

VSM-Tournament Version Release D2



Program Manual
24 Jan 2016

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Overview:

In this document, I am assuming some familiarity with the “Standard” VSM application. “VSM - Tournament Version” or “VSMTV” is an adaptation and extension of the concept of the fencing scoring machine that is part electronic interface and part computer software program.

The boundaries of VSMTM are expanding to encompass more than a phrase of action in a bout (as in a conventional scoring box) or a whole bout (as with Standard VSM) to a “whole strip concept” wherein a complete Pool, DE table, or Team Match is organized and executed. Above the “whole strip” level of organization lays the “whole competition” level that is usually the purview of software programs such as “Fencing Time” or “Engarde”. The goal of VSMTV is to allow the fencing strips’ scoring machine to be directly and automatically interfaced with the bout committee’s tournament software and eliminate much of the paper-based manual collection and entry of results, thus eliminating both delays and errors.

Additionally VSMTV’s goal is to provide a much enhanced “presentation value” display more suitable for the higher levels of completion where spectators may be present. The “Standard VSM” is already well suited for this as it provides an easily scaleable video display that can be simply plugged into a large video monitor or a video projector. What VSMTV adds to this is the ability to personalize the display to the specific bout. It can incorporate the fencers’ names, country codes, country flag, club name or graphic emblem, and the individual fencer’s image or avatar directly into the scoring display.

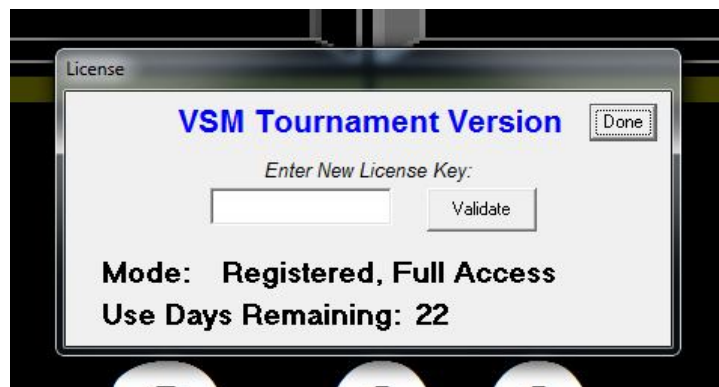
VSMTV is also designed to be a more standardized fencing appliance. In a way it is a step backward from the original VSM program as it removes some of the customizable features, substituting a guarantee that every time you walk up to a VSMTV strip it will always look and work the same way. As such, the VSM “Custom” remote control or the intrinsic “point and click” control mechanism is how it is best operated; and no longer available in VSMTV are some of the “optional” customizable features of standard VSM. Specifically, for simplification of use and to provide a universally consistent user interface, VSMTV has removed these features (which are great features) but tend to confuse those not experienced in using them: “Auto Weapon”, “Self-Start”, and “Big/Small Lights.”

VSMTV also allows network interfacing. This does two things. Firstly, if you have several VSMTV strips using laptops or PCs that have wired or wireless network connections and also have your Fencing Time tournament coordination software on a laptop or PC, you can build your pools and export the pool information directly to its designated VSMTV strip. The referee at the VSMTV strip can simply click on the file to load, and all the competitors information is automatically entered, and the first bout is called. Similarly, when the pool is over, the results can be saved and loaded back into Fencing Time. Even more conveniently, with Fencing time 4.1 and VSMTV Release D (or later) you can enable the Cyrano protocol and full automate the process of

communication between strip and bout committee. More on how to do this later. The second thing network connectivity adds is the ability to use any other laptop or PC on the same network to run the VSM Network Repeater application (NetRepeater) and add a duplicate display of that strip's scoring machine anywhere -- complete with all the graphics and sound. So, should the bout committee want to monitor a pool's progress or the armorer wants to monitor a strip; it can be done remotely. It will also allow the possibility of feeding the web with a "live" bout's scoring machine display, so friends and parents and other-spectators-not-present can follow the action. And that will be way cool.

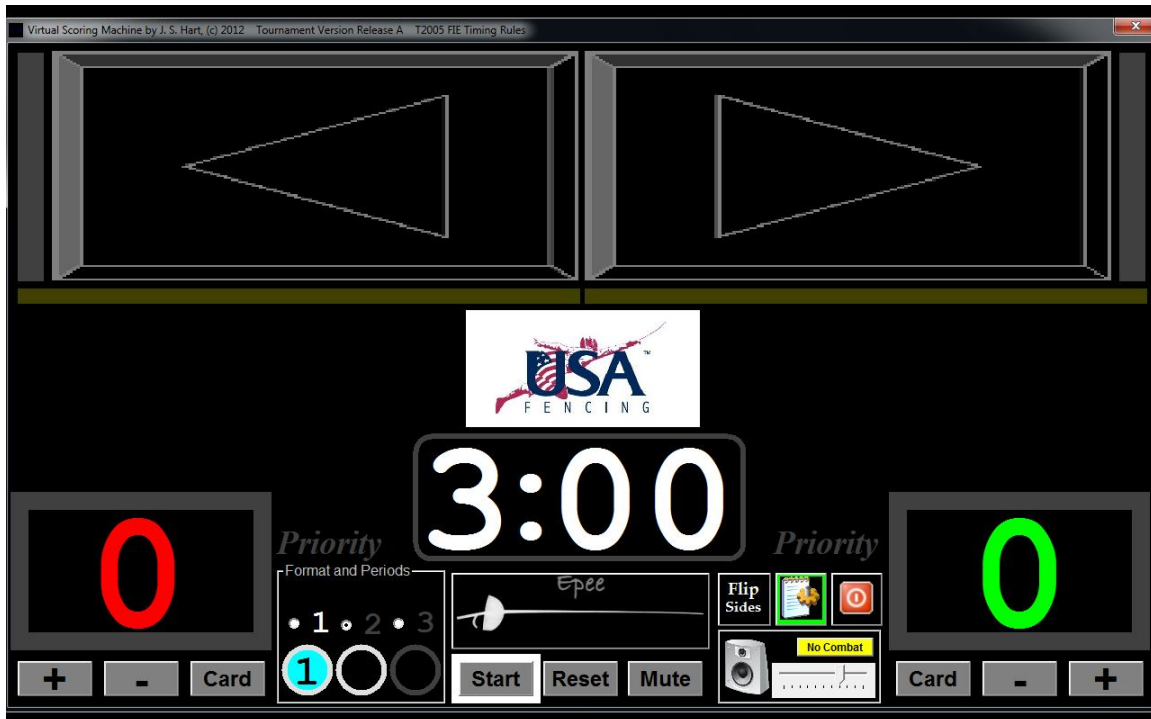
So how's it work?

First, just run the VSMTV Setup installer program. It will install itself into its default "VSMTV" folder, and create launch icons under "Start/All Programs/VSMTV" and also a desktop icon. Click on the icon to start VSMTV.



Every time VSMTV is launched it will display a "License Info" box like this one. If you have entered a License key, great. If it's still current you will see how many days are left till it expires. If you have never entered a key or if it is expired you will be in "Demo" mode. Always, even in "Demo" mode, VSMTV remains a fully-functioning scoring machine. What you won't be able to do in "Demo Mode" is save, load, or import lists of fencers. You will still be able to load any of the five pre-built Demo lists.

This screen is VSMTV in the first of its eight different formats. This one is the generic "unspecified" mode that is the most like any other (dumb) scoring machine. You just plug in and fence. You can set one to three periods, or just free-fence without time or periods like on any other scoring machine. (The graphic logo in the center can be customized to any graphic.)



However, if you want to use the full capability of VSMTV, you need to enter some data.

The nine main controls used during a bout.

Along the bottom of the screen are the “point and click” controls separated into three groups: each fencer has plus/minus/card buttons, and in the middle are the controls used to start and stop the clock, mute the hit sounds, and reset the bout (which changes to a “Next” button when a pool/DE/or team match has been loaded. And of course the big “weapon” button under the clock display changes between foil, epee, and saber, showing which weapon is selected. All these controls can be operated by the VSM Custom Remote, and (breaking from our fencing traditions) are plainly labeled on the remote.

Alternately, if you have a scrolling wireless mouse or trackball, rolling the scroll wheel can be used to highlight one of the nine command buttons; then just left click to actuate it. If the mouse/trackball has a scroll wheel that when depressed acts as a “middle button” pressing it will jump the command highlight to the opposite side’s “+”, making it very quick to award touches without actually having to accurately position the mouse yourself (it’s difficult to see a standard size mouse pointer from across the strip, however the highlighting of the command buttons makes it easy.) The “Right Click” always acts as the clock start/stop button. (In this manner, a wireless mouse with good range can substitute for the VSM Custom Remote in a pinch.)

The next obvious control buttons are the “Flip,” “Set-up,” “No Combat,” and “Off” buttons. “Flip” is used to reverse the fencer’s names, clubs, etc. if they have changed sides for any reason, such as is done for left-handers. Unchanged from standard VSM are

the audio controls which are (hopefully) obvious. The “Set-up” button allows access to the weapons parameters, the sound configuration, and to the inputting of fencer’s information and to choose the type of match being run. More on that next.

The other non-obvious controls are portions of the display that when “clicked” on, operate a control. They are: the Score displays act to “Flip” the fencers, the clock’s Minutes and Seconds will increment when clicked on, and the Speaker icon can be clicked to mute the hits.

About “No Combat”

This relatively new rule has been a source of both confusion and consternation. VSMTV has incorporated the rules of Non-Combativity in an attempt to simplify its application. The rule applies specifically to DEs with two or three periods, and also to Team Relay matches. And not to Pools, “Best 2 of 3” DEs, or “Best 5 of 9” Team matches. “No Combat” is a judgment made solely by the referee.

As an aid to this judgment, the rulebook has provided two guidelines, but these are only guidelines; they are not objective hard and fast rules (like stepping past the end of strip boundary is a hard rule.) The two guidelines are: 1) Excessive distance (greater than the distance of an advance-lunge) for at least 15 seconds; then Non-Combativity might be applicable, and 2) If more than 1 minute of actual fencing time has elapsed since the last touch (valid or not) then Non-Combativity might be applicable.

In general, it is no mean feat to referee well; but to also try and mentally keep track of a one-minute clock while doing it makes it much harder. To lessen this burden on the referee, VSMTV has automated this time-based guideline, the one-minute hit timer.



Note the border around the clock display. After 45 seconds without a hit, it turns yellow, and then upon reaching 60 seconds, red. That’s it. Nothing else happens, now it’s up to the referee. If he or she decides that there really was active combat in progress then just let the action continue. At the next hit, the clock border will return to gray.

On the other hand, if the Ref’s judgment is to declare “No Combat”, then just click the “No Combat” button. In this example, the period would advance, and the clock would reset to 3:00 with fencing to resume after no rest period. (Alternately, there is an

“assignable” command that can be programmed into the VSM “Custom” remote control, or you can press the <End> key on the keyboard to operate the “No Combat” button.)

Assuming “No Combat” was the call, here is what would be displayed. Note that the “No Combat” button has now been re-captioned as “Undo NC”. Press this button, and the clock and period will be restored to their previous states. ***This “Undo NC” option is only available while the clock has not been started.*** Once the



clock is started, the “Undo NC” button will once again become the “No Combat” button, available for use if a subsequent Non-Combativity call is made.

Evoking “No Combat” in the final period of a DE, or the final round of a Team Relay match will produce the “Priority” selection pop-up, and once priority has been established, reset the clock to 1:00. This “No Combat” priority one minute period is different from the “overtime” priority that results from ties that exist when time runs out in that the Non-Combativity final minute must be fenced in its entirety. In other words, the bout continues past the next score, allowing multiple chances for each opponent to score. Only in the event that the scores are tied at the end of this final minute does the pre-set priority determine the winner.

As a final note on how VSMTV implements the Non-Combativity rules, once a priority is established, you can no longer declare “No Combat” and clicking the “No Combat” button will produce no further effect.

Setting up a Pool/DE/Team Match

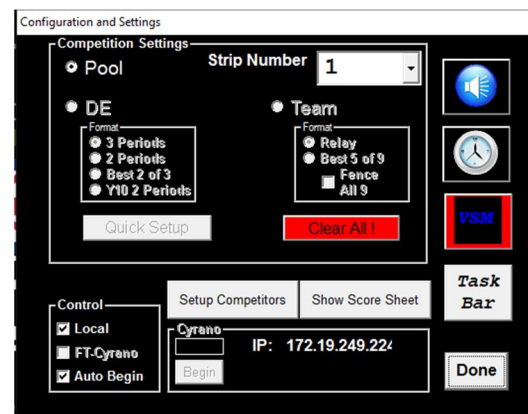
To configure VSMTV for a formal competition and utilize a mode other than the

“unspecified” mode, you first click the “Set-up” icon  located just above the audio controls.

This is the screen that allows access to changing all configurations and settings, as well as re-displaying the score sheet that is in progress. The mode of the tournament is set by clicking on Pool, DE, or Team first and then by choosing a format for a DE or a Team match. Under DE, you can choose a 3-Period format (as is normal for open/senior,) or 2-periods (as normally is used for Veterans,) or a “Best 2 of 3” five-touch DE format (as is used for some youth or special format tournaments.) If it is a Team Match, you choose either the 45-touch Relay format, or the older “Best 5 of 9” format still used in NCAA tournaments. If the latter is the case, you should also check whether all 9 bouts must be fenced out (as is generally done in a team seeding round).

Note: There are now (as of Release C3) two slightly different 2-period formats: The normal two, 3-minute periods format used in foil and epee veteran competitions, and a new “Youth” two-period format. Selecting “2” a second time will result in the “2” changing to a “Y” for “youth”. In this format the only difference is that the first period ends either with the expiration of the first 3 minute period **or** when one fencer attains a score of “5”. In this case, any remaining time in the first period is lost and a one-minute rest period automatically begins.

Before proceeding to fill in the competitor data, note that this “Configuration” screen provides buttons for changing the sounds associated with the various fencing events, and also for the weapons settings and parameters (more on that later). At the very top of this screen is where the Strip number is set. This number is important as that is the identification a separate PC running the VSM NetRepeater application uses to connect with over the network. Set it to the assigned strip number, and if this strip number is valid for a multiday tournament, save it (the option to save the strip number is with the other “Startup defaults” on the weapons parameters page (click the “Clock” icon). There are also two other buttons that will be covered later: “Quick Setup” and the red “Clear All!” buttons. But now, let’s load some competitors. Click the button labeled “Setup Competitors”.



Enter the Competitors Information

#	Name	Club	Country	
1	- Name	- Club	- Country	Remove
2	- Name	- Club	- Country	Remove
3	- Name	- Club	- Country	Remove
4	- Name	- Club	- Country	Remove
5	- Name	- Club	- Country	Remove
6	- Name	- Club	- Country	Remove
7	- Name	- Club	- Country	Remove
8	- Name	- Club	- Country	Remove

☐ Use Full Names
 ☐ Surname First

Enable Editing

#

1

- Name

- Club

- Country

Add

Clear List

Save List

Load List

Cancel

Done

Pool

For Pools and DEs up to 8 fencers can be entered.

For Teams, 3 or 4 fencers can be entered for each team. Fencers 7 and 8 will be the alternates.

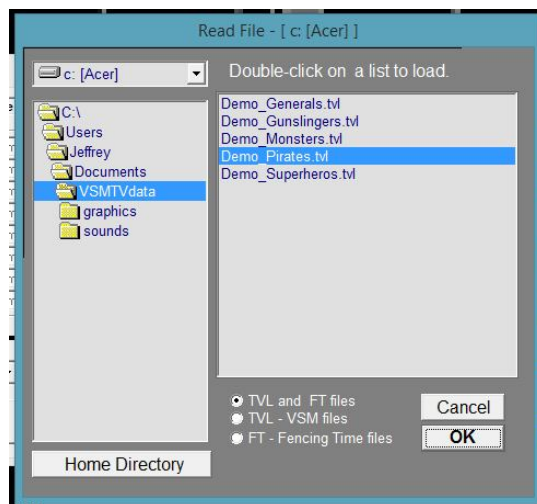
Use the -Add- button and the drop-down lists, or type in each entry directly.

This is a tool built into VSMTV that allows you to create a list of competitors by directly typing in their names, clubs, and countries or by picking them from a preloaded database.

The two databases needed are stored in VSMTV's "VSMTVdata" folder (normally located at: "C:\My Documents\VSMTV\VSMTVdata.") They are called "Fencers.csv", and "Clubs.csv". There is also a third database that has been preloaded called "Countries.csv", it contains all the IOC country data and should not be modified.

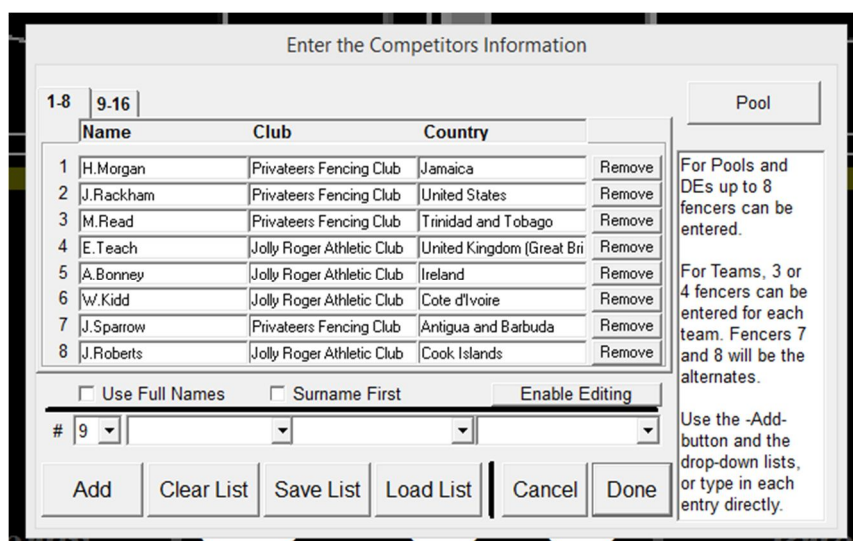
Click the "Load" button.

To provide a quick way to see how VSMTV works, I've preloaded the databases with sample data and graphics. These demo files are not modifiable, and should not be edited or they will no longer work. VSMTV has five different demo lists of competitors you can load and use without a License key. There are two types of lists that VSMTV can load: ".TVL" lists, which are simple text files in a specific, internal format (TVL stands for "Tournament VSM List"); and alternatively, Fencing Time pool lists that have been generated by exporting pool data from Fencing Time.



The canned demo files are in TVL format and each contains eight competitors from two clubs, and a variety of countries. TVL files are not tied to a specific tournament format so they can be used as the basis for a pool, a DE table of up to eight, or a Team match.

Double click on "Demo_Pirates.tvl".

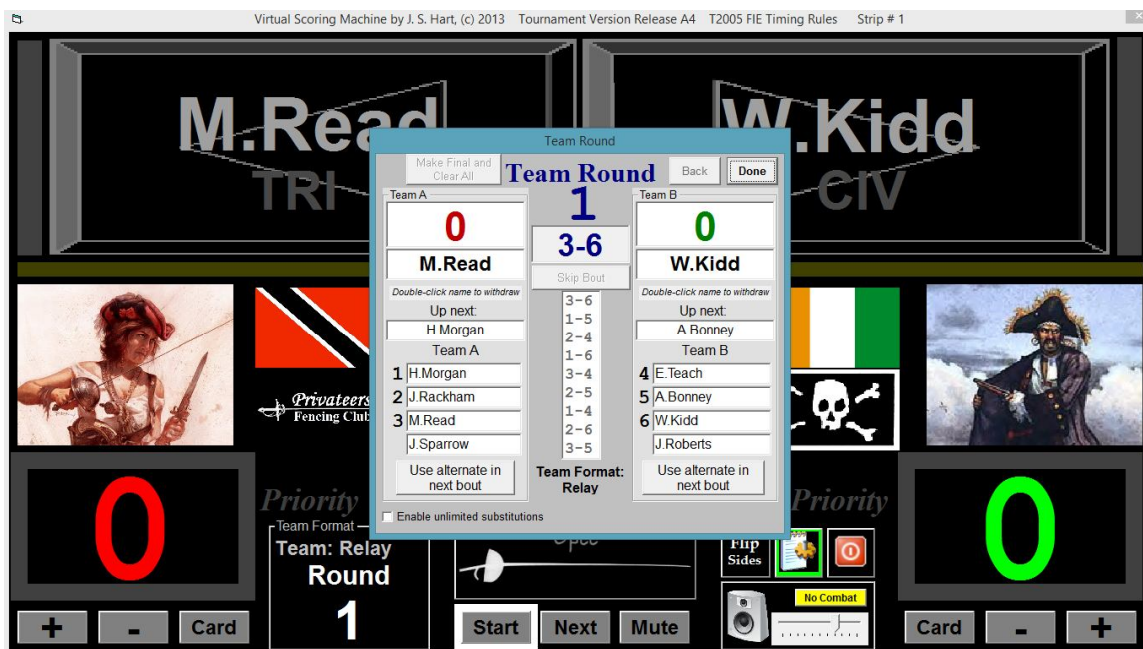


Notice the button at the top of the list builder, labeled "Pool". If you have forgotten to choose the desired tournament format, you can alter the format of your competition by clicking this button until you have the correct format. However, once you click the

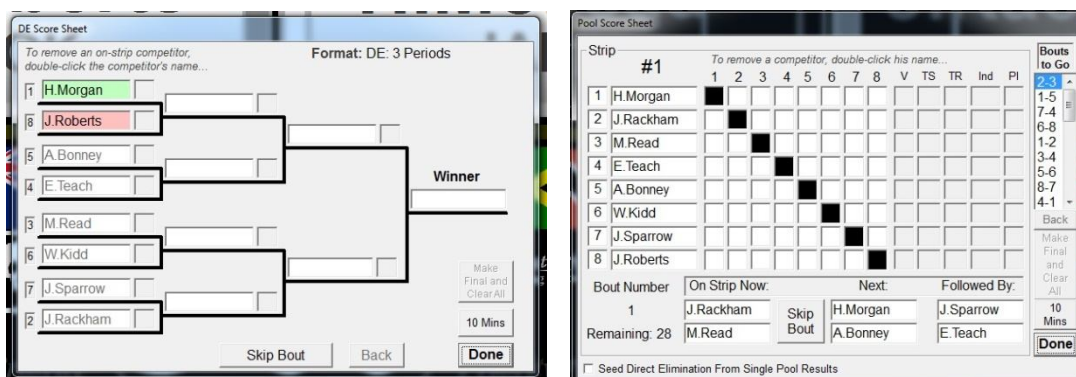
“Done” button, you are locked into the chosen format. You can always start over by clicking the “Clear List” button, though.

