



**MEYTON**  
ELEKTRONIK

# SHOOTMASTER II

Wir messen  
2011 mit Licht

## SUMMARY

<b>MatCho II</b>	<i>Competition selection</i>
<b>StaLsMan II</b>	<i>Creation of starting lists</i>
<b>Master II</b>	<i>Supervision of firing points</i>
<b>MatchDesc</b>	<i>Creation of targets</i>
<b>AccMan</b>	<i>Shooting contests</i>
<b>EvalDesc</b>	<i>Evaluation descriptions</i>
<b>RankList</b>	<i>Event results</i>



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Chapter 1

# About MatCho

The MatCho program (short for Match Chooser) serves to choose those competitions from a database of all available competitions, which shall be on hand on the individual firing points' Control PCs when the MEYTON workstation is switched on (online mode).

The selected active competitions can be exported (saved) and reimported according to requirement.



## 1. The MatCho window

### 1.1 Design of the MatCho window

The MatCho window can be subdivided into five main zones.

Match	Distance	Rule no.	Shots	Match-ID
AR 20 Actv. -0.2	010 m	81.10	020	1-8110-020
AR 20 Actv. -0.4	010 m	81.11	020	1-8111-020
AR 40 Actv. -0.2	010 m	81.10	040	1-8110-040
AR 40 Actv. -0.4	010 m	81.11	040	1-8111-040
AR 60 Actv. -0.2	010 m	81.10	060	1-8110-060
AR 60 Actv. -0.4	010 m	81.11	060	1-8111-060
Air Pisto Final	010 m	08.10	010	1-0810-010
Air Pistol 20	010 m	08.10	020	1-0810-020
Air Pistol 30	010 m	08.10	030	1-0810-030
Air Pistol 40	010 m	08.10	040	1-0810-040
Air Pistol 60	010 m	08.10	060	1-0810-060
Air Rifle 3x10E	010 m	07.20	030	1-0720-030
Air Rifle 3x20E	010 m	07.20	060	1-0720-060
Air Rifle 20	010 m	07.10	020	1-0710-020
Air Rifle 30	010 m	07.10	030	1-0710-030
Air Rifle 3x10	010 m	07.21	030	1-0721-030
Air Rifle 3x20	010 m	07.21	060	1-0721-060
Air Rifle 40	010 m	07.10	040	1-0710-040
Air Rifle 60	010 m	07.10	060	1-0710-060
Air Rifle Final	010 m	07.10	010	1-0710-010
Gaeste Aufgelegt	010 m	10.31	030	1-1031-030
LG Finale	010 m	01.10	010	1-0110-010
LG Finale ISSF	010 m	01.11	010	1-0111-010
LG 10 S. St.	010 m	40.03	010	1-4003-010
LG 10W	010 m	10.12	010	1-1012-010
LG 10W V	010 m	10.17	010	1-1017-010
LG 15W	010 m	10.12	015	1-1012-015
LG 15W V	010 m	10.17	015	1-1017-015
LG 1TEILER	010 m	99.25	001	1-9925-001
LG 1W	010 m	10.12	001	1-1012-001
LG 20	010 m	01.10	020	1-0110-020
LG 20W	010 m	10.12	020	1-1012-020
LG 20W V	010 m	10.17	020	1-1017-020
LG 2W	010 m	10.12	002	1-1012-002

1. Menu bar
2. Toolbar
3. Deactivated competitions (available competitions on the workstation)
4. Active competitions (competitions that are on hand on the Control PCs)
5. Status bar



# Shootmaster II - Summary



## 1.2 The menu bar

The menu bar in the upper zone of the program window contains two menu items.

