then proceed to search for flags in that folder. Note that the images must be named `<short_code>.png`, where `<short_code>` is the three letter code of the participant. Also, note that the image (for now . . .) must be a `.png`–file. If you do not specify a folder here, the program will search for the image files in `.../ESCoreboard`.

Adding video files:
Click on the corresponding button to add a folder that contains video files with the entries of the participants. Note that the names of these files must satisfy the pattern `[<short_code>.mp4]`, again with `[<short_code>]` being the three–letter code of the name of the participant. If you do not specify a folder here, the program will search for the image files in `.../ESCoreboard`.

Adding *pretty* flags:
If you've prepared special versions of all flags (e.g. diamonds in ESC 2014) and want these to be used, add the folder with those files here. The images in that folder must satisfy the pattern `<short_code>.png`.

Adapting Graphics

Although it's not featured in the interface for managing participants, it is possible to change the graphics used for the scoreboards – navigate to the folder `.../ESCoreboard/resources/Graphics` for that. For now it shall suffice to say that you might wanna try and experiment for yourself what replacing these files with your own graphics brings about. You will also find a file that specifies the fonts to be used.

Do keep in mind that – if you want to change an image in the `.../Graphics` folder – in order for the app to work correctly you need to maintain the exact name of the original file (name + extension).

Naming

Below the table there's two text fields letting you specify the name and edition number of the current show/contest. E.g., for *NSC 156 Semifinal 1*, enter *NSC Semifinal 1* in the `Name` box and *156* in the `EditionNr` box.

Options

Create Banners	Check this option if you need banners for the participants. Note that this will probably slow down the starting process a lot. You can find the created files in `.../EScoreboard/banners`.
Traditional Voting	Check this option if you want the top 10 of all participants to be announced one–by–one like in older Eurovision voting shows. Uncheck if you prefer the modern solution with the 1 to 7 pointer being announced on a separate screen.
Full Screen	Check if you want to watch the animation in a full–screen window.
Use pretty flags	Check if you want to use the pretty flags that you've created.

Loading & Saving *.xsco–files

You can save your progress by pressing `Ctrl + S` or by navigating to `File → Save` or `File → Save As ...`. By pressing `Ctrl + L` or navigating to `File → Load` you will be able to load `*.xsco` files with the saved progress to continue. After having finished the download you can find a sample *.xsco file to give you a kick start in exploring the functionality of this program. [1]

Other possibly useful things . . .

- You can see a slider towards the bottom of the window. Use this to determine the speed of the animations.

- Press `Ctrl + Z` to undo the most recent action. #SWE2014

- Press `Ctrl + Y` to redo the most recently undone action.

- Press `Ctrl + Alt + Space` if you decide to start from scratch and delete all participants.

Useful key combinations during the animations

There are still some available options when the voting animations are being shown upon having clicked on *Start Show*:

- Press `Ctrl + +` to increase the speed of the animations.

- Press `Ctrl + -` to decrease the speed of the animations.

- Press `Ctrl + T` to switch between traditional and modern votes presentation.

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[1] `waliju120.xsco`: I used this to make the scoreboards for the results of the WL in NSC 120.

Anything else?

If there's any bugs you've noticed (and there certainly are bugs. . .) or whether you know how to improve something, please let me know – I'm open for any suggestions. ☺

For the interested, you can find the source code on `GitHub`.