Notice also that the check box labeled “Use Full Names” was checked. Checking this box results in a name format that is “First Last” instead of “F.Last.” You can also check The box labeled “Surname First,” which reverses the order of the names as is the custom in some countries. There is a limit to how long names can be, exceeding the limit will result in the name being truncated to fit the screen space.

For this demo, let’s choose a team format, so click the top-right button until it reads “Team: Relay”. Then click the “Done” button at the bottom-right. All graphics associated with the individual competitors will now be loaded. A pop-up score sheet appropriate for the chosen tournament format will appear in the screen center, and this is what you will see:

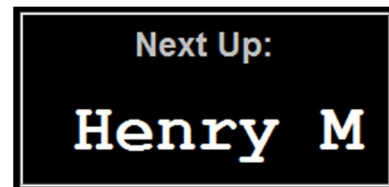


Alternately, had we chosen a pool or a DE, the score sheet could have looked like these:



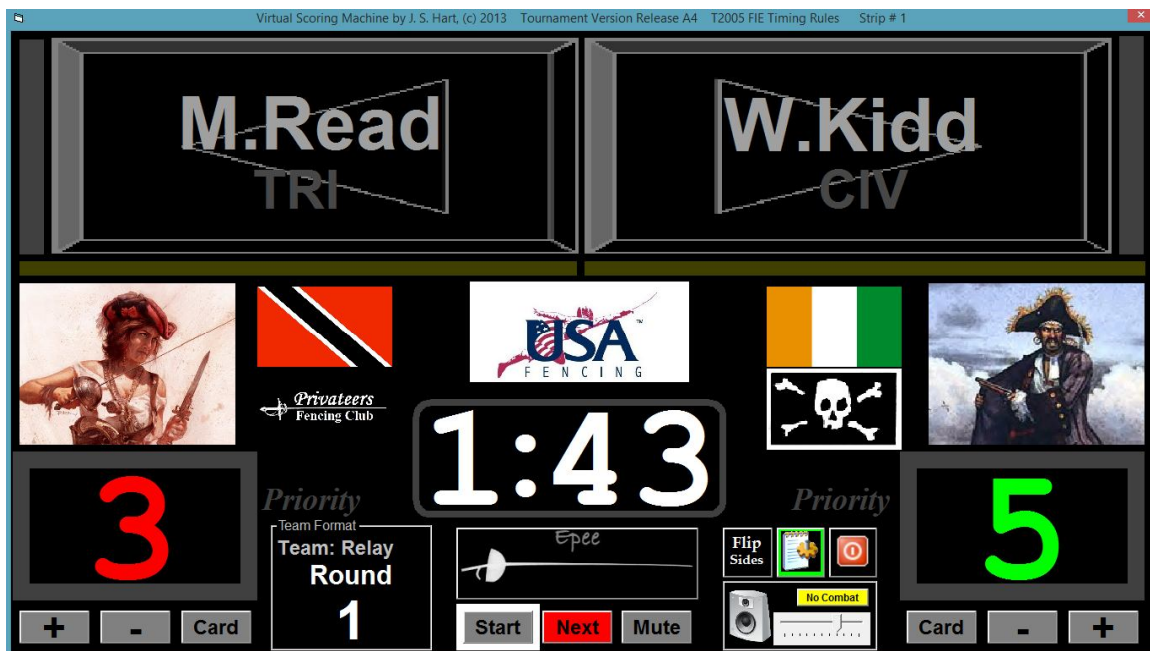
The three different score sheets reflect the format of the selected competition, but all have the exact same competitors loaded. But in this example we chose the team format. To begin the first match, click on “Done” and the first bout will be on screen. The score sheet can be recalled at any time by clicking the “Set-up” icon, then “Show Score Sheet”.

Now the competition begins, and points are added for each competitor until the bout ends by achieving the required score or the time expires. For Pools and team events, when the score gets to three for either competitor, or the time remaining is less than one minute, a scrolling window will replace the center logo graphic that will let you know who the “next up” pair of fencer are:

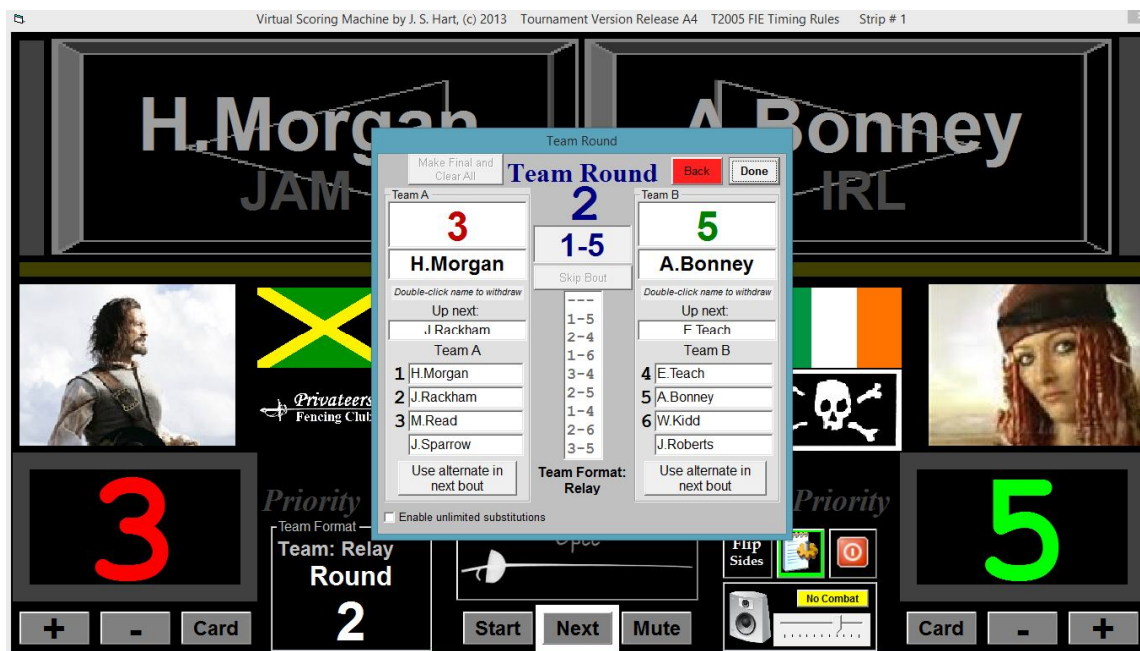


Since there is only a limited amount of space, the names scroll from right to left in a “marquee” style.

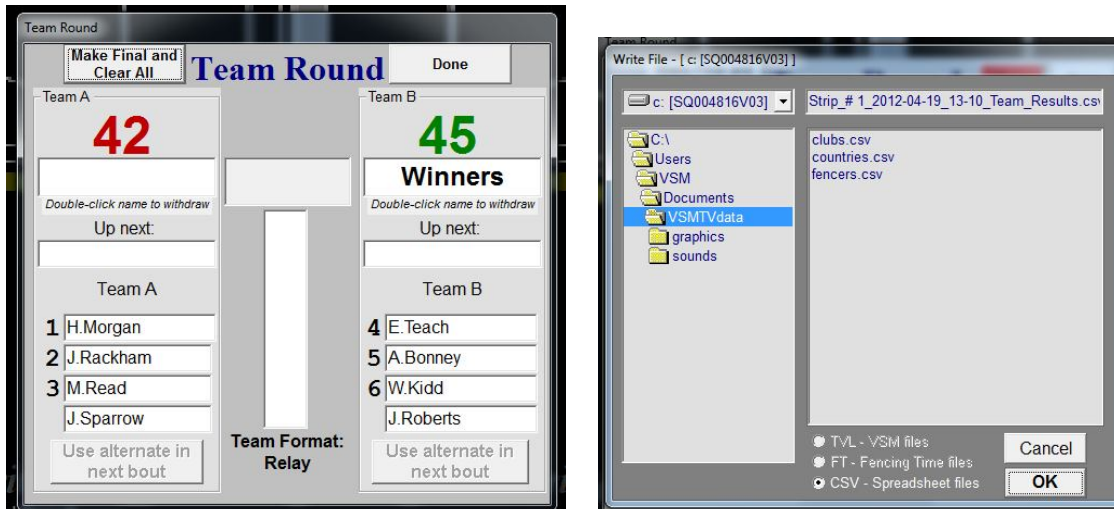
When the bout is finished, VSMTV knows a new bout must be called, and will not allow more points to be added. Also the “Next” button will flash to remind the referee that the next fencers should hook up. The screen will look something like this:



Click the “Next” button, and the score sheet will pop up to show the current score and call the next bout.

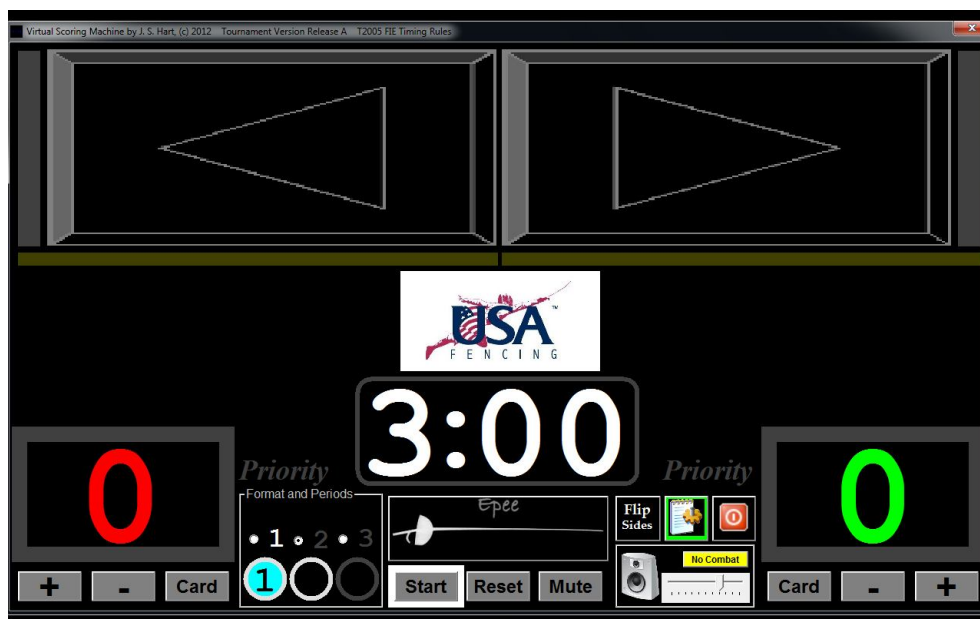


And so the match progresses till the final pair is done. When the match is over, clicking the “Next” button will show the score sheet at which time a winner is declared and the “Make Final and Clear All” button will be enabled. Click the “Make Final” button to save the results, and clear out the competition information.



A default file name for the results has been chosen based on your tournament format and strip number; the date/time has been included to prevent overwriting a file of the same name. You can also type in any file name of your own choosing.

Once you have saved the results, all data will be cleared and VSMTV will return to the “unspecified” mode; suitable for walk-up, informal fencing while waiting the next tournament assignment on that strip.



Using VSMTV with Fencing Time (Pool Import and Export)

Fencing Time is the “gold standard” in the US for organizing and running a fencing tournament. Elsewhere (and also in the US) there are other tournament organizing tools available, too. Using them, you can efficiently run just about any type of competition, with multiple ways to customize them for your own use. VSMTV does not try to duplicate what Fencing Time, Engarde, Belle Poule, etc. already do well. Instead VSMTV attempts to pick up where they leave off. Which is at the strip’s boundaries.

The tournament organizing software takes a group of competitors or teams, seeds them according to some system, and then randomizes the rest into groups called pools. Following the pools, the results are used to seed a series of Direct Elimination rounds. The majority of delays in progressing between the “round of pools” into the “DE’s” occur because each and every point scored for every bout on every strip must be entered in to the software before the next phase can begin. And this data entry must be error-free, or the process has to be re-accomplished.

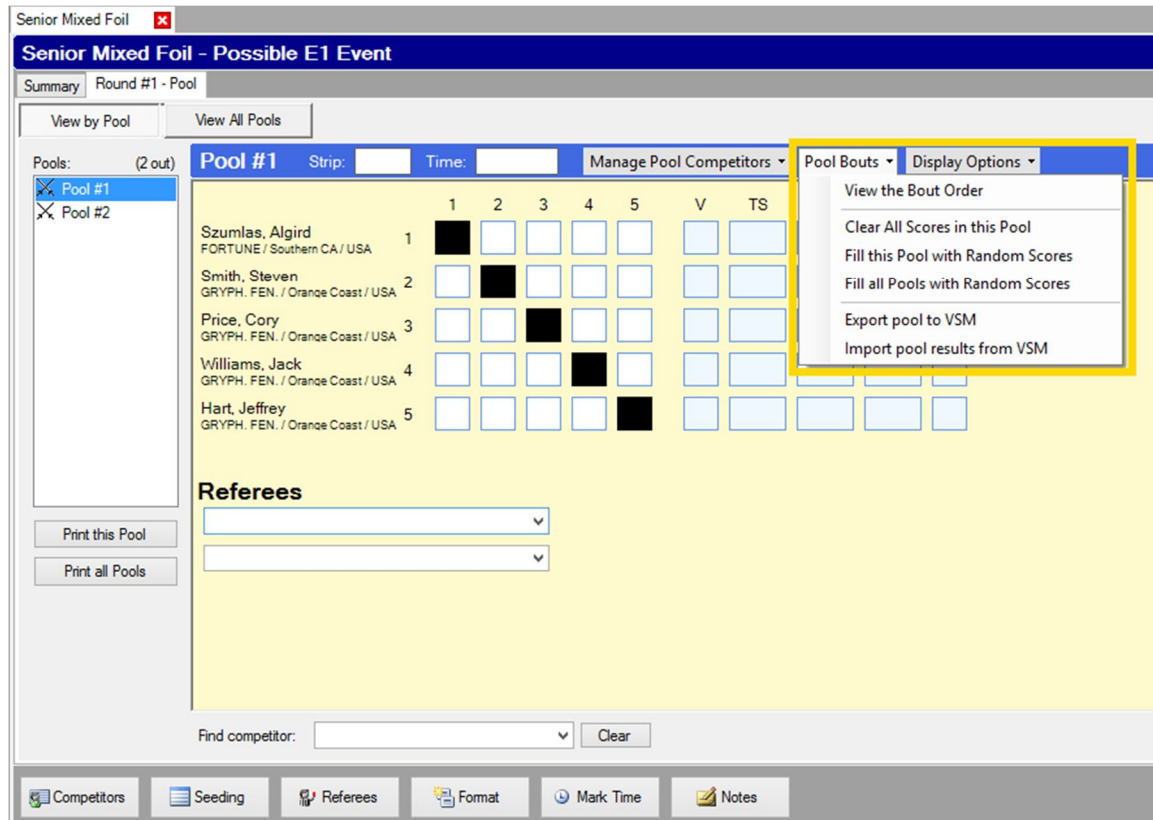
Using VSMTV with Fencing Time allows for direct exchange of information between the strip and the bout committee. In this version of VSMTV (Release A), the capability of Fencing Time to export pool data to a “scoring device” is used to accept a pool of fencers automatically into VSMTV. To do this for each specific pool, in Fencing Time’s “Pool Round Tab,” each pool will look something like this:

The screenshot shows the 'Open Senior Mixed Foil' window in Fencing Time 3.0. The 'Summary' tab is selected, showing 'Round #1 (Pool)'. On the left, a list of pools (Pool #1 to Pool #6) is shown, with 'Pool #1' selected. Below this list are buttons for 'Print Pools', 'Pool Assignments', 'Pool Options', 'Add Latecomer', 'Export Pool to Scoring Device' (highlighted with a yellow box), and 'Import Pool from Scoring Device'. The main area displays 'Pool #1' with a table of fencers and their bout results. The fencers are Reagan, Ronald; Coolidge, Calvin; Hayes, Rutherford B.; Johnson, Lyndon B.; Kennedy, John F.; Washington, George; and Taylor, Zachary. The table has columns for fencers, bout numbers (1-7), and various status columns (V, TS, TR, Ind, PI). The 'Referees' section shows 'None assigned'. The 'Withdrawn / Excluded' section shows 'None'. At the bottom, there are buttons for 'Competitors', 'Seeding', 'Mark Time', 'Notes', 'Start Next Round', and 'Abort Round'.

Pool #1		1	2	3	4	5	6	7	V	TS	TR	Ind	PI
Reagan, Ronald	1	■											
Coolidge, Calvin	2		■										
Hayes, Rutherford B.	3			■									
Johnson, Lyndon B.	4				■								
Kennedy, John F.	5					■							
Washington, George	6						■						
Taylor, Zachary	7							■					

Fencing Time 3.0

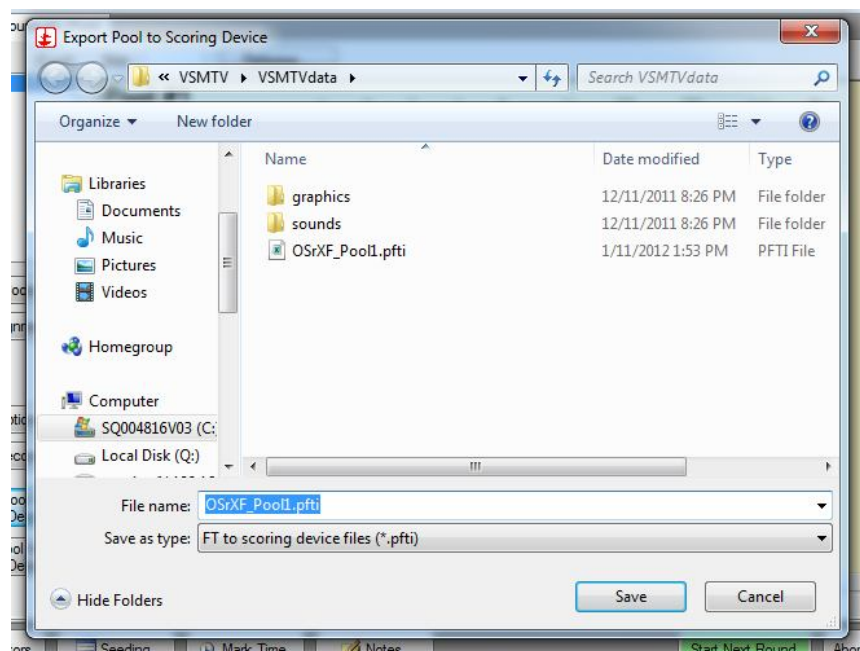
Notice the two buttons in the yellow box. They allow the export and import of data to and from a “scoring device”. This was originally included to allow referees to download a whole pool to a hand-held PDA device which could be used to keep score and time, as well as record results till the end of the pool.



Fencing Time 4.0

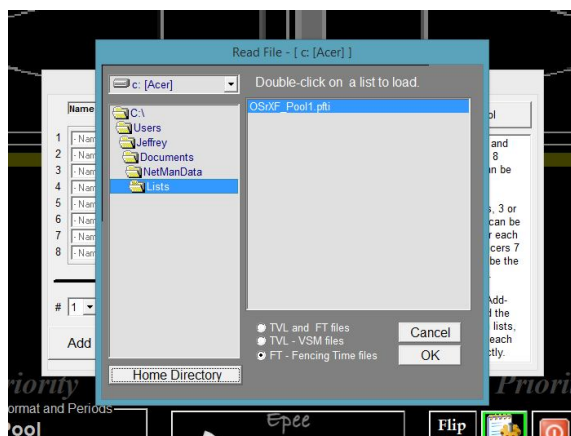
Later of versions of Fencing Time have moved this functionality and labeled it as specifically used with VSM.