The menu [File](#) offers the following selection possibilities:

- **Save settings in the database:** Saves the current settings and consequently the competitions from the right competition table are available on the firing points' Control PCs. This function is also accessible using the key combination **Ctrl+S**.
- **Import competition list:** Imports a competition list file, which has been generated by the „**Export competitions list**“ function. Thereby those competitions are activated, which have been active at the point of export of the competition list. This function is also accessible using the key combination **Ctrl+I**.
- **Export competition list:** Saves the list of the presently active competitions to a file. Later on these settings can be restored by the „**Import competition list**“ function. This function is also accessible using the key combination **Ctrl+E**.
- **Export competition description:** Saves to competition binary files the competition descriptions of all competitions, which are selected in the list of the active and inactive competitions.
- **Adjust competition database:** This function serves to transfer competitions between databases of different workstations. In the database of the selected destination workstation all competitions having same identification number (competition ID) as the competitions from the source database are overwritten with the competition description from the source database. Furthermore, all source database competitions, which do not exist in the destination database, are inserted in the destination database. **Competitions in the destination database that do not exist in the source database remain unaffected.**
- **Quit program:** Terminates the program. This function is also accessible using the key combination **Ctrl+Q**.

The menu [Help](#) offers the following selection possibilities:

- **Help:** Shows the MatCho online help. This function is also accessible using the **F1** key.
- **About:** Displays information about the current program version.



# Shootmaster II - Summary



## 1.3 The toolbar

The toolbar in the upper zone of the window offers the following functions via the displayed icons:

	Saves the current settings and consequently the competitions from the right competition table are available on the firing points' Control PCs. This function is also accessible using the key combination <b>Ctrl+S</b> .
	Imports a competition list file, which has been generated by the „ <b>Export competitions list</b> “ function. Thereby those competitions are activated, which have been active at the point of export of the competition list. This function is also accessible using the key combination <b>Ctrl+I</b> .
	Saves the list of the presently active competitions to a file. Later on these settings can be restored by the „ <b>Import competition list</b> “ function. This function is also accessible using the key combination <b>Ctrl+E</b> .
	Saves to competition binary files the competition descriptions of all competitions, which are selected in the list of the active and inactive competitions.
	This function serves to transfer competitions between databases of different workstations. In the database of the selected destination workstation all competitions having same identification number (competition ID) as the competitions from the source database are overwritten with the competition description from the source database. Furthermore, all source database competitions, which do not exist in the destination database, are inserted in the destination database. <b>Competitions in the destination database that do not exist in the source database remain unaffected.</b>
	Terminates the program. This function is also accessible using the key combination <b>Ctrl+Q</b> .
	Shows the MatCho online help. This function is also accessible using the <b>F1</b> key.



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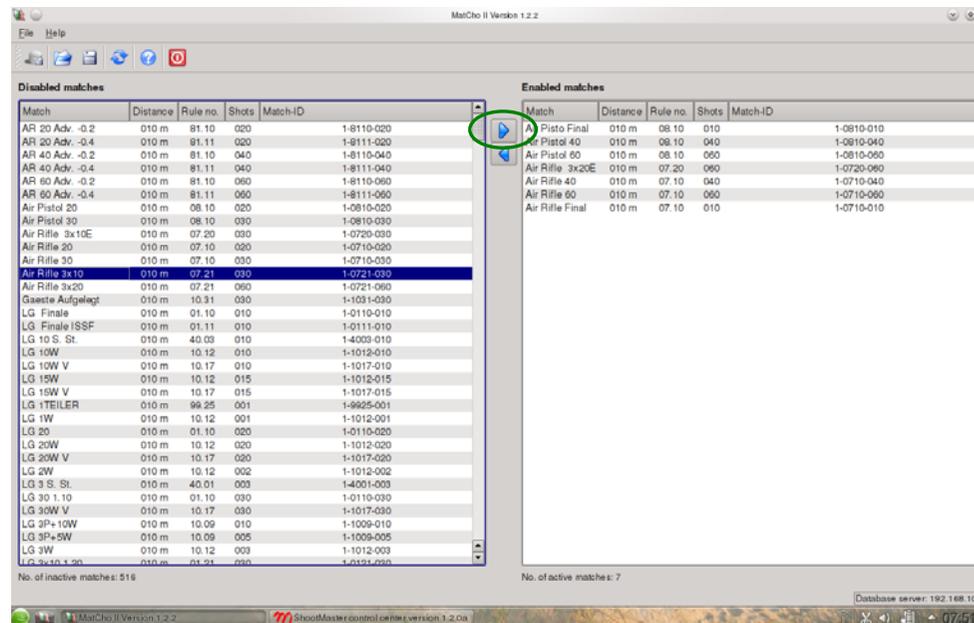


