**Video Board Relay Name Bug Workaround**

**Background:**

You may have seen the bug where some swimmers’ Team Names show up as their Relay Name (e.g. VPSC-A, UBCT-B, RAPID-A, etc.) instead of the proper Team Name (VPSC, UBCT, RAPID, etc.) This is because of a bug where, when Quantum reads a start list file, it interprets the Relay Name (VPSC-A etc.) as the Team Name when it generates an athlete list. Here, we describe a workaround using a script that automatically removes relays from the start list.

**Relay Blocks**

Before you begin, you should determine what your Relay Blocks are going to be.

Here, a “relay block” is defined to mean a block of consecutive relays with no individual events between them, where each relay swimmer will only swim once (i.e. is only on one relay team within the block).

For example: In a session with Events 1-10, if E1-4 are all relays, and 5-10 are all individual events, then Events 1-4 is considered a “block of consecutive relays”.

Ideally, a relay block should only contain 2 events if each event is a gender-separated relay, or 1 event if it’s a mixed relay. If you have four events in two different age groups (e.g. F12&U, M12&U, F13&O, M13&O) for the same type of relay, it is acceptable to group these four events into a single relay block, although younger swimmers swimming in both age groups may display incorrectly if they are on, for example, Relay A for one, and Relay B for another.

Determine how many relay blocks you will have, and when they will occur.

**Quantum Logic**

The Quantum software reads the file called quantum.slx in the path specified in your DH I/O.

**Setup in HyTek**

In Interfaces > Scoreboard > Customize, You should select “Abbr.-A” as the Relay Name format.

**Downloading the Script**

1. Visit <https://github.com/williamli9300/quantum-removerelays/releases/tag/release> and download RemoveRelaysScript.zip.
2. Right Click the zip file and extract to \Downloads\RemoveRelaysScript\.
3. In HyTek SwMM8.0, push the Start List (quantum.slx) to the Quantum folder.
4. Drag the folder \RemoveRelaysScript\ into the folder containing quantum.slx.
5. Make a copy of the existing quantum.slx and rename it to quantum\_copy.slx.
6. Open the folder \RemoveRelaysScript\ that’s in the Quantum folder and run removerelays.exe. This will remove all relays the file named quantum.slx. We will call this the “relayless” quantum.slx.

**Sessions with One Block of Consecutive Relays**

In sessions with one block of relays (e.g. in a session with events 1-10, Events 1-4 are all relays, and 5-10 are all individual), this is how to work around the issue:

1. If the Relay Block is at the end of the session:
   1. Ensure that your relayless quantum.slx is named quantum.slx.
   2. Right click on quantum\_copy.slx, and open with Notepad. Delete all events before and after your Relay Block. Lines that start with a number are Events/Heats, while lines starting with semicolons denote lanes/swimmers. For example, if your relay is Event 21-22, find the line that starts with “21;1” or otherwise implies the E21H1 (the first line starting with “21”, and delete everything before that. Then find the line that starts with “23;1” or otherwise implies E23H1 (the first line starting with “23”) and delete that line and everything after it. Press Ctrl + S to save.
   3. Refresh the Start List in Quantum software, then proceed with individual events.
   4. Right before relays start, delete the relayless quantum.slx, and rename quantum\_copy.slx back to quantum.slx.
2. If the Relay Block is at the beginning of the session:
   1. Rename the relayless quantum.slx to quantum\_norelays.slx.
   2. Right click on quantum\_copy.slx and open with Notepad. Delete all events before and after your Relay Block. Lines that start with a number are Events/Heats, while lines starting with semicolons denote lanes/swimmers. For example, if your relay is Event 21-22, find the line that starts with “21;1” or otherwise implies the E21H1 (the first line starting with “21”, and delete everything before that. Then find the line that starts with “23;1” or otherwise implies E23H1 (the first line starting with “23”) and delete that line and everything after it. Press Ctrl + S to save, then rename quantum\_copy.slx to quantum.slx.
   3. Refresh the start list.
   4. After relays are done, delete quantum.slx (the one with only relays and nothing else). Then, rename quantum\_norelays.slx back to quantum.slx. Refresh the start list again.

**Sessions with More than One Block of Consecutive Relays**

Follow the same steps as the previous section. However, instead of 2 copies of the start list, you will need (N+1) copies, where N is the number of Relay Blocks you will have. You will need 1 “relayless” copy. This can be done by executing removerelays.exe while you still have a clean, untouched “quantum.slx” in your Quantum folder. Then, you will need a copy of quantum.slx for each relay block, containing only the heats of each relay block, as per 7B and 8B.

**Notes**

You may delete/switch over which quantum.slx file you would like Quantum to read from next, a few heats before you need it, as long as you DO NOT refresh the start list until immediately before you need it.