Now, using VSMTV, each strip can do this automatically if there is a network connecting the VSMTV computers to the Fencing Time computer. Just click the “Export Pool to Scoring Device” button, and navigate to the intended’s strips VSMTV computer’s “\VSMTVdata” folder. ***This folder should be explicitly “shared” on the network with read and write privileges (“allow users to change my files”).***



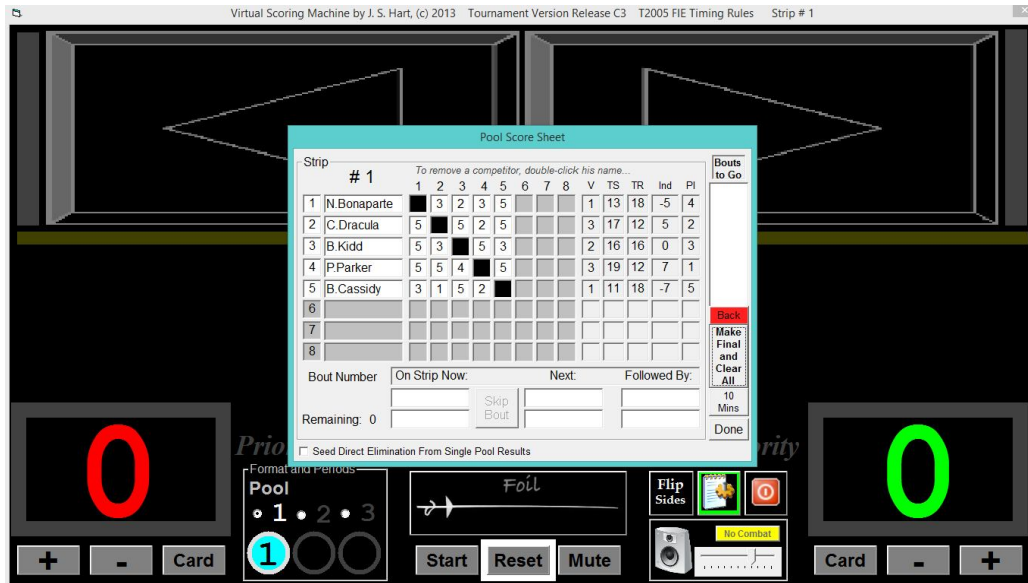
Having a plethora of network connected strip scoring machines can be very confusing unless you have named them according to their strips numbers as suggested (later) in “Network Setup”. In this example, I am saving a Fencing Time pool data file directly onto the “Strip 1” VSMTV’s data folder (which had previously been shared on the host computer). Once the Fencing Time “.pfti” pool data file is saved it can be loaded directly by the VSMTV application on “Strip 1”.

On “Strip 1”, the referee can now click the “Setup” Icon, then click the “Setup Competitors” button, and then the “Load” button. A file selector box will open displaying all the list files that conform to the selected file type, either “TVL – VSM files”, or “FT – Fencing Time” files, or both. The default is both “TVL and FT”, so it will not be necessary to click the option for Fencing Time. The referee will see all the “.pfti” and the TVL files that have been previously saved there. **Note: The newest file is automatically highlighted.** That way the referee can just click “Ok” and start the pool. The poolsheet will be displayed, and the referee can call the fencers to the strip and begin.



At the end of the pool a similar process (but in reverse order) is followed to send the pool results back to Fencing Time.

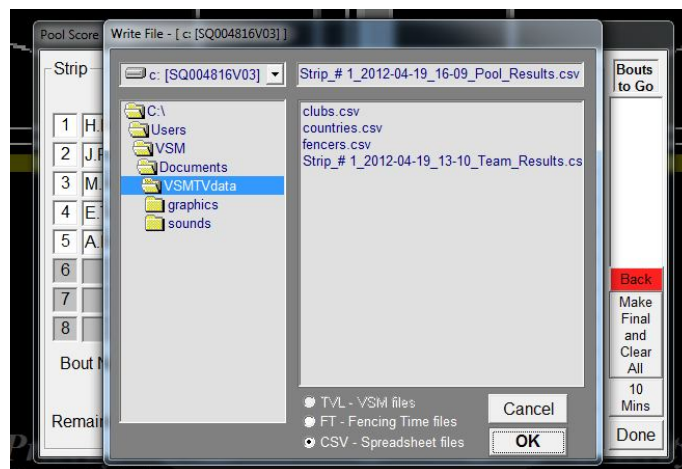
When all pool bouts are complete, the pool sheet will look something like this:



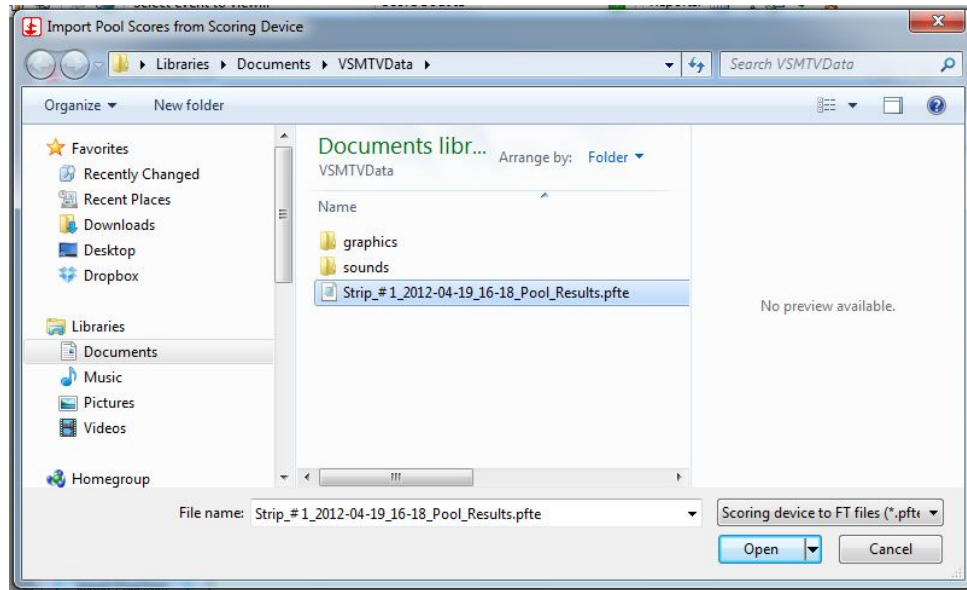
Notice that the “Make Final and Clear All” button has become active and is highlighted. The referee reviews the sheet, and after all the fencers signify that it is accurate, clicks the “Make Final” button.

Note the check box at the bottom of the pool sheet. If you want this pool’s results to automatically seed a Direct Elimination tableau, make sure it is checked **before** you click the “Make Final and Clear All” button.

A file selector box will appear:



That VSMTV's assigned Strip Number and type (i.e. "Pool") and the current date and time is used to create a name under which the results can be saved. This filename can also be edited if desired. Clicking the "OK" button will save it on that system's "VSMTVdata" folder from which Fencing Time can import it back at the bout committee.

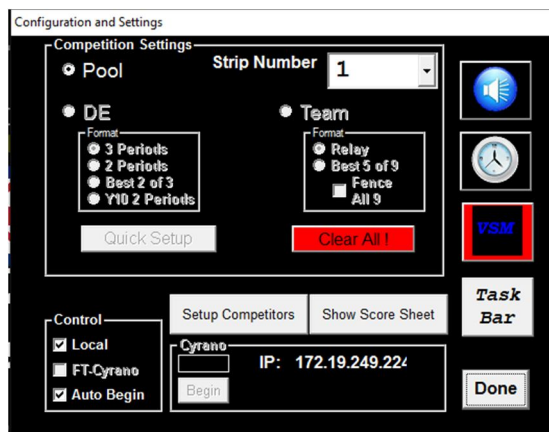


Click on the file and click open, and the results of the pool just completed on Strip 1 will be input into Fencing Time automatically.

Using VSMTV with Fencing Time (via Cyrano Protocol)

This feature is brand new in VSMTV Release D, as well as in Fencing Time 4.1. This is an implementation of an F.I.E. specified communications protocol (called Cyrano) between scoring devices and tournament software that allows for the automated exchange of data over a local area network. In other words, it allows a scoring machine to be supplied automatically with information about the competitors (names and country affiliations,) the pool order, team composition, DE table; and for the automatic reporting of bout results back to Fencing Time. It is still a recommended practice to keep a paper record as a backup.

To use this feature, at the fencing piste, you must insure that you are using VSMTV Release D (or later) and that you have a valid license key installed on it. At the bout committee, you will also need to have Fencing Time 4.1 installed as well as the new companion program, Fencing Time Scoring Device Manager (FTSDM.) You also need to have all VSMTV strips as well as Fencing Time connected via a local area network (wired or wireless.) Note: there is no requirement that there be internet access; all that is necessary is that VSMTV strips be able to communicate with Fencing Time over a network connection. After that there are a few settings to set, and then it's (almost) all automatic.



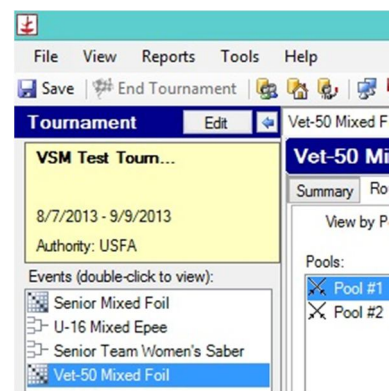
To setup VSMTV to use this connection protocol, first click the “Settings” button



At the bottom of the configuration window, there is now a section titled “Control,” and a section showing the Cyrano status along with this PC’s IP address. You will need to know the IP address of each VSMTV PC, and enter it in Fencing Time Scoring Device Manager when you select fencing to occur on this piste.

The “Control” section is very simple: you can either keep this strip under the control of the local operator for setting up new fencing, or you can cede control over to Fencing Time using the Cyrano Protocol. You can check either box, but only one can be active at a time. The “Auto Begin” option should generally remain checked, unless you find it preferable to initiate the communication process manually.

Important: Back at the bout committee, you need to specifically authorize Fencing Time to accept remote score entry (for obvious security reasons.) To do that you must click the “Edit Tournament” button. This is very easy to miss!



After opening the “edit” menu, ***you must explicitly check the box to “Allow remote score entry.”*** Once this has been done, you should run FT Scoring Device Manager, and configure the strips, each with their IP addresses. Failure to check the box will make the events in your tournament unavailable for assignment to a VSMTV strip using FTSDM.

Note: if your VSMTV PCs are configured for allowing the router to dynamically assign IP addresses, rather than use static

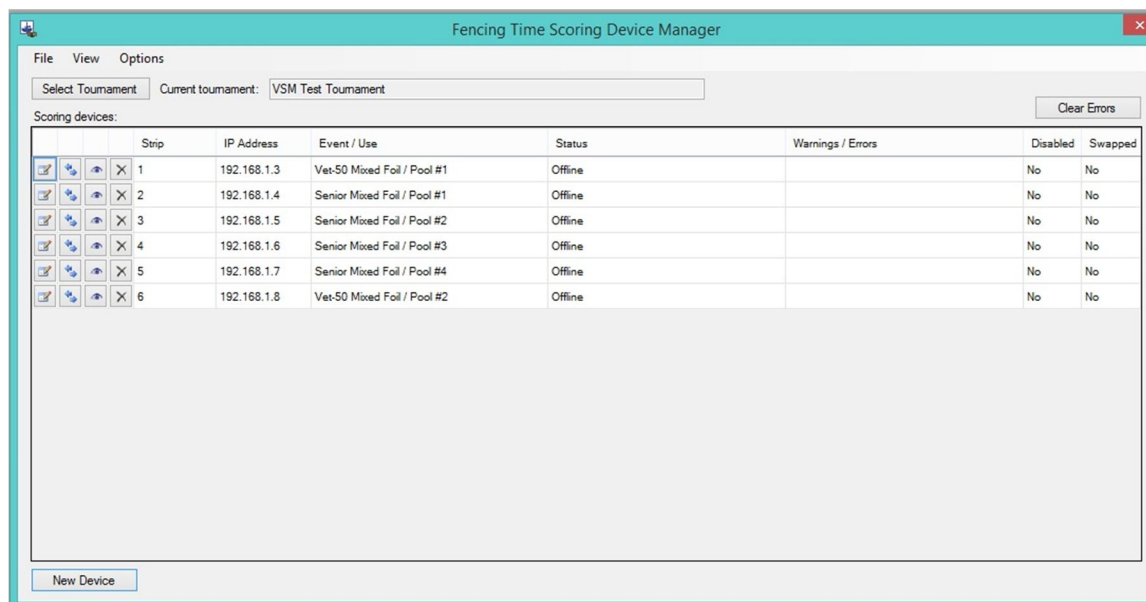
addresses then these IP address may change if the router is reset!

Once you run FTSDM the first time, it will look something the graphic below, with no “devices” yet showing:

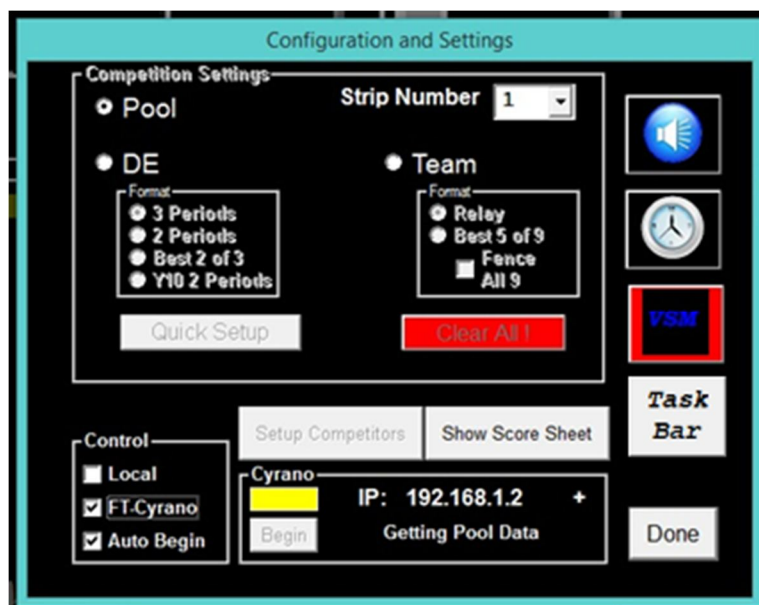
To get started, first select the correct tournament, then click the “New Device” button at the bottom. Next, enter the strip number and IP address for the desired strip.

Note: if the VSMTV strip with the corresponding IP address is currently configured as a different strip number, ***then its strip number will change*** to match the one assigned here!

Use the default Port number of 50100. Then if you have fencing ready for this strip you can use the drop-downs to select the “Event” and “Use,” then click “OK”. Repeat the process for all the strips that will be using the Cyrano protocol even if no fencing is ready to be assigned to that strip yet.



Back at the piste, you can activate FT-Cyrano, if you haven’t done so already. Since FTSDM has now been set up with the VSMTV strips’ IP addresses, and if you also assigned fencing to this strip, this is what you will see:

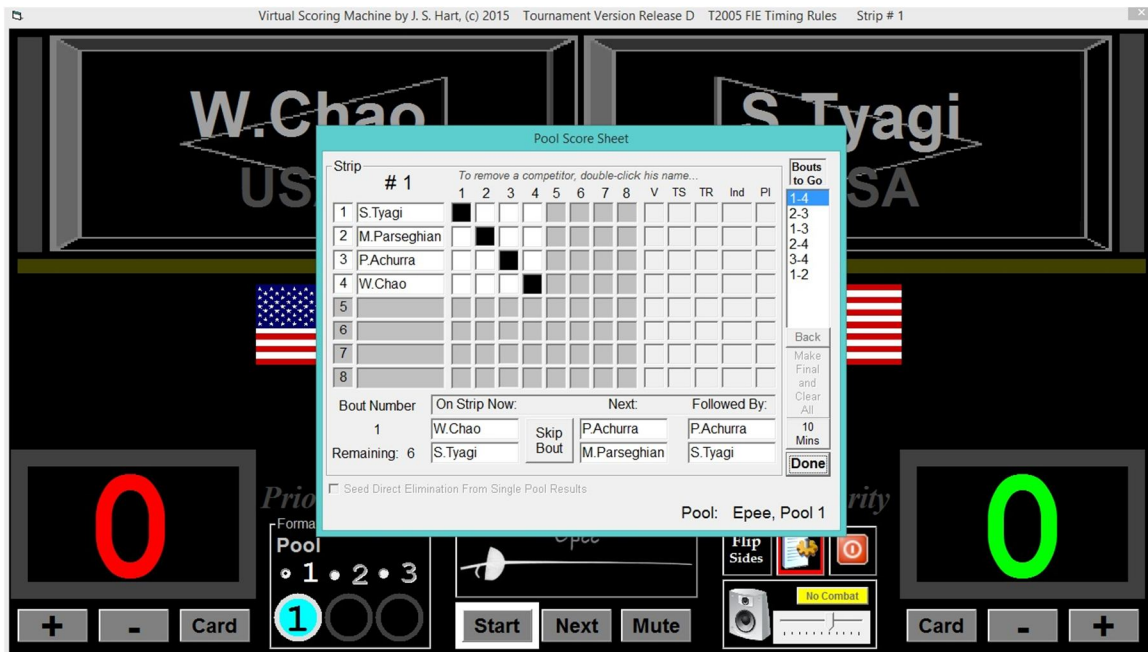


The Cyrano status will change from black to yellow as the VSMTV system queries FTSDM for its assignment. In this example, it is getting all the data for a pool. The + indicator on the right hand side will alternate between + and x with each message received over the network. When all the data has been transferred, the pool score sheet will be displayed automatically, with the first bout called to the strip.

The Cyrano status indicator will turn red once it has received the data for the current assignment to indicate that is is “Active”. If there is nothing assigned yet, VSMTM will simply wait for an assignment.

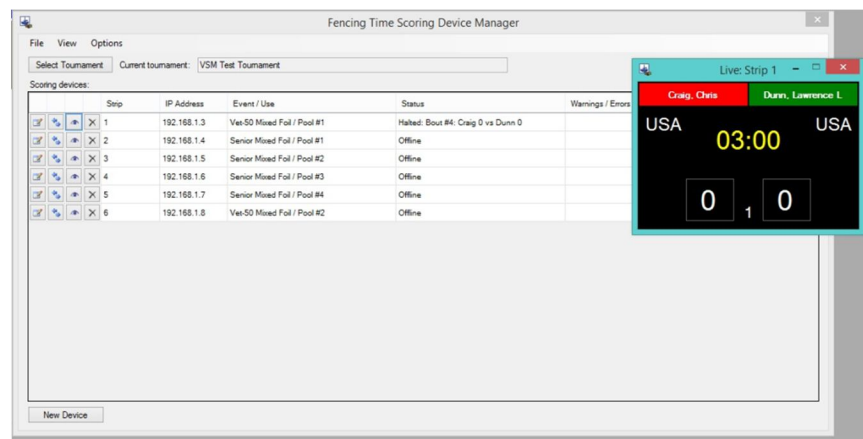
There is nothing further to set up at the VSMTV strip at this point; any further setup is accomplished from FT and Scoring Device Manager.

Here's an example of VSMTM's display after receipt of a fencing assignment via Cyrano; the fencers are called to the strip, the correct weapon is set, and one period has been automatically selected for the pool bout:



Just click on the “Done” button and begin the bout!

Cool feature: if you click on the “eye” icon associated with a strip number in FTSDM after assigning fencing to a strip, you will see a live thumbnail scoring machine that reflects the status of the remote machine in real time:



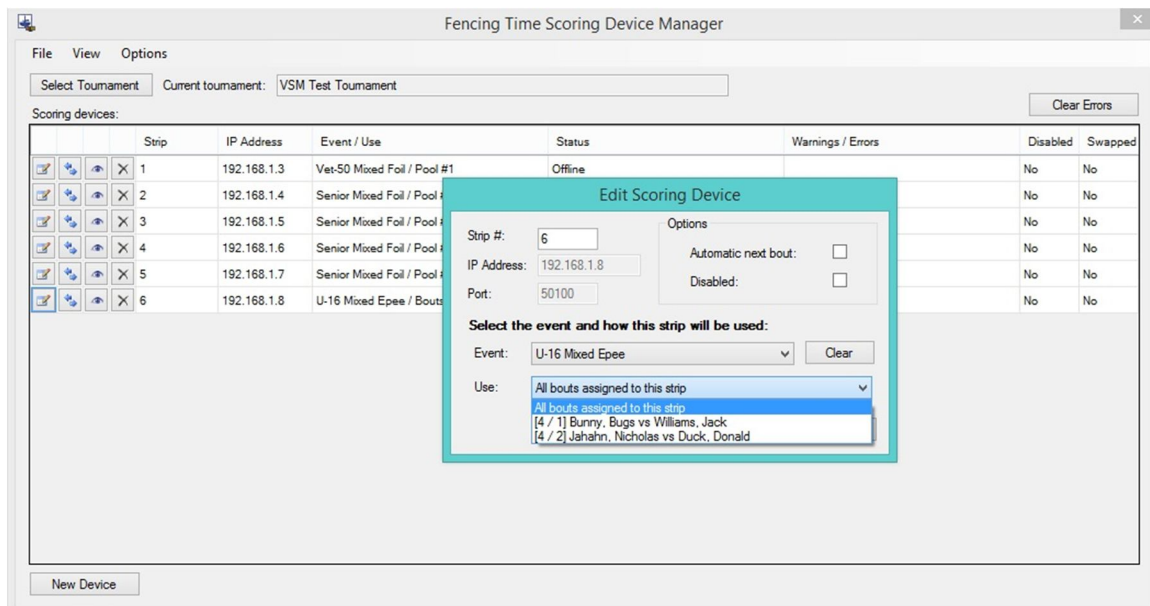
Everything that can be automated using this “Cyrano” protocol has been implemented, however, there are a few items that can’t be controlled because Cyrano doesn’t include every parameter needed. For example: Pool, Team, and DE modes will automatically be correctly set on VSMTV; but the referee will have to set “2 periods” manually in the case of a Veteran or Y10-12 DE. Cyrano does not include a parameter specifying a two-period DE, as currently implemented. Similarly, Cyrano is unaware of club affiliation,

and does not include the complete fencer name (last, first, middle) so it is not possible (yet) to load club or fencer graphics.