## 1.4. Competition selection

### 1.4.1 Activate competitions

In order to make available on the Control PCs one or more previously unavailable competitions, proceed as follows:

1. Select in the left table of the currently **deactivated competitions** all competitions you intend to activate. To do so, please left-click on the competitions to be activated in the left table. If you want to select several competitions, please press and hold the „Ctrl“ key and left-click on the competitions to be selected. By pressing and holding the “Shift” key, you can select continuous list items. Thereby the selected competitions are highlighted in blue in the table.



2. Then please click on the  button, to transfer the selected competitions to the right list of the competitions available on the Control PCs. Alternatively, you can go with the mouse on one of the selected competitions, then press and hold the left mouse button and move the competitions to the right window where you release the left mouse button (drag & drop).
3. Save the amendments by clicking on the  icon in the toolbar or the menu item „**Save file settings in the database**“.



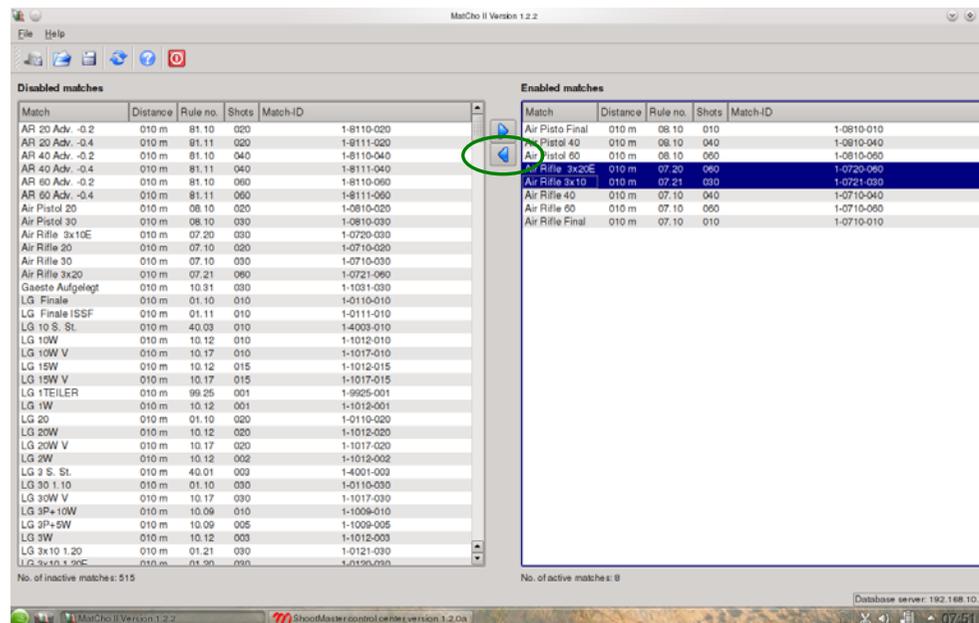
# Shootmaster II - Summary



## 1.4.2 Deactivate competitions

In order to deactivate one or several competitions that have been previously available on the Control PCs, you have to perform a step that is reverse to the activation. Please proceed as follows:

1. Select one or several competitions you intend to deactivate from the right table of the competitions, which are currently available on the Control PCs, by clicking with the mouse. If you want to select several competitions, please press and hold the „Ctrl“ key and left-click the competitions to be selected. By pressing and holding the “Shift” key, you can select continuous list items. The selected competitions are highlighted in blue in the table.