VSMTV, once assigned a pool or a team match, will initially step through all the bouts in the pool or the match in order to derive the number of fencers, their names and IOC country codes for on-screen display automatically. Note: The name format (“F.Name” vs. “First Name” vs. “Name First”) will follow the selection (check boxes) as described under the previous section titled “Setting up a Pool/DE/Team Match.”

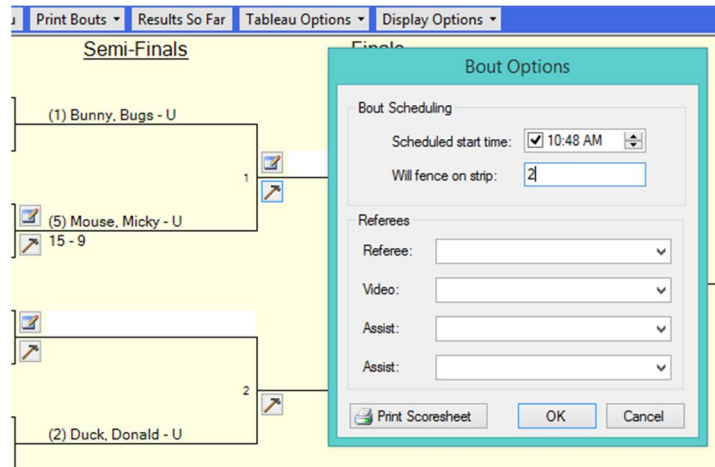
Using Cyrano, even Pools and or Team Matches that have been partially complete on one strip can be moved to a new strip and reloaded with all completed scores loaded and the current bout called to the new piste.

DE bouts (unlike Pools) are handled one at a time. However, using FTSDM for a DE tableau, it is possible to assign “All bouts assigned to this strip” to a specific VSMTV strip like so:



This works very well. But it is necessary that the individual DEs or Team Match DEs each have a start time and strip number assigned. As each DE bout is finished, and the final score is accepted by FT, the next DE bout in time-order will automatically be called to the strip.

To assign strips and start times to a DE bout in FT, you click the “hammer” icon for the DE. That opens the “Bout Options” dialog, which is where strip assignments and start times are entered.



Note using Pools: VSMTV attempts to duplicate the pool structure as constructed by FT. It does this by getting each bout in order from FT, then *assuming* that the bouts are fenced in standard order. If that is not the case (i.e. “teammate order” was selected) then the pool score sheet as displayed on VSMTV will be different from the pool score sheet in FT. However, even though the score sheet will look different, the bout order will be identical... only the fencer numbers and the position on the score sheet will be different. So, if you want the two score sheets to look the same, just select “standard order” in FT.

Problem Solving: The Cyrano protocol has the capacity for greatly simplify and expediting the running of a tournament, large or small. It depends on a reliable a network connection between the VSMTV strips and FT. It is preferable to use a wired connection when possible, and to limit the local network to tournament use only. The most likely place for problems to occur is with the network. Make sure all the PCs have a reliable network connection, and that all the IP addresses are unique and correct.

If you are using any other network-connected features such as the VSMTV Network Repeater Application, NetManager, Scoreboard, or another system such as Atlas VideoRef, which all use network port assignment via strip numbers, then it is important that your VSMTV strip assignments’ don’t contain any duplicate strip numbers.

A Note for Geeks: The network protocol is UDP, a light weight, fast, “connection-less” protocol. Which is mostly good... however, it is possible for messages to get lost. To aid in reliability, VSMTV is configured to resend previous messages if an expected response is never received. There is also an imbedded ACK/NAK message for signaling the final score and ending of a bout with FT.

Score errors: In VSMTV, the various score sheets can be manually edited in the event that an erroneous score is discovered. When using Cyrano, this feature has been locked out, so that score changes have to be made in Fencing Time directly.

Modes Supported: VSMTV/Cyrano/Fencing Time only supports the more “main stream” fencing formats: Pools (with up to 16 fencers,) Team Relay, and individual Direct Elimination bouts. Not supported are “Best of Three” DE format or Best 5 of 9 Team format.

License Keys and Demo Mode.

VSMTV has two modes of operation, “demo”, and “full” access. License keys are available from the www.VirtualScoringMachine.com website, and are available as 30 day or 365 day keys. You need one per VSM system; they are not transferable from system to system and cannot be reused. They are very inexpensive.

In Demo mode you can do all the normal scoring machine operations; the only restrictions are:

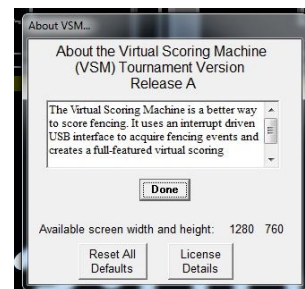
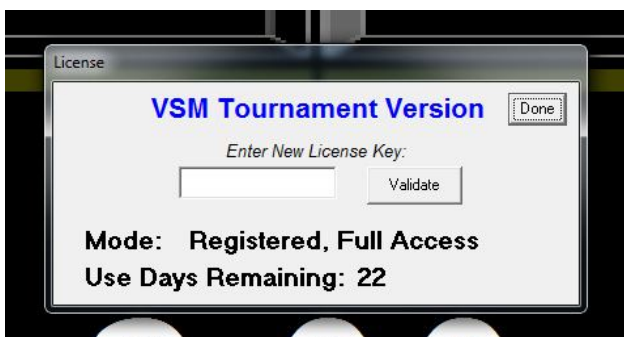
- You can only send network-repeater data when running in the generic “unspecified tournament” mode.
- You can’t save any lists you created within VSMTV
- You can only load the pre-canned “Demo” lists. (But you can enter data to be used during a session). No loading of Fencing Time saved data either.
- You cannot save your tournament results.
- The Android Remote App will not connect.
- FT/Cyrano protocol is not enabled.

As soon as you enter a valid license key all the restrictions are lifted.

License keys can be entered off-line, and are fairly simple combinations of 8 or 9 letters and numbers. They are not case sensitive, and are designed to be entered easily. Please take care not to confuse the lowercase Ls with ones, or the zeros with Os.

The License key window opens briefly each time VSMTV is run and will show the number of days remaining in the license period. To access the license info any time, click on

the “Set-up” icon , then on the ”VSM” icon , then on License Details.



The License entry screen will be displayed. To enter a key, just click on the entry field and enter your new key. As each character of your key is entered the field will display “#####”. When it’s all entered click the Validate button and

your key will be updated and a new number of use-days remaining will be displayed. Keys are available in 30 or 365 day amounts at www.VirtualScoringMachine.com. Note: once a new key is entered any previous key is invalidated and any remaining days of use are no longer available.

Network Repeater Displays

“VSMRepeater” is a network connected application that can replicate (live) the VSM scoring display on any other PC that is accessible on the same network as your VSMTV PCs. It can display all the graphics, score, lights, etc. as seen on the VSMTV scoring machine.

“VSM-Scoreboard” is a different network-connected repeater display, but instead of duplicating the host VSMTV scoring display, instead it replicates the score sheet, either for pools, a DE tableau, or a team match.

The intent is to provide a means of producing large format displays when an audience is present for larger competitions. It is possible (and in fact, intended) that both displays be used together. VSM-Scoreboard has two modes of operation: “Connect to Selected Strip,” and “Load Saved File”

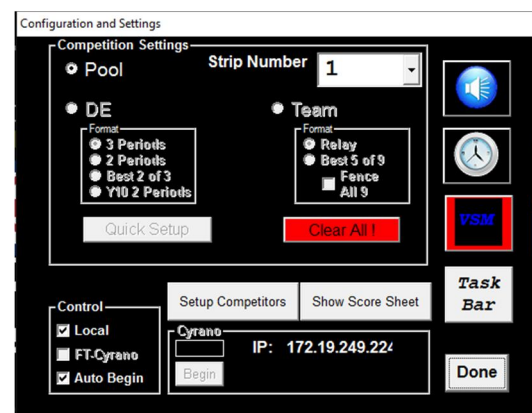
To install both of these repeater application, run the setup utility (either of a distribution CD or as downloaded from the VSM website (www.VirtualScoringMachine.com) It will be titled: VSMRepeaterSetup_Rel_xx.exe (with the “xx” indicating a version number.). Run it and both VSMRepeater.exe and VSM-Scoreboard.exe will be installed on the PC you designate. You can install them on as many PCs as needed. A VSMTV license is needed for full-functionality (fencer names, graphics, etc.) on the host VSMTV PC. The repeater applications themselves need no license keys.

The Network VSM Repeater Application.

One of the built in new features of VSMTV is the ability to connect a remote scoring repeater display through a local area network. Each VSMTV equipped fencing strip has a strip number assigned to it on the “Configuration” screen. Click the “Setup” icon, and set the strip number to a unique number in your tournament (it defaults to strip 1).

You will want to make sure every strip has a different number assigned. VSMTV allows strips be numbered, named, or use a pod letter/number combo. To set a new default strip

number, click the “Clock” icon and set the default strip number as a startup default, then click “save”. That way if you have a multiday tournament the strip number assignment will be loaded every time you start VSMTV.

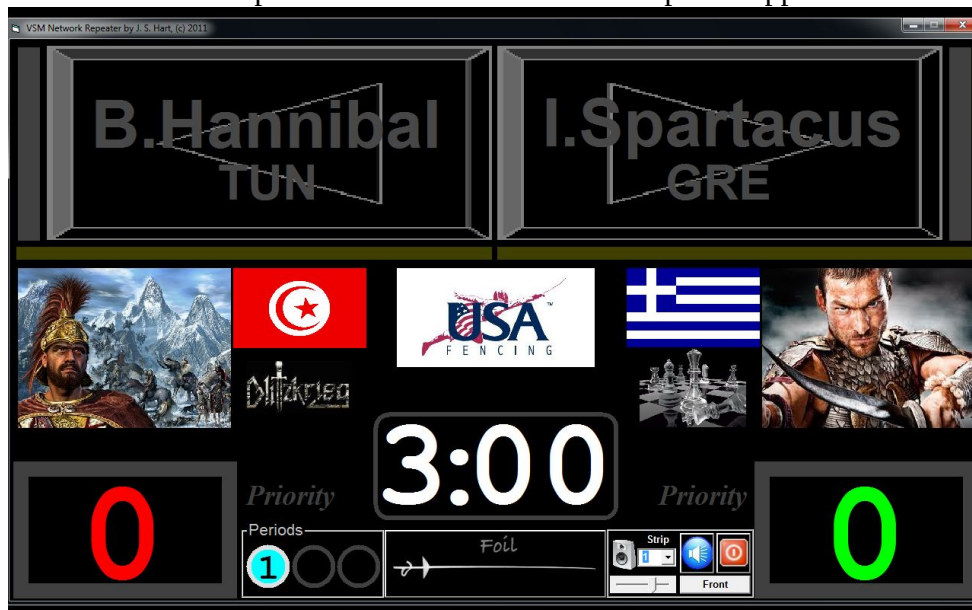


To get the Network Repeater Application to connect to a specific strip all you have to do is make sure both the VSMTV host computer and the Network Repeater computer are on the same network and set to the same strip identifier.

Simple.

Or maybe not. Sometimes networks can get complicated. More on that later.

Here's a sample screen from the Network Repeater application:



Notice that the VSMRepeater App looks almost exactly like VSMTV's display. The only things missing are the control buttons. The strip assignment is next to the speaker button near the bottom of the screen.

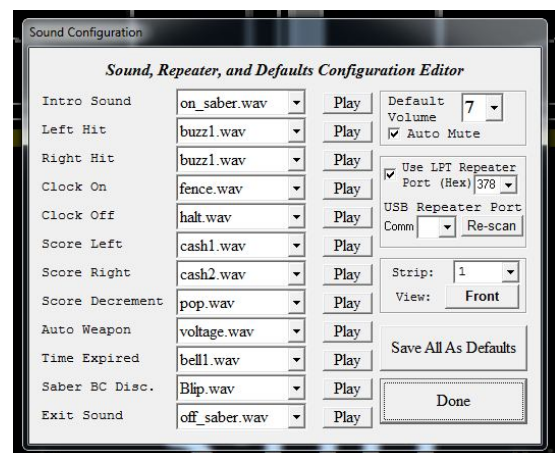


There are few controls that need to be operated on the VSMRepeater App and they are found here:

By clicking the "speaker" icon, you can configure any permanent defaults that you'd like the VSMRepeater App to use:

Each VSMRepeater App can have its own sounds configured independently from host PC's VSMTV application.

Notice that the VSMRepeater App can be permanently configured by setting the defaults and saving them.

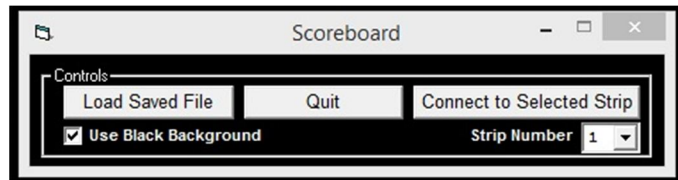


The Front/Back button is noteworthy. This button allows you to change the perspective of the display so the left and right sides can be correctly display if you orient the NetRepeater's display toward the "back" of the strip, thus allowing scoring displays to be set up for 360 degree viewing. Also of note are the LPT and USB repeater settings. The NetRepeater App (like VSMTV itself) is capable of driving add-on external LED scoring lights.

Note: VSMRepeater can now also be used with standard VSM; no license key needed.

The Network VSMTV Scoreboard Application.

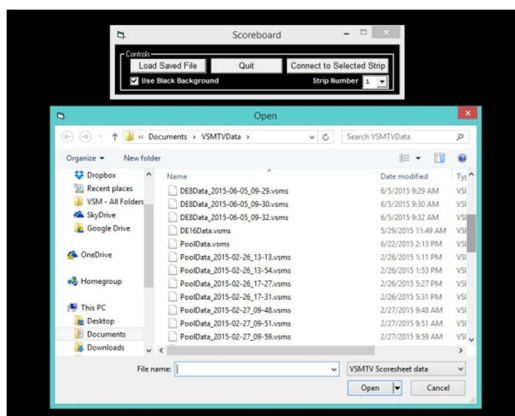
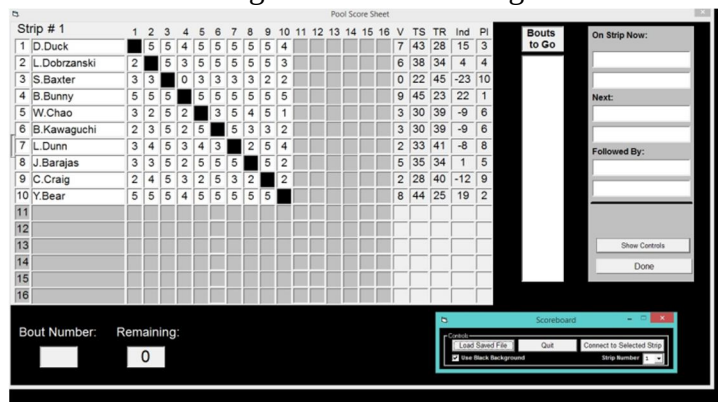
To use VSM-Scoreboard, first run the program, and you will see a smallish control like this:



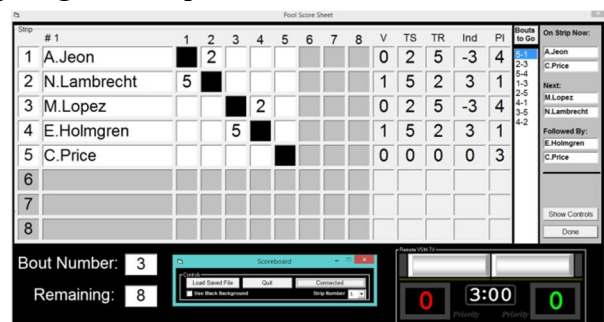
There are two main ways to use this program... to load a previously finished pool/match/table (or the last saved status of a bout in progress,) or to connect (live) to a bout currently in progress, with automatic updating.

First let's click on "Load Saved File". You'll see a dialog box like this. Navigate via the file selector to the network location of the strip you are interested in, and click on a file. You will see a display like this:

Note: The file names that include a date/timestamp are finished events! This allows you to recall the score sheets from completed events if you need to reconstruct the scores.



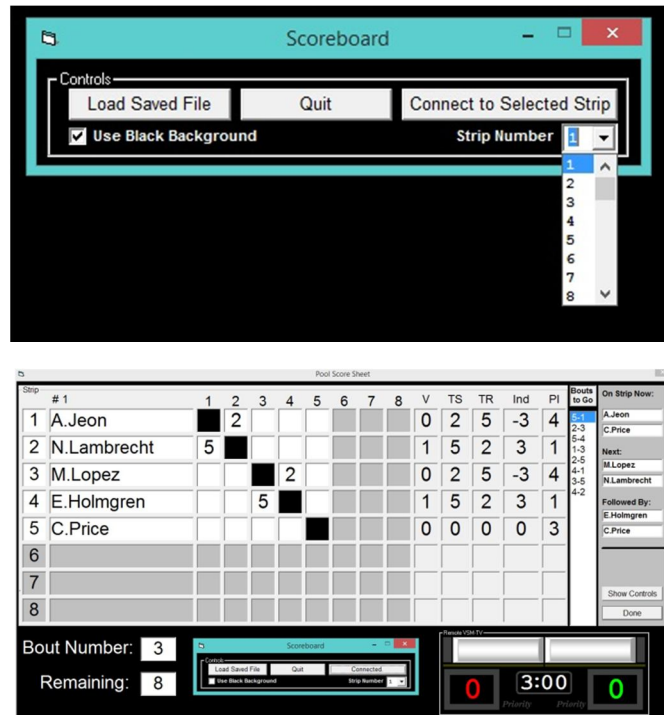
A file name without a date/time stamp (such as "PoolData.vsms") should indicate that this is the latest saved status of that event. That event will be any stage of completion... such as this:



To configure VSM-Scoreboard to display real-time information on fencing currently in progress, you should first select the strip number you wish to connect to, and then click “connect”:

Once connected, the appropriate pool, DT Tableau, or Team score sheet will display. And it will automatically update every time a bout is finished.

Note: with a live, real-time connection to a bout in progress, there is a scoring display thumbnail showing the time, score and hit lights... integrated into the score sheet display.



Network Setup and Use.

One of the goals of VSMTV is to provide a simple, quick, and error free way to get pools up and running on a strip, automatically keep the score sheet; and when it’s complete, get the results back to the bout committee electronically without introducing any unnecessary human errors.

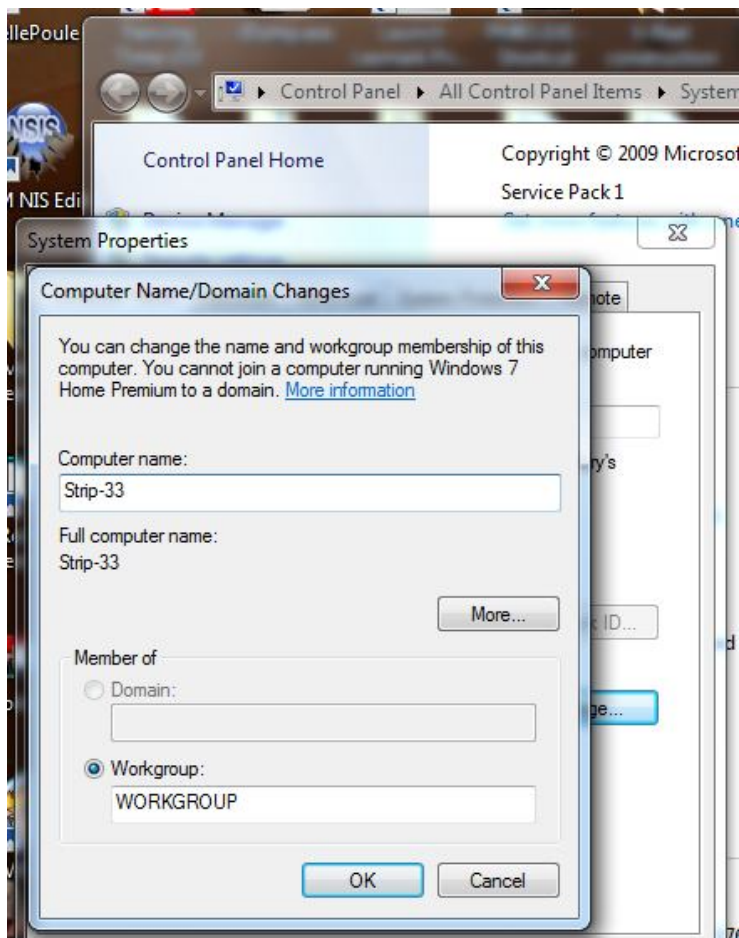
Traditionally the score sheet has been completed manually, and is frequently the source of errors. Secondly, errors can be introduced when scores are mistyped into the tournament software.