2. Then please click on the  button, to transfer the selected competitions to the left list of the currently deactivated competitions. Alternatively, you can go with the mouse on one of the selected competitions, then press and hold the left mouse button and move the competitions to the left window where you release the left mouse button (drag & drop).
3. Save the modifications by clicking on the  icon in the toolbar or the menu item “File” -> “Save” or using the key combination **Ctrl+S**.



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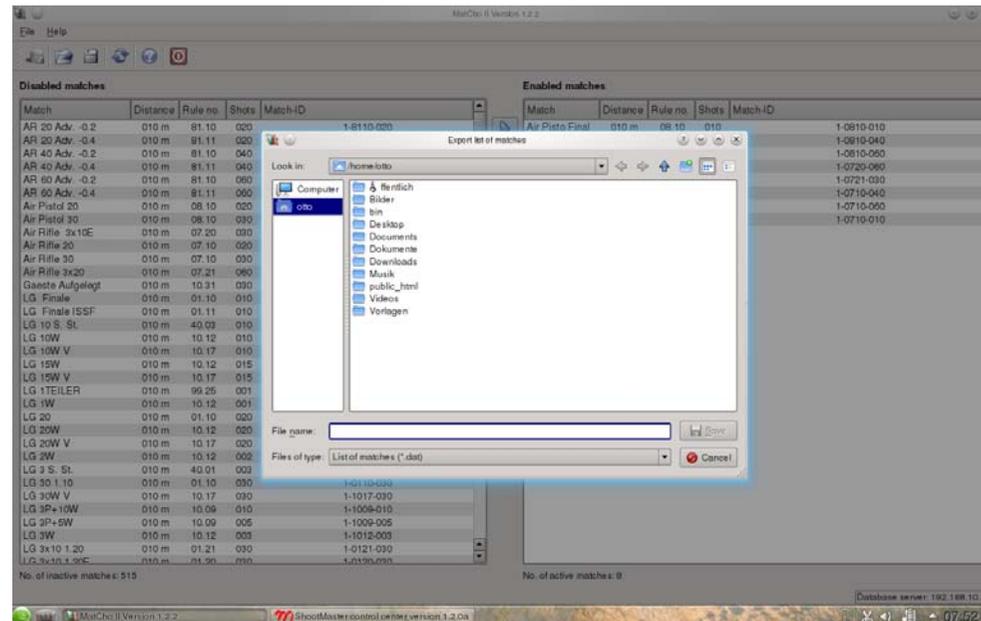
## 1.4.3 Sort the competition list

In order to speed up finding the competitions to be activated or deactivated, the competition lists possesses a sorting function. After the start of program the competition lists are sorted by competition names in an ascending order. This is indicated by the arrow showing upward on the right in the title of the column „Competition“.

To sort the competition list by another criterion, such as distance or number of shots, just click on the title of the column it shall be sorted by. By clicking once again on the same title, you can switch between an ascending and descending order of the criterion.

## 1.4.4 Import / export of the competition list

The setting „Active competitions“ (competitions available on Control PCs), adapted to a shooting program or a shooting contest, can be saved to a directory by clicking on “export competition list” 



or can be made available again

by clicking on „import” 



Chapter 2

# About StaLisMan

The starting list manager (**StaLisMan** for short) serves to create starting lists for matches and tournaments. By means of starting lists, you can determine the shooters' competition day, firing point and discipline.

In addition, result lists can be determined, where the shooters' event results are stored. An evaluation of these result lists is carried out by the result program. Furthermore, several shooters can be combined to a team.

With the StaLisMan shooter datasets can be exchanged between different starting lists. Furthermore a database-supported administration of all shooter, association, category, federation and team data is offered.