The easiest way to improve on this is to use VSMTV to keep the score, and when the pools are complete, save them and just read them in to Fencing Time over a network (wired or wireless).

Using Fencing Time to retrieve a pool’s saved result has been previously described using its integrated “Import Pool from Scoring Device” button located on each of the “Pool” tabs in Fencing Time. Once you click this button it opens a file dialog box allowing you to navigate to the pool scores you want to import. Simply navigate to “Network” and the strip’s VSMTV directory.

Sounds simple enough...

Step 1: Finding the correct computer.



However the ease of this navigation is entirely dependent on how the individual computers are configured. I highly recommend naming each computer after the strip number. So instead of the naming your computer “Joe’s really old laptop”, instead call it “Strip-33” (if you intend it to be the VSMTV pc on Strip 33.) That way when you are looking to import the results from the last round of pools from Strip 33, you’ll be able to locate them quickly.

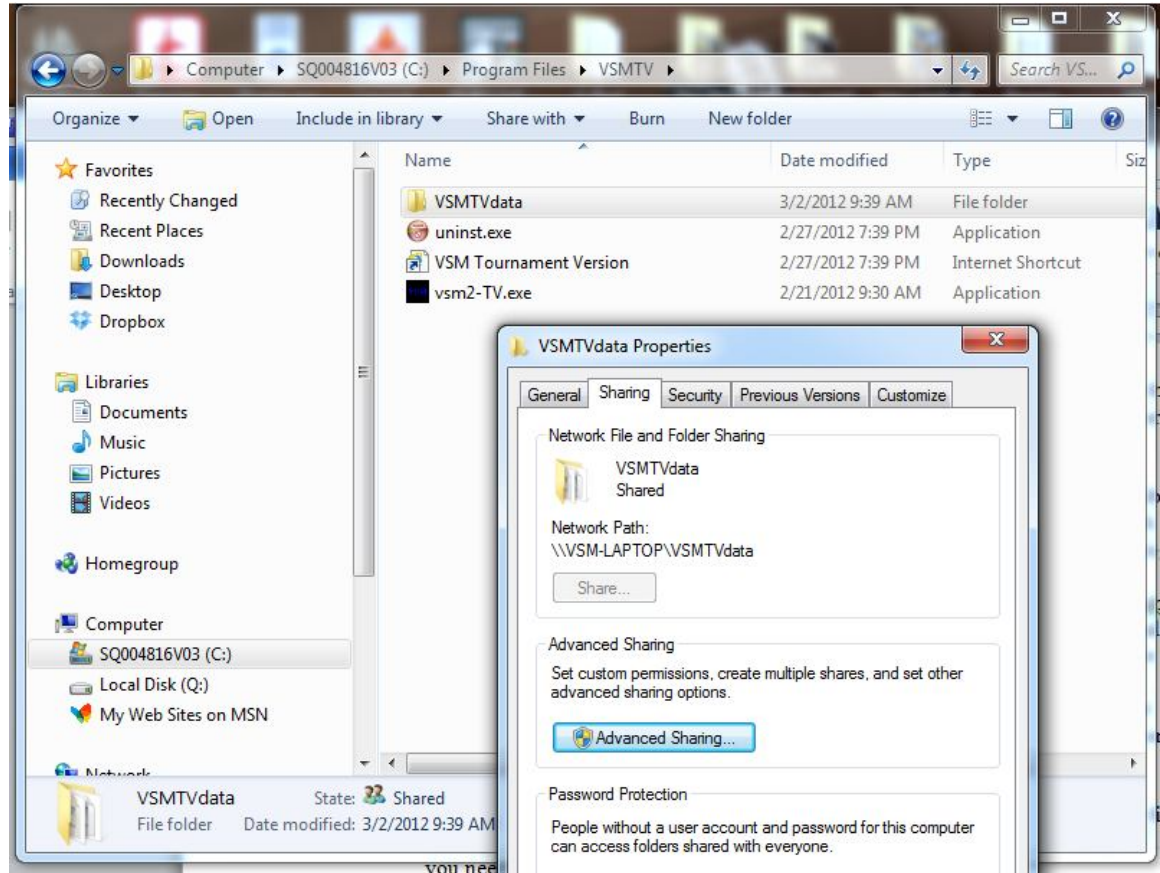
When configuring your system, you should also make sure that all your VSMTV PCs are members of the same

Workgroup. This will simplify the finding and accessing of individual VSMTV data files on both XP and Windows 7. Especially 7.

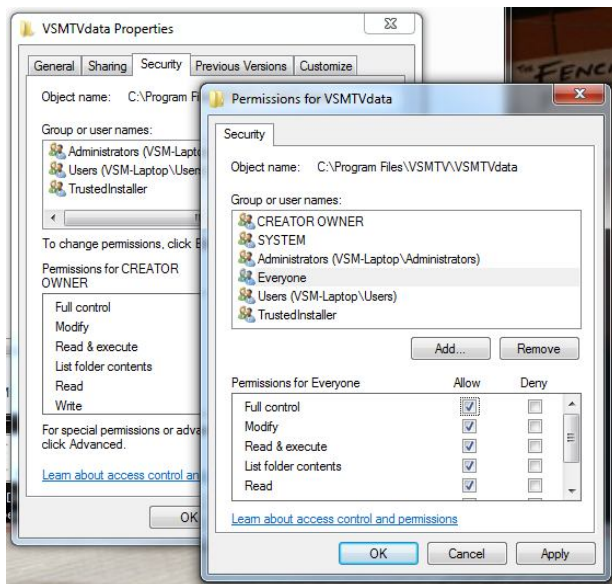
Step 2. Setting the sharing permissions to allow you to get files over the network.

As already mentioned, this functionality depends on having previously set the file sharing permissions to allow it. So after you have named this computer “Strip-33”, then you need to also share explicitly the \My Documents\VSMTVdata folder.

Here's a sample screen shot from a Windows 7 PC:



Windows 7 is a bit more restrictive when it comes to file sharing than was Windows XP. If your VSMTV pc is a Windows 7 PC, you will also need to add an entry to the security tab for the shared data folder:



So first click the tab called “Security” then click the “Add” button, then manually type in the entry “Everyone” as I have done above. Then click the box for “full control” and click “Apply.”

The file sharing set up on XP is much simpler. Just right click the \VSMTVdata folder and set the sharing to “allow users to change my files”.

In general, Windows 7 made some changes that make it more secure over networks and made a number of changes to the protocols in doing this. Sharing files from XP PCs to Windows 7 PCs is still very easy. But sharing from 7 to XP is not so easy. Setting the your \VSMTVdata security permissions to include “everyone” as described above and insuring all PCs are members of the same Workgroup should allow you to do this. Sorry if this seems overly complex. I thought it was.

Meanwhile back at the Bout Committee table...

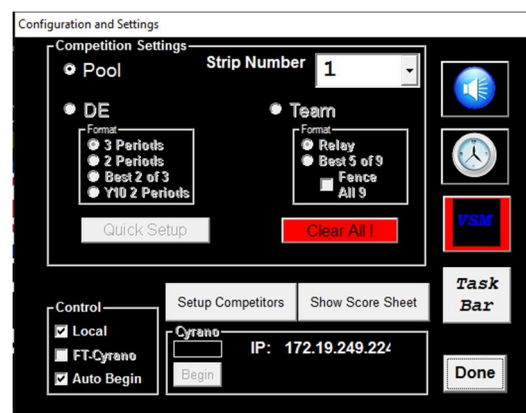
Once you find the pool data you want to import, Fencing Time will do a check to make sure it really is the matching pool data for the pool tab you are on. (VSMTV by default includes Fencing Time’s internal pool identifier number as part of the saved file name when it writes out the results. This unique number is added to the file name so any previous pool results won’t be automatically overwritten. If you desire, you can change the file name to whatever you want.) Import the scores, and they will automatically update Fencing Time.

If you don’t want to setup a network, or don’t have the equipment available for one, you can alternatively use a USB flash drive to copy the files from the VSMTV PC and plug it into the Fencing Time PC.

Using the VSMTV List Builder.

First click the “Set-up” icon  , choose the format of the competition and then click the button labeled “Setup Competitors”.

As mentioned earlier, this is how you can set up a tournament without importing any pool or other data from an outside source like Fencing Time. The List Builder gives you a stand-alone capability for building simple or even detailed lists of competitors quickly and easily. It also allows you to save them for future use or as a backup.



Databases:

Residing within the \VSMTVdata folder are the data files that VSMTV uses for sound and graphics and also for building lists of competitors. Contained therein are also subfolders that hold the sample graphic files used by the 5 pre-loaded Demo lists.

The three main database files are:

“fencers.csv”, “clubs.csv”, and

“countries.csv.” each of these is a generic type of spreadsheet file called a “comma separated value” file. Using this type of file allows you to manipulate the file with any commonly available spreadsheet program such as “Excel” or (the freely available) Open Office Calc. This type of data file is also used by the USFA, and AskFred to provide lists of USFA fencers or clubs and has become the standard way we exchange data in the fencing community. Fencing Time also uses the “.csv” file format to import data.

Note: See the section at the end of this manual on “NetManager,” a free application that will greatly simplify importing and using these databases.

Fencer Data:

The sample “fencer.csv” and “clubs.csv” database files included with the VSMTV setup are not real fencers or clubs; they are just samples included to allow you to experiment with the program prior to installing your own databases. They contain the data entries used in creating the sample lists. On the other hand, the “countries.csv” database does contain all the real (current as of this writing) IOC countries, abbreviations and, in a sub-folder, the flags of all the countries.

The current USFA membership can be downloaded and saved into your \VSMTVdata folder. Here’s the url: <http://usfencing.org/us-fencing-membership/current-membership-listing> Go to this page, and all the way at the bottom are download links. Right-click on the top one (which is the most current, entire USFA membership list as .csv data; the second one listed is an Excel format file.) If you save it as “fencers.csv” (you have to change the file extension .htm to .csv) then your VSMTV application will have the entire USFA membership installed. (Note: this will overwrite the existing database and

Attachments



erase the sample data include with the setup. If you want to keep all the fictitious characters in your database, then you'll need to combine the two spreadsheets using cut-and-paste into one spreadsheet, then resort it by name.)

You can also edit the “fencer.csv” file and add any local fencers’ names manually, thus allowing them to be selectable when building lists. This way you can add any club members who may not be USFA members or unsanctioned tournaments. Only the names are used from this data file (although the USFA data has many more fields of information, they are not used by VSMTV, and can be omitted when adding new members manually to the data file.)

Club Data:

The “clubs.csv” data file contains a list of fencing clubs and each club’s “abbreviation”. This data file can be obtained from AskFred under “club info”. Url: <http://askfred.net/Committee/clubList.php>

The screenshot shows the AskFred website interface. On the left is a navigation menu with links like 'Home', 'Bout Committee', 'My Tournaments', etc. The main content area is titled 'Clubs' and shows a search form with fields for 'Club Name', 'Abbreviation', and 'All Divisions'. Below the search form, it says '415 Pacific Coast Clubs, showing 1 to 20'. A table of clubs is displayed with columns for 'Tools', 'Club', 'Abbreviation', and 'Div'. A 'Windows Internet Explorer' dialog box is open in the foreground, asking 'What do you want to do with Clubs_2012-03-04_12_39_43.csv?'. The dialog box shows the file size as 32.0 KB, type as OpenDocument Spreadsheet, and source as askfred.net. The options are 'Open', 'Save', and 'Save as'.

Tools	Club	Abbreviation	Div
	49er Fencers	49F	Oran
	A.E. Wright Mds	AEWMDS	Sou
	AAAFence	AAAF	Cent
	Aberly Academy	ABERLE	Sou
	Academy of Art Fencing Club	AAFC	Nor
	Accademia di Scherma Classica	ADSC	Nor
	alemany High School	ALEHS	Sou
	Alice C Stelle Middle School	STELLE	Sou
	Allan Hancock College	AHC	Sou
	Alliant International University	AIINT	Mou
	Almaden Fencing Academy	ALFA	Cent

Note: AskFred doesn't seem to let you download and save the entire US club database; first, you have to select a Division or Section, then click the “Find Clubs” button to filter the results. Only then will clicking the “download as .csv” link open to allow you to save the data file.

If you want more than a Section's worth of club data, you will have to repeat the process individually for each Section you want, and then re-assemble them in a spreadsheet program.

When you've got what you need, the club data should be renamed as “club.csv” and saved into your \VSMTVdata folder. As before with “fencer.csv” you can either replace the originally installed sample data file or you can manually combine the two using Excel, or any other “csv” compatible spreadsheet program.

Updating the “club.csv” file will allow you to select the added club names and associate them with a fencer’s name when building a tournament list. Both the club’s name and abbreviation are imported from the database, and are needed as you will see later under “graphics files”.

The downloaded AskFred club data also contains other information fields, but only club name and abbreviation are important for use by VSMTV, so if you use a spreadsheet to manually add more clubs, only those two fields need to be present; the other information is ignored by VSMTV.

Country Data:

The “countries.csv” data file is the list of country names, IOC country codes, and the file name associated with that country’s flag graphic. It should not need editing and will be kept up to date via program revisions when countries occasionally change codes, names or flags.

Graphics Files:

This is what makes VSMTV visually striking: the addition of graphics to the scoring machine display. However, unlike fencer names and club data, there is no downloadable source for graphic files. So, if you want to increase your spectator appeal, then you need to add the graphics yourself. Here’s how.

Inside the \VSMTVdata folder there is a sub-folder called “\Graphics” and inside that there is one called “\Pix”. So altogether, the directory path you need is: “\My Documents\VSMTVdata\Graphics\Pix”. That’s where you put the graphics files so that VSMTV can find them automatically when needed.

There are two types of graphic data you can add: fencer images and club graphics. To associate an image file with a specific fencer, the graphic or picture file has to be named exactly like that fencer’s name as found in the “fencer.csv” database. For example if there’s a fencer in the database named “Smith, John, Doe” then the image file has to be named “SmithJohnDoe.jpg” for example. Allowable graphics file types are JPG, GIF, and BMP. That’s all. If you just drop the correctly named graphic file into the \Pix folder, when that fencer is up, his picture will be displayed on screen.

Similarly, if you want your club’s logo displayed when any of your club members are on strip, then just take the club logo and name it exactly like the club abbreviation from the club database. So if the club is “Gryphon Fencing Club” whose abbreviation is “Gryphon,” then name the Gryphon logo graphic “Gryphon.jpg” (assuming it is a jpeg file) and drop it into the \Pix folder. Then lists built with a fencer from Gryphon will have the club logo under their side of the display.

There is one other graphic that you can customize, and that is the logo at center screen. If you want to put your club's or division's logo, just rename your graphic file to "logo.jpg" (or the appropriate extension) and put it in the \Pix folder.

Photo and Graphics Size and Aspect Ratios:

There's no need to go way overboard on the size or resolution of these graphics since the display space of the screen is limited to a maximum of about 400 by 300 pixels; going above this only increases the file size without improving the image any. Whatever size image you use will get scaled to fit the screen space and to fit the aspect ratio. So, if you want your image to be undistorted, it must be in the correct ratio.

Fencer's Images: 4 to 3 ratio format (width to height.)

Club Graphics: 5 to 3 ratio format.

Center Logo: 2 to 1 ratio format.

Making any graphic considerably smaller than 400 by 300 pixels may result in some pixilation, getting more than a couple of times bigger than that will just make files bigger and slower to load or send over the network to the NetRepeater application. The best advice is to edit the image to the correct aspect (using a simple editor like "paint" by padding the edges with black space or cropping the image if necessary) and also keep the files size under around 100k. The largest of the included demo graphics is about 110k, although much bigger graphics have been used, too.

These graphic files are all optional; you do not need them to use VSMTV. VSMTV will look for graphic files when it updates the on-strip fencers, and include them if they are present, or skip them if they are absent. In the case of Clubs, if there is no available club graphic, the text of the club name is substituted.

Back to Building a Tournament List...

I'll use the demo set of databases for creating a list, but these could just as easily be your own clubs and local fencers if you've updated the database files.

To add a fencer, click in the Name field, a drop-down list will let you select the fencer to add. Alternatively, you can type the first few characters of the fencer's name and the list will jump to that position in the alphabetized list. Now, tab or click on the Club field to

add fencer #1's club affiliation. This is optional; skipping this step will simply leave the club information for fencer #1 off the display. Then tab to or click on the Country field, and add fencer #1's country. Alternatively, if you know the three-letter country code (like USA or FRA) you can just type that in and the correct country will be filled in the field.

Next, click "Add" (or just press <Enter>) and this fencer will be added to the selected number position in the list. Repeat this process till you have all the competitors added.

Enter the Competitors Information

1-8 | 9-16 | Pool

	Name	Club	Country	
1	- Name	- Club	- Country	Remove
2	- Name	- Club	- Country	Remove
3	- Name	- Club	- Country	Remove
4	- Name	- Club	- Country	Remove
5	- Name	- Club	- Country	Remove
6	- Name	- Club	- Country	Remove
7	- Name	- Club	- Country	Remove
8	- Name	- Club	- Country	Remove

☐ Use Full Names ☐ Surname First

1 | Bonaparte, Napole | The Strategists FC | France

For Pools and DEs up to 8 fencers can be entered.

For Teams, 3 or 4 fencers can be entered for each team. Fencers 7 and 8 will be the alternates.

Use the -Add- button and the drop-down lists, or type in each entry directly.

At this point, notice that we are building a list that will ultimately become a pool. This is because "pool" was selected on the "Configuration" page settings prior to clicking on the "Setup Competitors" button when we began building this list. If you wish to change the format of the competition for this list, you can do that here by clicking the button at the

top right (which currently is labeled "Pool".) Clicking it will cycle through all possible tournament formats. However, once you click "Done", the format becomes fixed.

If you finish setting up your competitor list, click "Done" and then discover that the format was incorrect (hopefully before you begin fencing,) you don't have to start from scratch to correct the format. The way to change formats after clicking "Done" is to go back to the list builder (click the "Settings" icon, then "Setup Competitors" just like before.) Now "Save" the list (use any temporary file name.) Next, click "Clear", then "Load" back in the temporary file name you just saved. Now you can re-set the format to the intended one, and click "Done" once again.

As of Release "D", it is now possible to build pools and DE Tables of up to 16 fencers. Simply click the "9-16" tab to show the second set of 8 fencers.

Enter the Competitors Information

1-8 | 9-16 | Pool

	Name	Club	Country	
9	J. Sparrow	Privateers Fencing Club	Trinidad and Tobago	Remove
10	G. Zilla	Old School Monsters	Japan	Remove
11	- Name	- Club	- Country	Remove
12	- Name	- Club	- Country	Remove
13	- Name	- Club	- Country	Remove
14	- Name	- Club	- Country	Remove
15	- Name	- Club	- Country	Remove
16	- Name	- Club	- Country	Remove

☐ Use Full Names ☐ Surname First

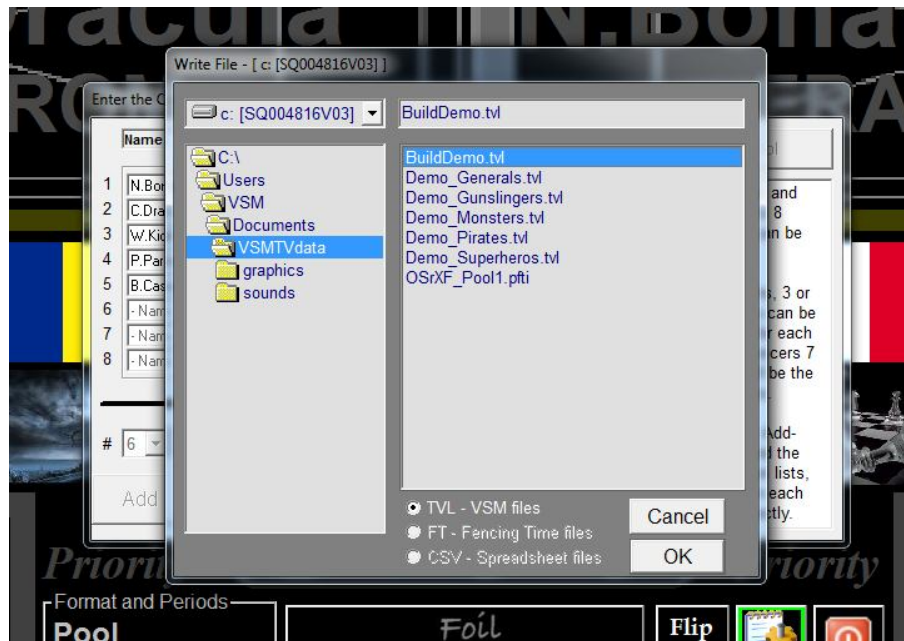
11 | Allen, Barry | Privateers Fencing Club | France

For Pools and DEs up to 8 fencers can be entered.

For Teams, 3 or 4 fencers can be entered for each team. Fencers 7 and 8 will be the alternates.