### 2.1 Master data administration via the database

***The StaLisMan II stores all information that is necessary within a starting list and all information inserted by the user in a database.***

***The advantage of this is that if new starting lists are created, you can access already existing shooter, association, team and federation data of the database.***

***The filed shooter, association, team, category and federation data in the database are also qualified as master data, as they are the data basis for all available starting lists. If you generate a starting list, a connection between the starting list and the master data in the database is created.***

***Only references to the master data of the database are stored in the starting list. The advantage of this is that an amendment of the master data, e.g. the correction of a shooter name in the master data of a shooter, has a direct effect on all starting lists containing this shooter. The same applies to shooter, association, team and federation data.***

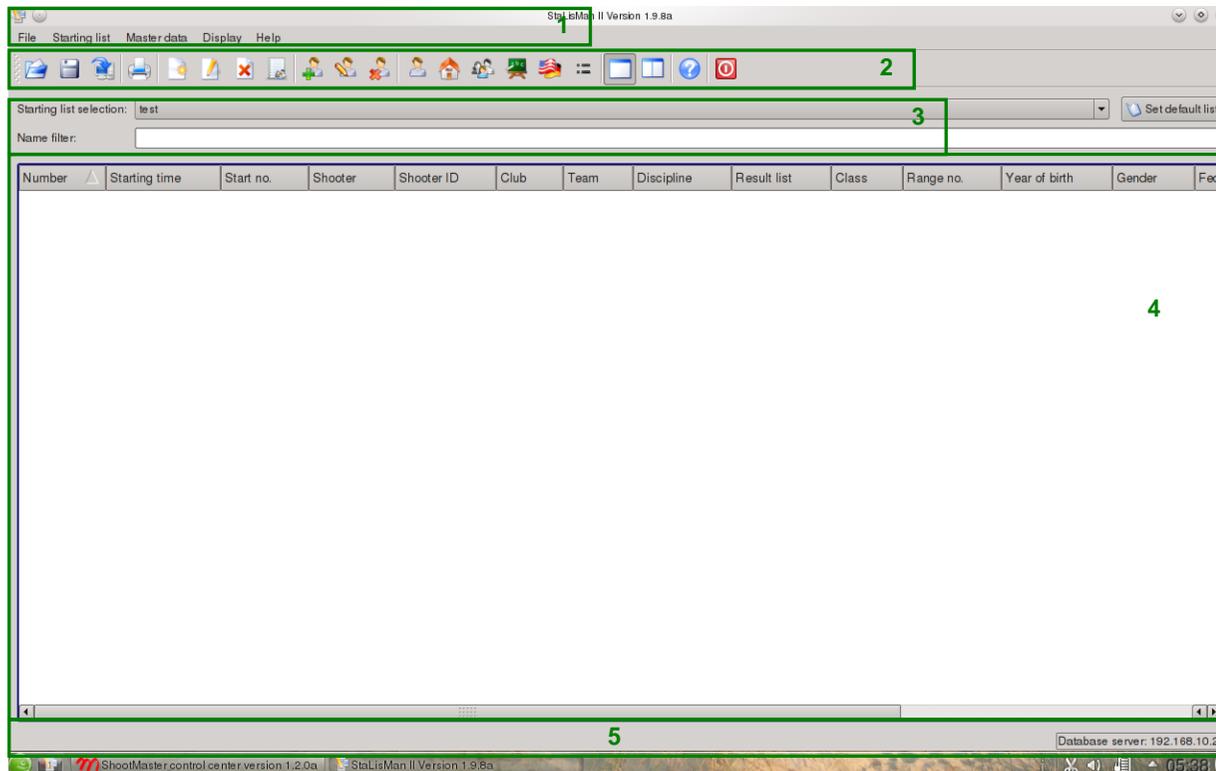


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## 2.2 Design of the StaLisMan main window

The StaLisMan main window can be subdivided into five zones.



1. The **menu bar**, which offers an access to all relevant settings and program actions.
2. Via icons, the **toolbar** provides a quick access to the most important program actions.
3. The choice box for the **starting list** to be opened and an input box in order to filter the currently opened starting list according to a particular name.
4. In the central zone of the window you will find a **table**, where the shooters of the currently opened starting list can be displayed and edited with all relevant shooter information (such as name, sport pass number, association, team, category, gender, year of birth, result list,...).
5. At the bottom of the window you will find the **status bar**, where information to the particular buttons of the menu items of the toolbar is shown, when the mouse goes over the buttons of the toolbar.