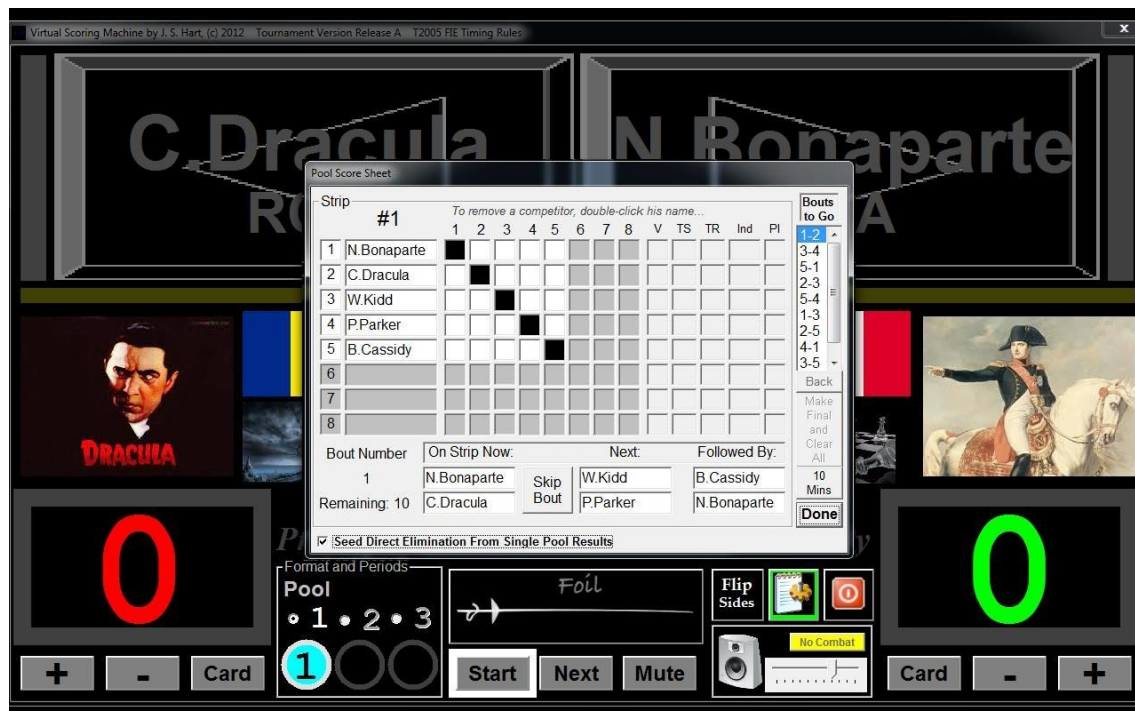
Use the -Add- button and the drop-down lists, or type in each entry directly.

Finishing up this demonstration with five fencers selected for a pool:



Next I'll save this list for possible future use. Note: the save function requires a valid license key.

After saving, clicking the "Done" button finalizes the pool and shows the pool score sheet with the first pair of competitors called to the strip:



Numbers of Competitors:

VSMTV is designed to handle realistic sport fencing tournaments. All VSMTV lists of competitors are limited to a maximum of sixteen fencers for pools and DE tables, and eight fencers maximum for team formats (3 and a “reserve” for each team.)

The minimum number of fencers varies depending on the format chosen. Pools require a minimum of three fencers, Teams require at least six (three per team), and DEs require just two.

Clicking “Done” before the minimum number of competitors for the chosen format are selected will yield a message box asking you to go back and add more fencers or change the format, or to cancel and exit the setup.

Note: Each fencer’s position on the list is significant depending on which format competition you are running.

In Pools and DEs, the position on the list is the seeding number into the Pool or DE.

For Teams, the list position numbers 1 to 3 comprise “Team A,” while the numbers 4 to 6 comprise “Team B.” List position 7 is for the “Team A” alternate/reserve, with list position 8 as the “Team B” alternate/reserve. Since order is very important in team play, make sure you have your fencers in the desired order prior to clicking “Done”.

Use the “Clear List” button only if you are certain you do not want to complete the tournament as it is currently constituted. All scores from any completed bouts as well as all information about the competitors is erased. This button is used to abort a round, and will return you to the unspecified “walk-up and fence mode”.

Using VSMTV normally will result in a completed pool, DE tableau, or team match. When the final bout is done, each of the now completed score sheets will have a button enabled labeled “Make Final and Clear All”. This button both saves the results to a file and clears the old data out, returning the scoring machine to the unspecified format automatically. You need a license key to save results.

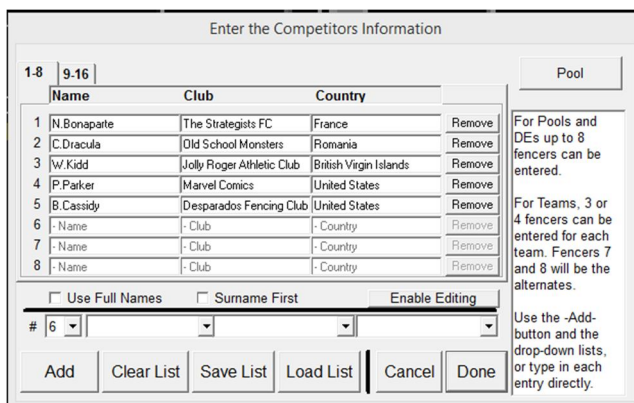
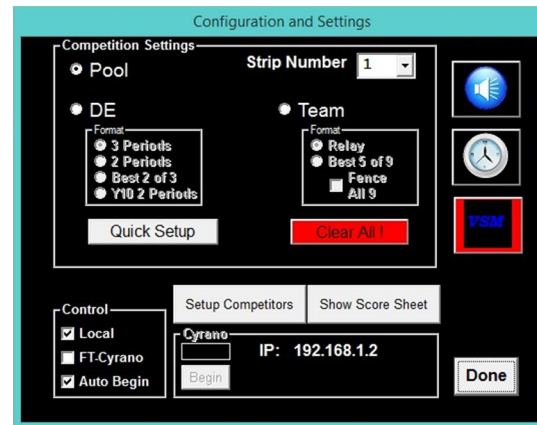
Tournament Modes:

There are 8 different format tournament modes that VSMTV can be configured to follow:

1. Unspecified (just fence) mode.
2. Pools
3. Two-Period DE tables
4. Three-period DE tables
5. Best 2 of 3 five touch bout DE tables
6. Team – Relay format
7. Team – Best 5 of 9 format – quit after one team has five wins.
8. Team – Best 5 of 9 format – but all nine must be completed (usually for seeding future rounds.)

The tournament format is chosen prior to beginning the bouts (as previously described). Selecting the mode is done either by making the appropriate selections on the

“Configuration” page, or if you prefer during the “Setup Competitors” process by clicking the format button (below at top-right of screen currently labeled “Pool”) until the desired format is indicated.



Once all is ready, you click the “Done” button and the format is now fixed for the remainder of this pool/DE/team match.

Each of the specified modes (numbers 2 through 8 above) have rules that VSMTV enforces. For example, individual pool bouts finish when one competitor has 5 touches, a team-relay bout has reached the next increment of

5 points, a two-period DE match fencer has reached 10 points, etcetera. VSMTV monitors all the bout-end conditions and once they signify that the bout is complete, the “Next” button will flash in red. Also, no more points can be added to the score. Just click “Next”, or press the “next” button on the remote, or press the “N”

key on the keyboard to accept and enter the results of the bout into the score sheet. That will automatically display the updated score sheet, and post the next bout to the VSMTV display.



If you make an error such as awarding a touch to the wrong side causing an end condition, just deduct that point and the “Next” button will stop flashing, and you can continue.

However, if you inadvertently finish a bout somehow and then also inadvertently press “Next”, you can still recover gracefully. Each type of score sheet has a “Back” button that can be used return you to the last bout at its ending conditions.

Once the next bout has begun, however, it is no longer possible to return to the previous bout, and the “back” button will be disabled.

Manual Corrections to the Score Sheets.

Strip	#1	1	2	3	4	5	6	7	8	V	TS	TR	Ind	PI
1	N. Bonaparte	5								1	5	3	2	1
2	C. Dracula		3							0	3	5	-2	5
3	W. Kidd									0	0	0	0	2
4	P. Parker									0	0	0	0	2
5	B. Cassidy									0	0	0	0	2
6														
7														
8														

Bout Number: 2
On Strip Now: W. Kidd
Next: B. Cassidy
Followed By: C. Dracula
Remaining: 9
P. Parker
Skip Bout
N. Bonaparte
W. Kidd

☒ Seed Direct Elimination From Single Pool Results

Bouts to Go: 3-4
5-1
2-3
5-4
1-3
2-5
4-1
3-5
4-2
Back
Make Final and Clear All
10 Mins
Done

At that point if corrections to the score as it is currently recorded are needed, the scores can be edited on screen. (Exception: if using the Cyrano protocol, you cannot edit the score sheet in VSM; the score will already have been sent to Fencing Time. So you’ll need to correct them there.)

You can call up the score sheet any time by pressing the “B” key on the keyboard, or by clicking “Settings” then the “Show Score

Sheet” button.

If you need to change a score, just click on it and enter the correct score. In a pool, this will cause the results to completely recalculate automatically. In a team match, only the total team score can be edited, the individual match-ups cannot be edited. DE scores can also be edited.

Manual editing of the score sheet should not normally be needed. But it is available in case an error goes undetected by the fencers and the referee. (Note: when using the FT/Cyrano data protocol, you cannot edit the score sheet in VSMTV; instead edit the scores in Fencing Time.) One conceivable error is if the fencers hook up on the opposite side from their names due to a left-handed fencer. Normally the referee should notice this and press the “flip” button on the remote (or click the “flip” button on screen, or press the “F” key) which will cause the display to change sides to match the fencers’ position on strip. Then the scores will be recorded correctly.

A few of the tournament formats deserve extra explanation. The common formats are very straight forward: pools, DEs with two or three periods, and relay team. However, the “best of” formats might be unfamiliar to some.

These formats have both a bout score and a match score to display. Here's a sample screen of the "Best 2 of 3" DE format formerly used in Y10 and Y12 tournaments:



In this example, the second bout of the series was just won by "B.Lagoon," tying the score at one victory each. When a "Best 2 of 3" individual bout is completed, the one minute rest period is automatically started and the rest timer includes a recap of the match thus far. Since this timer starts as soon as the winning touch is added to the score, an errant button press can trigger this display. If the score was incremented by mistake, just press the red button to return to the bout and pick up where you left off.

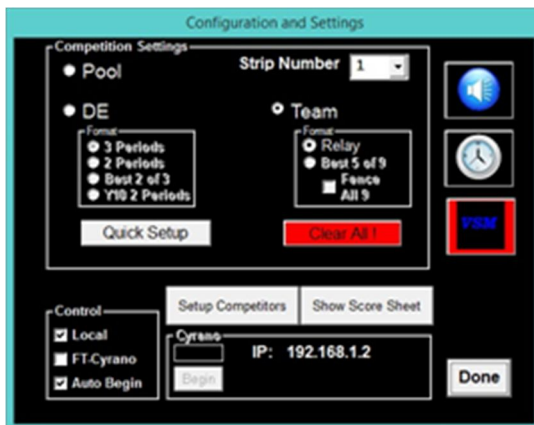


This screen shows the next bout in the series as it continues toward its finish.



Notice that the score boxes contain both the individual bout score in red/green and the number of victories for each side in white. This convention is also used in the "Best 5 of 9 Team" format.

Also note that there are two "Team 5 of 9" team formats possible. Make sure to check the correct option on the "Configuration" screen to reflect whether or not all 9 bouts must be finished.



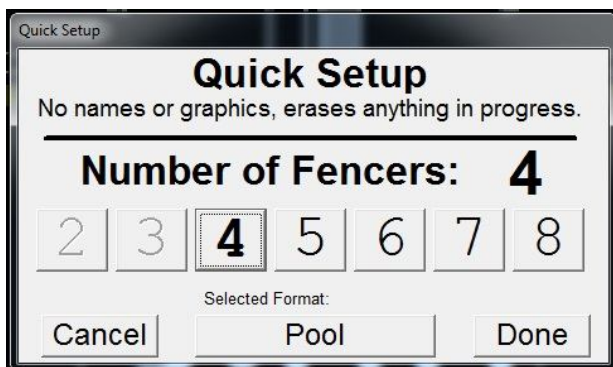
Quick Setup

VSM-TV has great capability for producing a “high spectator appeal” display, but sometimes it is more important to get the next bout underway quickly without having add each competitor and their name, country, club, etc information. So VSM-TV now includes a simple way to start a pool/DE/team match and yet still retain its automatic score keeping functions.

To quickly set up a pool/table/match just click the

“Set-up” icon , and then click on “Quick Setup.”

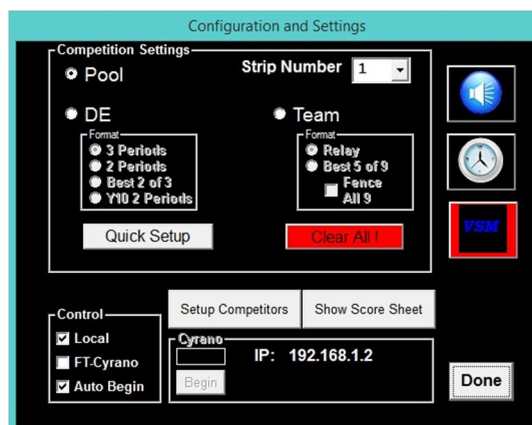
Assuming you had pools pre-selected, you will see this screen:



step through the different possible types of competitions, the allowable choices for number of participants will change and the “Number of Fencers:” buttons will be enabled

To set this option, first click the “Setup” icon.

If all nine are to be fenced (as may be the case in a team seeding round) check the box for “Fence All 9” as shown here. Do this before one team has 5 victories. The format caption will reflect “Fence All 9” or “Best 5 of 9” as selected.

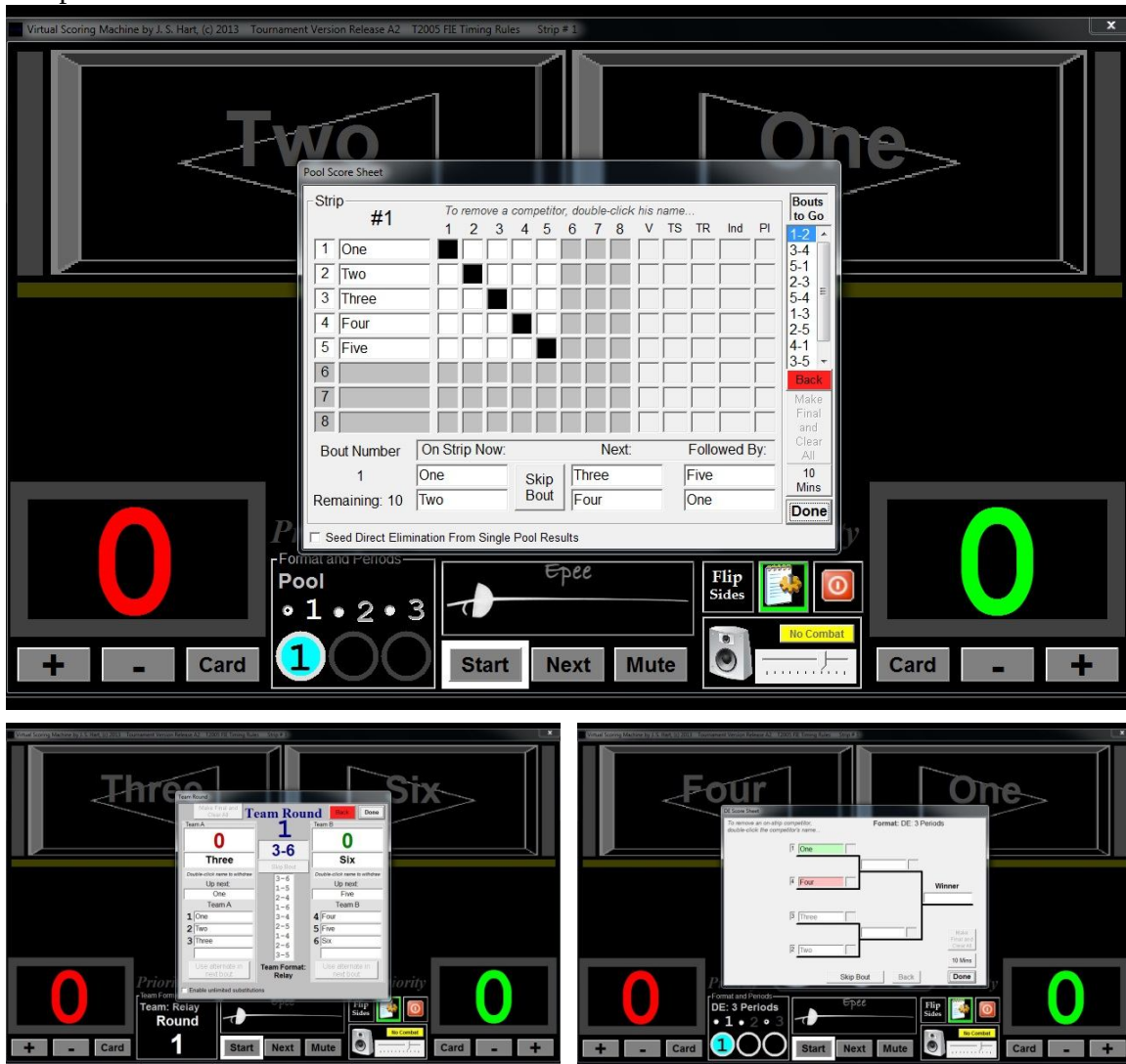


To get the pool started, all you need to do is click on the number of fencers that will be in the pool, and click “Done.”

If instead of pools, you intended to setup a DE tableau, or a Team match, then just click on the button that is currently labeled “Pool,” and the tournament type will step through all the possible fencing modes. As you

or disabled as appropriate to the type of match. Just make sure you have the correct number selected before you click “Done.”

Once selecting “Done,” Quick Setup will fill in the competitor table with the names “One,” “Two,” “Three,” etc. And show the score sheet appropriate for that type competition:



Note: As before, if you’d like the Quick Setup pool to automatically seed a pool into a DE of the same size tableau, just check the box at the bottom of the pool score sheet.

Clear All!

As a convenience, a **red** button has been added to the Configuration menu that allows you to more easily clear out any tournament in progress. The same button is used to “Un-do” the clear command in case of “*whoops!*”

VSM Custom Remote

The VSM “Custom” remote is the standard controller for VSMTV. Its use is highly encouraged so that every VSMTV works and feels the same, every time and everywhere.

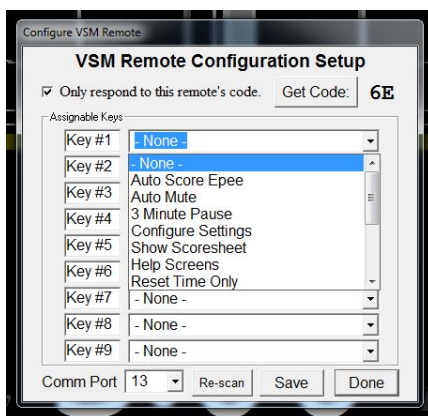
It is also encouraged because each remote can be configured to uniquely control each specific strip.

Using the VSM “Custom” Remote

Before you begin using the VSM remote, you must first install its driver. This is done just like most every other piece of computer hardware. I recommend that you do this before you run VSM. First, plug in the receiver. Windows will run its “new-hardware” wizard. In some cases, the drivers may already be part of Windows, and the installation process will be automatic. In most cases you will need to provide the drivers on a CD, or some such media. The drivers are on the VSM Install CD, the VSM Drivers CD, and are also available for download from the VSM website. These drivers are in the folder called “FTDI Driver DLL xx...” Separate drivers exist for Windows 98, or XP and later.



Each of the VSM “Custom” remotes can be programmed to any of 256 codes. Here's how: first, press and hold the “Go” and the “Reset” buttons for 3 seconds. Then key in a 2-digit ID code using the guide at the right. Codes can be any combination of 0-9 and A-F. Then press the “Go” key again, and the remote will be re-coded to the ID you have just chosen.

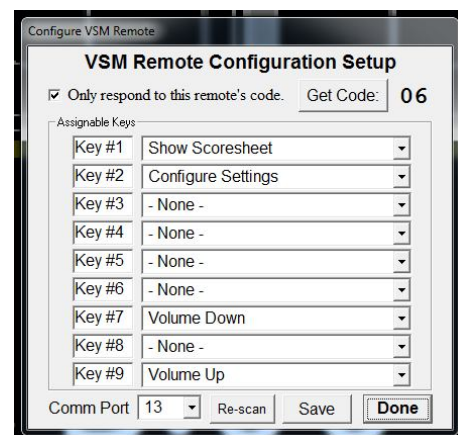


If you want any-and-all VSM “Custom” remotes to work on this system/strip, just un-check the box labeled “Only respond to this remote’s code”. If you want only this remote to control this strip (recommended,) make sure it is checked.

Usually, the idea is to have separate codes for each strip.

One simple numbering method is to use the strip number as the ID code for that system and its remote. The remotes come from the factory programmed to an arbitrary “6E” code.

Once the remote sender is programmed to a unique code, you need to set that strip’s VSMTV

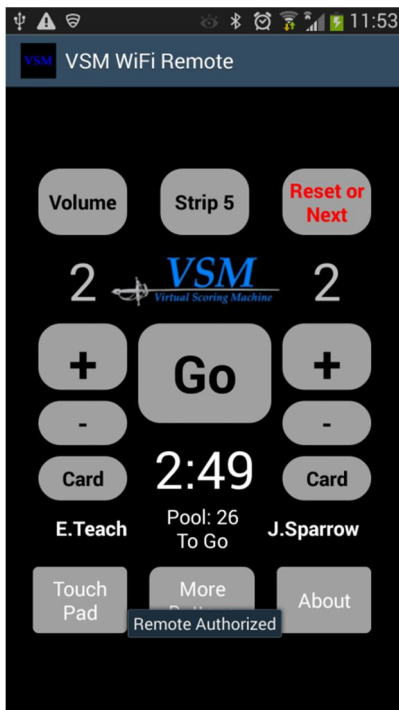


application to the same code. This is easily done by clicking the “Get Code” button and then pointing the remote toward the receiver and pressing a button on the sender. The new remote code will be received and display. Save it for future use.

Programming the “assignable keys” is a simply done by choosing the function for that button from its drop-down menu. Don't forget to click “Save” after you are done making changes.

I do not recommend including any potentially dangerous options like to “Exit and Shut Down” the computer unless you are installing this system in your own home salle. Generally, buttons that can get pushed, will get pushed.

New in VSMTV release B is the ability to add multiple receivers for the VSM Custom Remote if needed. This allows you to extend the remote’s coverage to 360 degrees if desired. (Windows XP and later. Windows 98 is still limited to one remote receiver only.)



The VSM Android Remote App, Ver 1.1.2

Now you can remote control your VSM systems from your phone. Control all the setup and referee functions of VSM and VSM Tournament Version over your Wi-Fi network.

What you need:

- An Android smart phone (Android 2.3 or later)
- VSM (Release J) or VSM-TV (Release C) or later.
- A Wi-Fi router and a local area network to connect your Android phone via Wi-Fi to your VSM fencing strip PCs. The VSM PCs can be connected with cables or via Wi-Fi (best if they are cable connected.) Internet access is **not** required; just a local network to provide the data connectivity between your phone and the scoring machine.
- And this app installed on your phone (the VSM

Wi-Fi Remote App.) Available on Google Play for \$4.99. There is also a 10-Day free trial version.

Buttons

There are two types of controls on this app: simple click-to-operate, and long-press controls. These most commonly used functions are simply “clicked:” the “Go” button, the “+/-“ and “Card” buttons, and the “Reset or Next” button. The “Volume” button is clicked to mute, and long-pressed to set the volume level. The other four main controls

(“Strip #,” “Touch Pad,” “More Buttons,” and “About” are operated by long-press (about a one second press.) This is to reduce the likelihood of inadvertent actuation.

Getting Connected

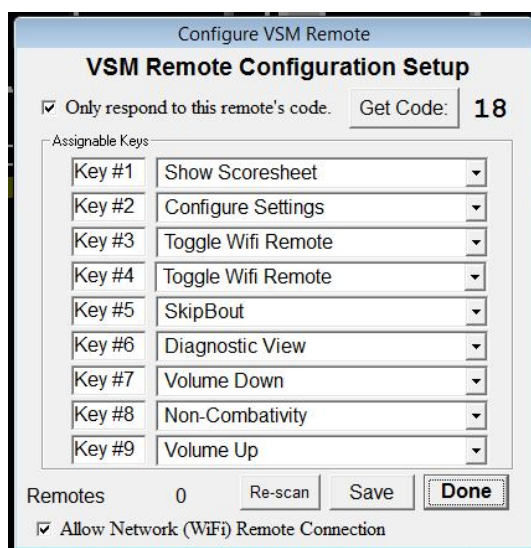
First, make sure that your Android device is on the same network as the VSMTV strip PCs, and that you have network passwords or sign-ins accomplished. Then select the strip number you wish to control.

As of release 1.1 (September 2015) the numbering scheme for strips has been expanded. Previously you could number your strips from 1 to 128. Now, there are actually three different numbering schemes that co-exist. The normal integer range (now set as 1 to 127,) “Pod” numbers such as the USFA likes to use at NAC events (a letter and a number such as A1 through Z4,) and finally, pre-defined named strips (like Red, or Podium, or Amarillo) like are sometimes used at FIE events.

To select between these numbering schemes, you simply tap the strip selector button (which will initially show “Off-Line” and the strip selector legend will step through “OFF-LINE,” “STRIP #,” “POD,” and “NAME.” When the scheme you wish to use is displayed, long-press the strip selector button and now a list of strips of that type will be displayed. Scroll to the one you want, and long-press it.

Each of your VSM Strips needs to have been assigned a strip ID (now true for the Standard Version of VSM as well as for VSM-Tournament Version.) The connection process takes about 20 seconds, and you should see a series of bubble messages as the process takes place. First you should see “connecting,” then “connected” (maybe several times) followed finally by the “Remote Authorized” message.

If you see a “Remote Not Authorized” message, it most likely means that another phone has already been connected to this strip. Only one phone app at a time may control a strip.



Graphic is from the VSM Tournament Version

If you have trouble connecting, please check to make sure that the check box on the VSM strip has been set to allow Wi-Fi Network remote control. This setting is found on the VSM Remote Configuration settings. (On VSM-TV: “Settings”, then click the “Clock” icon, followed by the “VSM Remote” button to access this configuration page. On Standard VSM: click the “Clock” icon, then the “VSM Remote” button.) Save if desired to make this setting the default.

Note that there is now an “assignable” command in VSM that allows the IR VSM Custom Remote to select and deselect Wi-Fi Remote authorization. This lets the possessor of the paired and dedicated VSM Custom Remote able to insure that only it can control the scoring machine if desired.

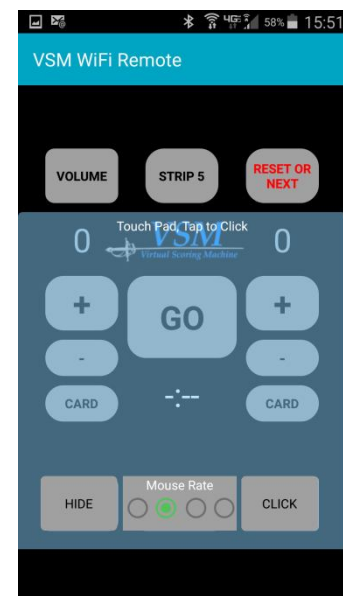
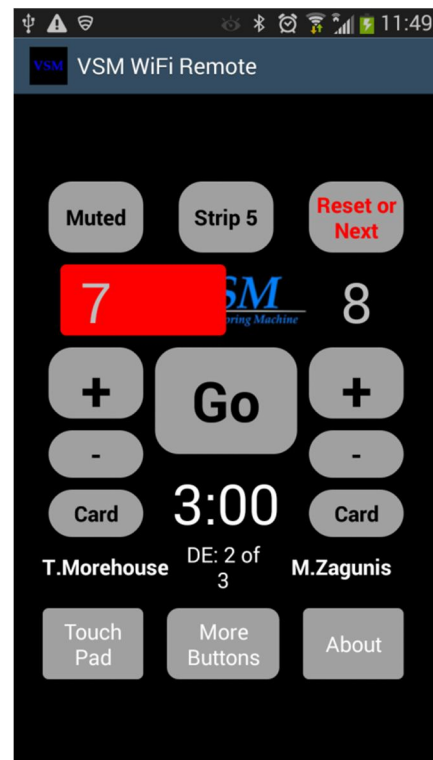
Once the Android Wi-Fi remote app has connected to the desired strip, the data on the scoring machine (scores, time, cards, etc.) will appear on the phone app. Hits will also be shown, and if your phone is capable, a vibration will be felt with each hit. There is also vibration feedback when the buttons are clicked.

Along the bottom of the VSM Remote App are three white-labeled buttons that can be actuated with a long-press. The center of these is labeled “More Buttons,” and as you might expect there are a host of other buttons that appear in a horizontally scrolling control that will let you operate almost every other feature available in either Standard VSM, or VSM-Tournament version. If your VSM Remote App is not yet connected to a VSM strip, only the set of additional buttons and functions appropriate to the Off-Line mode will be presented within this control. When connected to a VSM strip, the additional buttons will be color coded for clarity. The Gray buttons and Red buttons are applicable to both versions of VSM. The magenta colored buttons are specific to VSM-Tournament Version, while the Cyan colored buttons are for Standard VSM. Once your VSM Remote App gets connected to a VSM strip, it will detect which version of VSM is running and only display the appropriate buttons. The Red colored buttons are controls which cause VSM program to exit or clear the bout data. There is an addition confirmation step prior to the action taking place as a safety precaution.

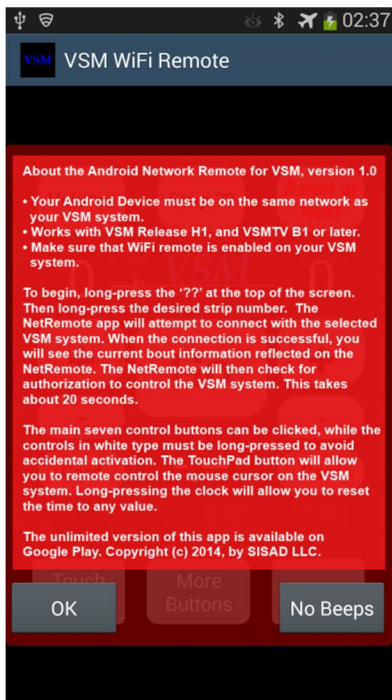
Touch Pad

Long pressing the “Touch Pad” button will alter the display to look like this:

Dragging your finger over the blue tinted overlay will allow you to move the mouse cursor on your VSM display via remote control over Wi-Fi. Tapping the screen or pressing the “Click” bottom at the bottom will send generate a mouse click where ever the mouse pointer is on your VSM system. This feature allows you to change any of the settings or controls that do not have a dedicated VSM Remote App button (there aren’t many.) Note that while occasionally useful especially at clubs that have inaccessible VSM pcs or systems without a keyboard and mouse, this remote-controlled mouse is not as



accurate and smooth as a normal directly connected mouse. The four “Mouse Rate” radio buttons allows for different movement rates. Find the one that works best for your combination of hardware. Press the “Hide” button when done.



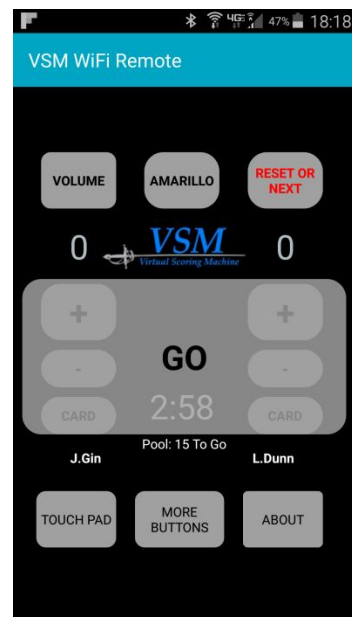
About Button

The “About” button contains the current version number of the app, a few basic setup reminders, and a button at the bottom right that lets you select audio feedback for starting and stopping the clock. Pressing the “Go” button already feedback in the form of a vibration, letting you know that you did, in fact, press “Go.” If “Beeps” is selected, then the Android device will also give you a “Beep” to confirm that the command was received by the VSM system and echoed back to the Android. Press “OK” to exit the “About” screen.

Fat Fingers

The VSM Remote App can be run on hundreds of different Android devices, all with various sizes and

aspect ratios. Some may have the main active-bout-control buttons spaced rather closely. And some referees prefer to be able to start and stop the clock without looking. Just long-press the VSM logo and get the “Big Go” button. Note that even though the big button covers up the +/- and card buttons, the scores can still be incremented and decremented by clicking or long-pressing the Score numbers as well. To issue a warning card you must momentarily return to the normal “go” button to click the “Card” button. On the subject of operating the “Go” button (and all the simple “Click” buttons) note that placing your finger on the button will cause it turn blue, but it is not actually “Clicked” till you remove your finger. This lets you look at the “Go” button, place your finger on it, look up at the bout and say “Allez” when you lift your finger to start the clock.



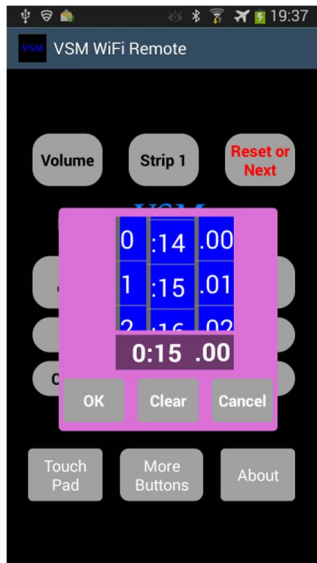
Reset or Next, Go, etc

Just like with the (IR) VSM Custom RVSM-tournament Version and a Pool/DE/Team has been set up, to proceed to the next pair of fencers. In fact all the Android VSM Remote App does is to send commands to VSM that either duplicate an existing keystroke or button push, or select a setting. But the beauty of the App is that there is no limit to the number of buttons, and they can be re-organized or revised anytime.

Resetting the Clock

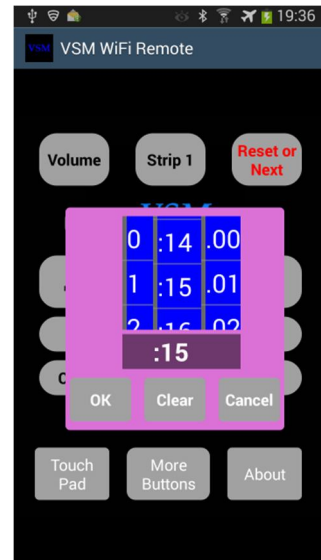
To set the time remaining to any value (to 1/100 of a second,) long-press the clock. You'll see something like this:

To set the clock to 15 seconds, click the 15 seconds



selection and then click “OK” and the clock will be set. You only have to select the numbers you actually need.

My coach suggested that it would be nice to be able to rapidly repeat a clock setting in the course of doing time-limited drills, say for example score is tied in priority with 15 seconds to go. So if you have use the time setting clock already, the time is preserved so you can just re-enter it. In that case the next time you long-press the clock display, it will come up like this with the previous time already set. All you have to do to re-enter it is click “OK.” In the Off-Line mode, manually setting the clock becomes the



new default time after a “Reset”.

More Buttons List

These are the buttons that are (in general) used to set up a bout, or to take an infrequent administrative action. Here's the list (as of Release 1.1):

All VSM Versions:

- Foil
- Epee
- Sabre
- 1 Min Rest
- 3 Min Rest
- 10 Min Rest
- Set to 1 Period
- Set to 2 Periods
- Set to 3 Periods
- Flip Sides
- Reset Clock to Default (Normally 3:00)
- Toggle Epee Auto Score On/Off
- Force Priority to be Set or Canceled
- Force VSM to Advance to the Next Period
- Turn on/off Diagnostic View

- Switch from VSM to VSM-TV or back
- Shut down the PC
- Exit VSM to Windows

VSM-Tournament Version only buttons:

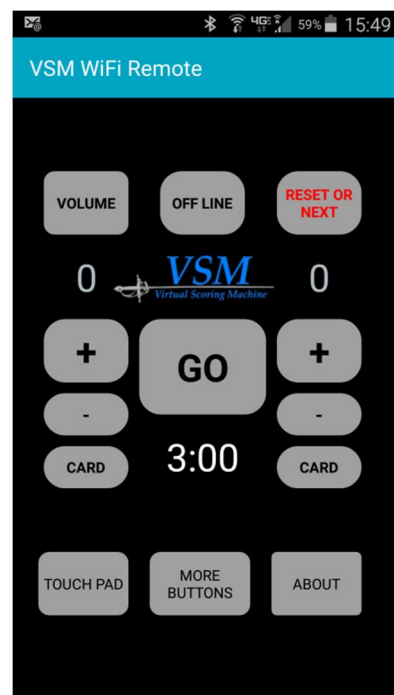
- Clear all Bout data
- Show Score Sheet
- Shoe Configuration Settings
- Skip This Bout
- Apply Non-Combativity Rules

Standard VSM only buttons:

- Turn On Self-Start mode
- Toggle Auto Weapon On/Off
- Toggle Big/Small Light Size
- Turn EIDs On/Off
- Select Team Mode
- Reset Team to Round 1
- Toggle Auto-Mute on/off

Off Line Mode:

New in the 1.1 version is the “Off-Line” mode. (Thanks for the idea, Tai.) In this mode, the app works like many of the other stand-alone apps for keeping time and score. This lets you use it for other scoring machines that don’t have integrated score and time keeping. And also for “dry” fencing. And the best part is that if you get the 10-day free trial version, Off-Line mode continues to work even after the demo has expired!



Armory Access.

Weapon Parameters and Startup Defaults

Weapon Parameters, Start Up Defaults, and Manual Timers

Weapons Parameters in Milliseconds:

Foil Valid Hit Duration	14
Foil Blocking Interval	301
Epee Hit Duration Required	5
Epee Blocking Interval	46
Saber Hit Duration Required	1
Saber Blocking Interval	121
Saber Whip Over Block	4
Saber Whip Over Block Till	15

☒ Limit hit sounds to 2 Seconds maximum

Reset to FIE Save as Defaults Access

Save -All- as Defaults Scan for GamePad VSM Remote

Done 1 Min Timer 3 Min Timer 10 Min Timer

☐ Interface Disabled

Program Parameters in Seconds

Time Expiration Rearm	8
Automatic Reset Delay	2
Standard Period Length	180

Save as Defaults

Weapon Parameters and Startup Defaults

☒ Auto Epee Scoring On

Default Weapon Foil

DE Format 3 Periods

Team Format Relay

☐ Fence All 9 Rounds in Best 5 of 9

Default Strip Number 1

☒ Black Background

Target Lights

☒ Triangles

☐ No Triangles

Save as Defaults

Display Diagnostics Adjust Time Remaining

VSMTV is designed for formal competitions, where the official rule-set is mandatory. So, unlike Standard VSM, the ability to change the timing parameters for each of the three weapons has been restricted to only those with the authority to change them. All the parameters can still be changed and saved instantly to comply with any FIE changes that may or may not happen in

the future.



First, click the “Setup” icon, then the “Clock” icon to get to the “Weapons Parameters, Startup Defaults, and Manual Timers” screen:

Inside the box labeled “Weapons Parameters in Milliseconds” are all the FIE rule book values for timings that comprise the rule set used by foil, epee, and saber.

In this graphic, the label is in gray indicating that access is restricted. To change any value, you must first click the “Access” button, and then enter the correct access password.

Enter Password for access.

Done

Enter the password, and press Enter.

Enter new password to change (10 chars max.)

Save

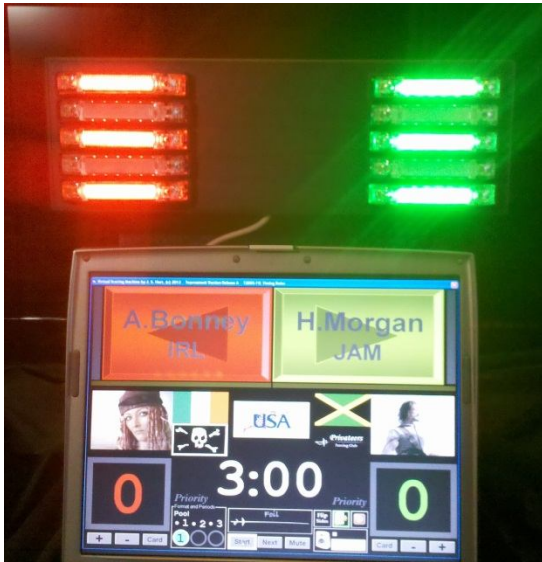
Re-enter to confirm.

The default password is: [to be released later.] Once you have entered the password, then you can also change the password to one of your own choosing, as well as change any of the weapons parameters. After changing parameters or the access password don’t forget to click “Save as Defaults”. Access to editing these parameters is only available while this screen is displayed; after clicking the “Done”

button, once again access to editing these parameters will be restricted and require the re-entry of the current password.

Only the 2 second hit sound time limit and the weapons parameters in milliseconds are restricted; the other numbers on this screen are changeable without entering a password.

External Extension Lights.



Both Standard VSM and VSMTV have the ability to control external extension LED light arrays (also sometimes called repeater



lights). Doing this requires a connection to the VSM host PC. There are two ways to do

this depending on your PC. Both require the addition of a piece of hardware which can convert the PC's ones and zeros into the voltage and amps that power lights.

The original converter module used to do this was connected via the (very old school now) 25 pin printer port (sometimes called an LPT port.) This was the simplest, fastest, and cheapest option. But, alas, the LPT port is no longer available on most new PCs/Laptops/Tablets. While I still have a few of these “LPT Repeater Modules” for sale, it is time to move on to a more universally available connection.

This is via the USB connection. After building the original “LPT Repeater Modules,” I also created a USB adapter module that allows those without a LPT port to plug it into a USB connection. And it was modular allowing you to buy only the equipment each customer individually needed. This worked well, but added a bit of complexity.



Now, I have available a new, an entirely self-contained extension light and integrated USB module. It is light weight, compact, and very bright. Each of the four lights has 48 individual LED lights.

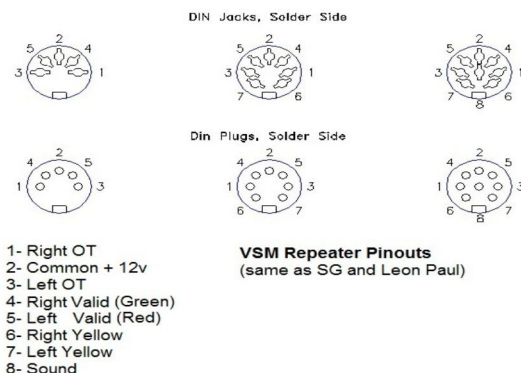
Additionally, there are two other repeater light products beside the “Combo” unit (which is a USB module combined with a set of LED repeater



lights in one unit; pictured at left, in the middle.) The top pictured unit is an extension set of repeater lights (no USB module) that can be plugged into any USB module. And the unit on the bottom is a USB module (no lights included.) This combination of devices allow you to add one, two , or more lights to your showcase strip in



Repeater Module. Make sure you have a large enough power supply (amps) if you have more than three sets of lights on each strip using these modules. The supplied two amp power supply can handle 3 set of these lights. Each repeater Module has three connection jacks for connecting extension lights. And each of the three USB Module DIN jacks can supply 0.5 amps on each of the 4 light channels (in addition to integrated lights on the “Combo” unit.) There is a 2 amp fuse in each USB repeater module.



any configuration you can imagine. And it does so much more cost effectively.

Please see my website for current pricing and availability.

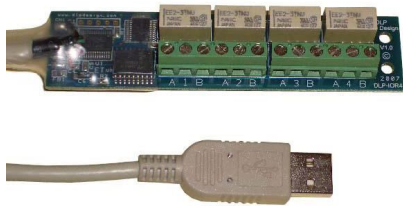
To power the LED lights, a source of 12 Vdc power must be plugged into the USB

The “light only” unit has two connection jacks to allow “daisy-chaining” additional lights (no fuse.)

The first time you plug in the USB adapter, Windows will recognize the new hardware and ask you to install the driver. This procedure is exactly the same as the process used to setup the VSM Remote described earlier.

DIY Repeater Lights

If you or your club has an armorer or fencer who is handy with a soldering iron, it is possible to design and add your own repeater light system. All VSM software (as of the A3/G3 Revision series) now supports a USB interface module. This interface module is a



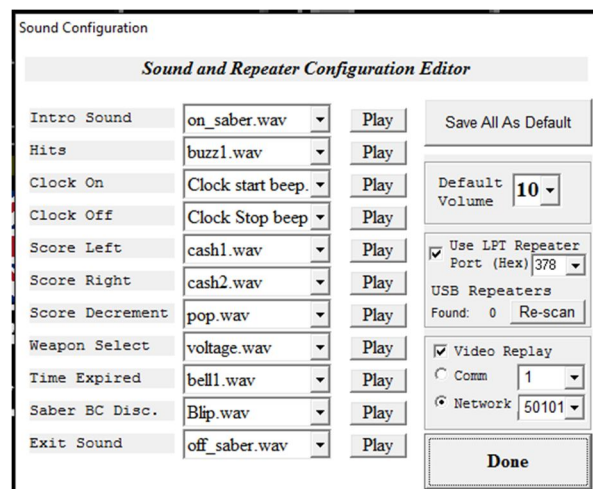
USB connected hardware device with four relays for turning extension lights on and off. It's called the "DLP-IOR4" board and is available from various suppliers of electronics (such as Mouser and Digi-Key) for around \$45 (as of the time of this writing.) I recommend that you Google it, and read the datasheet.

Each relay can handle up to 4 amps and up to 250 volts of A/C or D/C current. VSM will detect it and control it automatically as long as the driver has been installed. It uses the same driver as the VSM Remote control and the VSM USB adapter described earlier. The driver does have to be specifically reinstalled when the IOR4 is plugged in for the first time. As of release B, (for Windows XP and later versions) VSM can now control an unlimited number of USB modules at a time. In other words, you can use both an IOR4 module and a USB Repeater adapter at the same time and multiple numbers of them if you have more lights to control and need more power handling capacity. See the IOR4's datasheet for complete information.

Video Replay.

The use of video replay to assist the referee in fencing has been expanding rapidly. A number of systems are in use today. VSMTV supports most of these systems. One of the more popular systems in use in North America requires a "trigger" to signal what video segment should be captured. This system includes a variety of hardware adapters and must be connected to the scoring machines external repeater lights in order to function. To use VSM and/or VSMTV with this type of system you will need a repeater module as described earlier and the specific adapter as provided by the replay system provider. The needed adapter is common to SG, Leon Paul, and VSM (using a DIN socket connection.)

Another type of Video Replay system is now supported by VSM-TV. This type uses an FIE standardized connection over a serial data port. Since the video replay system uses a computer to capture the video and VSM is also based on a PC, the serial connection is very easy to implement. This serial data connection is also able to be communicated over Ethernet or WiFi connections.



Simply click on the “speaker” icon on the configuration screen, and then make sure the box next to “Video Replay” is checked. Next select the correct serial port number from the drop down list. If your VSM-TV host PC does not have a serial port, you can easily add on with any of the USB to RS232 adapter cables available (very inexpensively) available on eBay, Amazon, etc.

Automatic Save and Restore System.

VSMTV has a sophisticated and completely automatic save and restore system that is continuously operating. Here’s a scenario...

You’re running a tournament using several VSMTV strips; each one using a laptop as its host PC. A couple of them are plugged into a power-strip or extension cord or wall socket... which accidentally gets unplugged or turn off. This goes completely unnoticed until a laptop’s battery runs out during the middle of the second-to-last pool bout... and shuts off!

Oops. Now what? What happened to the bout, and moreover, to the whole pool’s score sheet data?

Just plug the laptop back in and restart VSMTV. The whole pool will be automatically restored, including the bout in progress, right up to the second when it ran out of power. This works for all tournament modes (pools, DEs, teams, etc.)

Now, I don’t recommend that you let this happen on a regular basis as there is the possibility that Windows can make a mess of any other internal-to-Windows open files when it crashes due to power failure, and there is some possibility of a power failure that could happen during the split second the recovery file is being written out (which would probably not be good.) However, in testing it has been extremely trustworthy.

In fact, the only way to discontinue a match/pool/DE tableau in progress is to clear it out from the “setup competitors” page before you shut down. Quitting VSMTV in the middle of any kind of tournament that is still in progress will auto-restore to where you left off at start-up. This can be used for tournaments that might be run over multi-day sessions (for example during a week-long summer camp.)

The restore data is written out every time there is a change to the state of the scoring machine as one (or more) of four files. They are saved in the \VSMTVdata folder as “Status.vsm,” “BoutStatus.vsm,” “Unreset.vsm,” and as “Undo.vsm”. Deleting all of these files from this folder will eliminate all save-and-restore information. Subsequently, running VSMTV will then startup as a fresh “unspecified mode” scoring match, reset to the saved defaults. You should never need to do this (as it is much simpler to just “clear” the list of competitors.) The information is included for those who might just-want-to-know. This data is also used to restore if you elect to click a score sheet’s “Back” button.

Notes, Warnings, and Cautions:

Operating Systems: Supported are Windows 98SE, Windows XP, Vista, Windows 7, Windows 8, and Windows 8.1. Note: Under any Windows 64 bit OS: the “Program Files” folder that VSMTV will be installed in is called “Program Files x86”.

Networks: Make sure all PCs running VSMTV, VSM Network Repeater application, and Fencing Time are on the same network and are on the same “workgroup.” If they you are using Windows 7, make sure all PCs are members of the same “homegroup.” If you enable the Windows firewall, then each PC will need to have the exceptions granted to exchange network-repeater data.(I prefer to just turn the Windows firewall off, most routers will have one also.) The \VSMTVdata folder must be explicitly shared with full read and write privileges. If you are mixing a VSMTV system on Windows 7 PCs with XP PCs, then the \VSMTVdata properties must be shared AND, for the Windows 7 PC under the security tab, a group called “Everyone” must be added with “full control” checked.

License Keys: Expire in 30 or 365 days and can be purchased at www.VirtualScoringMachine.com . They are not case sensitive and do not require a network connection of any kind to install. Without a valid key you can use “Demo mode.” The limitations to “Demo Mode” are: no saving lists, or loading other than “Demo” lists. No saving of results. Network-repeaters only work with the “Unspecified/Generic” mode or the pre-built “Demo” lists.

Automatic Save-and-Restore: Lets you quit (for any reason, including power failure) at any point and restart your VSMTV pool/DE/team match right where you left off. If you decide to quit in the middle without finishing the pool/tableau/match then you need to go to “Setup Competitors” and click “Clear” before you can start a new tournament.

Tournament Modes and Format: “Unspecified Mode” is most like a normal (dumb box) scoring machine; just plug in and fence. All other modes: the participants are limited to 8 maximum. “Pool Mode” limits the score to 5 points max. “DE Mode” has four formats for 2-period, Youth 2-period, 3-period, and “Best 2 of 3” five touch bouts; scores are limited to the appropriate number for each type bout. “Team Mode:” Relay or “Best 5 of 9”. When using “Best 5 of 9” make sure to check or un-check the correct option to require (or not require) completing all 9 bouts for team seeding rounds. “Team Relay” has no “skip bout” button available since you can’t double strip it. In Team Mode, if you wish to substitute the “Alternate,” you must do so during the preceding bout. Once the next fencers are called to the strip it’s too late.

Score Sheets: Score keeping is automatic, and they can also be manually edited if needed. They also have two noteworthy buttons: “Skip Bout” and “Back”. The “skip bout” is used to skip over a bout that being fenced on a different strip (like during “double stripping”.) The “Back” button allows you to go back to the previous bout if you finished it in error.

Flashing “Next” Button: Bouts are all finished based on time, score, and sometimes priority. The “Next” button will flash in red when the end of bout logic is satisfied. If you inadvertently finished a bout by pressing the wrong button, just correct the score or correct the clock as needed. Pressing the “Next” button (also red on the VSM Custom Remote) will advance to the next bout, displaying the updated score sheet.

List Building: The list-builder function allows you to type-in, or pick competitors from a database of fencers. You can also add their club and country the same way. The position on list of each fencer is important as it is their seeding in a pool or DE, or sequence on a team. When you have a list completed you can save it for later reuse. If you load a saved list, you can edit it by removing or replacing the fencer at any position.

Databases: You can replace or add to the demo data files using any spreadsheet program. All the data files are saved as “.csv” comma separated value files. The current USFA fencing data base can be downloaded from the USFA website and used as is. A club database (up to a section in size) can be downloaded from AskFred. Don’t mess with the countries.

Graphics: Fencer and club graphic images can be added to the \VSM TV\data\Graphics\Pix folder where VSM TV will then automatically use them on-screen as long as the fencer image is named exactly like the fencer’s name in the fencer database (i.e. LastFirstMiddle.jpg or .bmp or .gif) Club images must be named using their club abbreviation in the club database (also as a jpg, bmp or gif graphic file). A custom “Logo.jpg” file can also be put into the \Pix folder if you wish. The specific aspect ratio of each of the graphic files should be used to avoid image distortion. Fencer images are 4:3, Club Graphics are 5:3, and logos are 2:1 (Width to Height.) Image sizes should be smaller rather than larger, as the resolution allotted is not more than about 400 by 300 pixels. Smaller graphics will also improve speed of screen refresh and reduce data traffic on the network.

Network Repeater Application: Make sure the NetRepeater app is on the same network as the VSM TV PC and is not being blocked by a firewall. Then all you need to do is select the same strip number on both applications. The NetRepeater app will take a short while to connect automatically (10 to 30 seconds or so generally). The NetRepeater app has 10 different resolution displays it can run in depending on its host PC (just like VSM and VSM TV). If you are holding down the “Shift” key when you start the NetRepeater, it will allow you to choose which resolution display to use. This lets you choose the size of the NetRepeater and also enables a “minimize” control. That allows you to run multiple NetRepeaters on the same PC and connect them to different strips simultaneously. VSM TV can connect to up to 20 different NetRepeater apps at once. Wired networks are more secure and more responsive than Wi-Fi, and if the whole world is not on the network, it is faster.

Remotes and External Extension Lights: The VSM “Custom” remote is the preferred choice in remote controls. However, the other Standard VSM legacy controllers should still work (wireless gamepads and Windows Media Center remotes.)

External extension/repeater LED lights can be connected via USB or printer/LPT port. A driver must be installed for the VSM “Custom” Remote and for the USB Repeater adapter or IOR4 USB relay module. They all use the same driver, but each must be installed separately. Check the VSM website.

Cyrano: If using Cyrano to connect your VSMTV strip to Fencing Time, and it becomes necessary to move to a different strip, you can delete the FTSDM entry for the old VSMTV strip number/IP address, and make a new entry for the newly assigned VSMTV strip and IP address. When the new strip is detected, it will reload all previous scores and bouts and be synchronized. If a VSMTV strip is restarted in the middle of a Cyrano series of bouts, it will restart and reload the bout history, but Cyrano will need to be re-enabled to re-connect to Fencing Time.

Keyboard Command Summary



Key Command

1	Set 1 Period
2	Set 2 Periods
3	Set 3 Periods
5	Flip Sides
7	Volume Down
8	Mute Hits
9	Volume Up
B	Show Score Sheet
C	Tournament Configuration
Q	Mute Hits
E	Increment Periods Selected
F	Flip Sides
T	Reset Time Only
W	Weapon Select
M	Add 1 Minute
D	Add 10 Seconds
S	Add 1 Second
G/N	Reset All or Next
X	Exit VSMTV
P	Set Priority Manually
J	Adjust Current Period
L	Skip Bout
A	Manual Clock Adjustment
V	Diagnostic View on/off

Key Command

<Enter>	Start/Stop Clock
<Left>	Score Left
<Right>	Score Right
'<'	Card Left
'>'	Card Right
<F2>	1 Minute Pause
<F3>	3 Minute Pause
<F10>	10 Minute Pause
<F6>	Switch to Standard VSM
<F11>	Decrement Left Score
<F12>	Decrement Right Score
<End>	Non-Combativity

“Clickables”

Other than the obvious buttons such as the **Weapon** button, the “+ - **Card Start Next Mute Card** - +” command buttons, and the **Settings, Flip Sides, Off**, and **Non-Combat** buttons, there are a couple of other click-to-actuate spots.

Clicking either the left or right “**Priority**” will bring up the priority pop-up and allow you to manually select or de-select

Clicking on the **Minutes** digit will increment the number of minutes on the clock.

Clicking on the **Seconds** digits will increment the number of seconds on the clock.

Clicking the **Speaker** icon will mute the hit buzzer sounds.

Clicking on either **Score** also actuates the “Flip Sides” button.

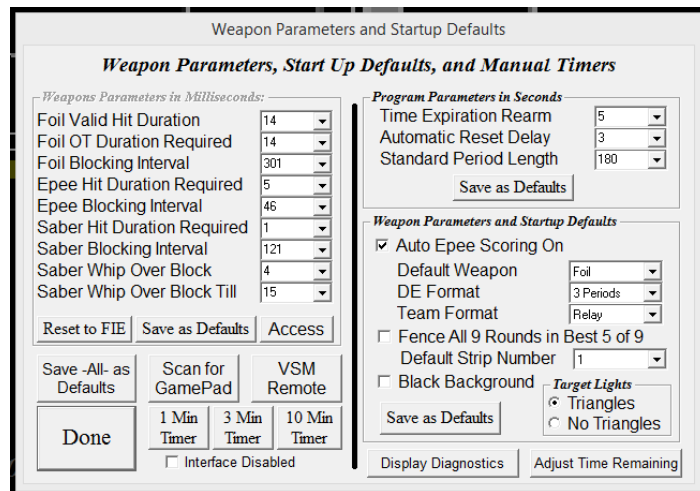
Clicking the “:” in the clock display opens the manual time remaining adjustment tool.



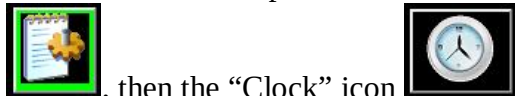
Manual Clock Adjustments.

The A1 release of VSMTV has added the ability to make manual adjustment to the time remaining on a bout with millisecond precision.

There are three ways to call up the time adjustment feature: Click the “.” in the clock display, press the “A” key on the keyboard, or through the setup-configuration menus.



First, click the “Setup” icon



, then the “Clock” icon to get to the “Weapons Parameters, Startup Defaults, and Manual Timers” screen:

Once here, click on the “Adjust Time Remaining” button.

You should see this window open.

Here, you can adjust the clock three different ways.

- 1.) You can click and hold the + and – buttons to add or subtract time from the clock’s current setting. The longer you hold the button, the faster the clock will change. Initially, the clock will change by the individual millisecond, and after a while the rate of change will increase to larger and larger increments for making large changes to the time.
- 2.) If you have a keyboard handy, and know exactly what time you’d like to enter, you can click the “Enter Using Keyboard” button, and just enter the number of minutes, seconds, and milliseconds directly. The entry pad looks like this:



- 3.) The final method for changing the time remaining is to skip back to a previous point at which the clock was halted. VSMTV Release A1 keeps track of the time remaining each time the clock gets halted and will allow you to click the “Prev Halt” and “Next Halt” buttons to skip to a pre-recorded halt point.



Once the desired time remaining has been chosen, just click the “Accept” button and the time remaining clock will be reset.

Black Background.

Another change with Release A1 is to make VSMTV’s black background screen selectable. Originally, the black background was to improve the cosmetic appeal of the scoring display by eliminating any clutter that might show on the desktop. This feature can now be turned on and off with a checkbox on the “Weapons Parameters, Startup Defaults, and Manual Timers” screen.

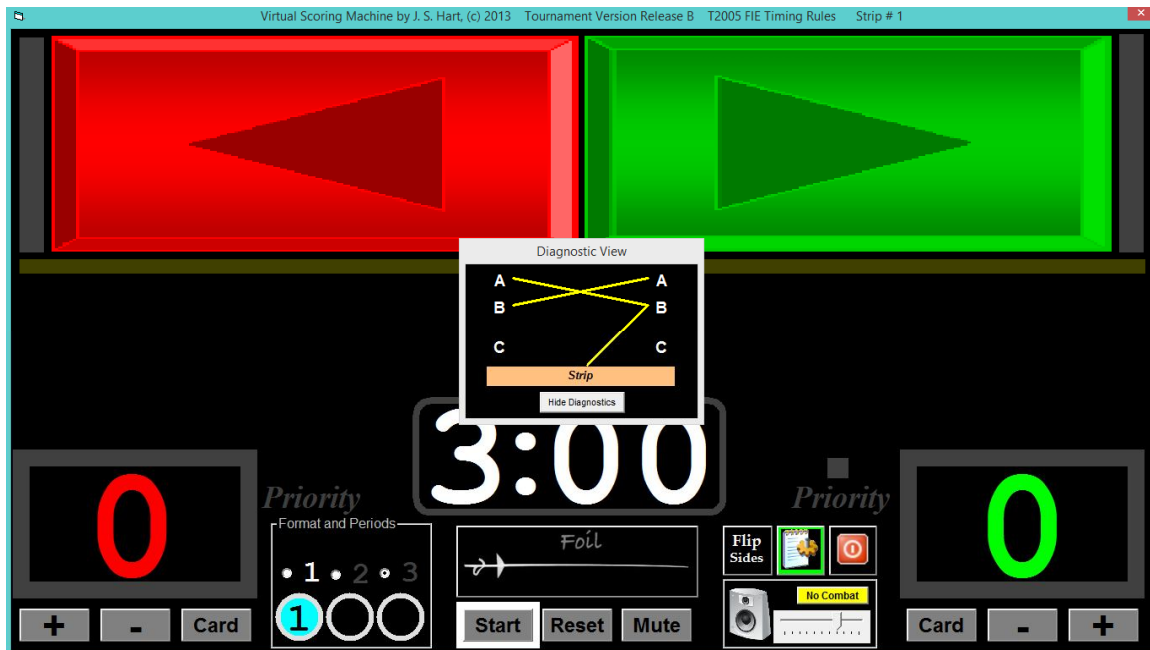
NetManager Application.

With the “A1” update to VSMTV and later versions, several behind the scenes modifications have been made for compatibility with the also newly released NetManager Application.

In short, NetManager is a separate utility program that becomes the single, central place from which to manage a whole room full of VSMTV strips that are all on the same network. NetManager also becomes the only place you need to have updated databases, includes a database import wizard, and allows images to be collected, managed and distributed over the network to the client VSMTV strips. See the NetManager Manual for more information.

Diagnostic View

The VSMTV “B” release (as well as Standard VSM release “H”) and later now include a convenient tool to facilitate the analysis of on strip technical problems. Simply put, it shows a diagram of all the connections existing among the fencer’s equipment and/or the strip ground in real-time.



Press the “V” key to toggle it on and off. The VSM Custom Remote can also be programmed to toggle the Diagnostic view using one of the 9 assignable keys.

Fencing cables and connectors are arranged into a left and right side set of three wires that are by convention designated as the A, B and C lines. The Diagnostic view diagrams the existing connections in real time so that you can more easily trouble shoot equipment problems.