# Shootmaster II - Summary



## 2.2.1 The menu bar

The menu bar in the upper part of the program window contains five menu items.

The menu **File** offers the following functions:

- **Import starting list:** Loads a starting list that has previously been exported via the function „**Export starting list**“ from a starting list export file, so that this starting list is available within the MEYTON system.  
By means of this function you can also load starting lists that have been generated with a MEYTON-compatible third-party software (e.g. competition and evaluation programs of other manufacturers).
- **Export starting list:** Stores a starting list in a starting list export file. This is advisable in case of a data backup or an exchange of starting lists between different MEYTON workstations.
- **Print starting list:** Opens the list selection submenu for printing the schedule, name, start number, team and association list.
- **Quit:** Quits the StaLisMan program. This function is also accessible via the key combination **Ctrl+Q**.

The menu **Starting list** offers the following functions:

- **Create new starting list:** This function opens a window, where the user can create a new starting list.  
This function is also accessible via the key combination **Ctrl+N**.
- **Rename starting list:** By means of the sub-window the name of the selected starting list can be changed or renamed.
- **Delete starting list:** Deletes the currently selected starting list from the database. This function is also accessible via the key combination **Ctrl+L**. Optionally, all the shooters of this list may be deleted from the database, provided that they do not exist in other starting lists.
- **Create master list:** Creates a list of all shooters of the database.
- **Insert shooter:** Inserts a new shooter into the starting list. The next free start number is automatically assigned to the new shooter.  
If a shooter already exists in this starting list, the boxes „event“, „category“ and “result list” are copied over for the new shooter.  
Furthermore, the firing point number is increased by one if a firing point number had been assigned to the previously inserted shooter.  
This function is also accessible via the key combination **Ctrl+<plus key>**.
- **Edit shooter:** Opens the shooter data window of the selected shooter to change the shooter master data. This change is taken over by all starting lists that include this shooter.
- **Delete shooter:** The shooters, who have been selected in the starting list, are deleted from the starting list. This function is also accessible via the key combination **Ctrl+<minus key>**.

The menu **Master data** offers the following functions:

- **Edit shooter master data:** Opens a window by means of which new shooters can be included in the shooter database and the data (such as name, association and year of birth) of already existing shooters can be modified.  
**Please note that a modification of the shooter master data has an impact on all starting lists that include this shooter.**  
This function is also accessible via the key combination **Ctrl+S**.
- **Edit association master data:** Opens a window by means of which new associations can be included in the association database and the data of already existing associations can be modified.  
**Please note that a modification of the association master data has an impact on all shooters who are members of this association.**  
This function is also accessible via the key combination **Ctrl+V**.



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- **Edit team master data:** Opens a window by means of which new teams can be included in the team database and the data of already existing teams can be modified.  
*Please note that a modification of the team master data has an impact on all shooters who are members of this team.*  
This function is also accessible via the key combination **Ctrl+M**.
- **Edit category data:** Opens a window by means of which new user-defined competition categories can be created or competition categories that already exist in the category database can be changed.  
*Please note that a modification of the category data has an impact on all starting lists, in which events of this competition category are conducted.*
- **Edit federation master data:** Opens a window by means of which new federations can be included in the federation database and the data of already existing federations can be modified. *Please note that a modification of the federation master data has an impact on all teams and associations that belong to this federation.*
- **Edit result lists:** Opens a window in which new result lists can be included in the result database and names of already existing result lists can be modified. *Please note that a modification of the result lists has an impact on all the starting lists with this result list name.*

The menu **Display** offers the following functions:

- **One starting list:** Switches the tabular view of the starting list in the main window of the StaLisMan to the one-starting-list mode. In the one-starting-list mode, which is also active when the StaLisMan is started, the shooter data of one list are shown. This mode is particularly suitable for creating and editing one single starting list. This function is also accessible via the key combination **Ctrl+1**.
- **Two starting lists:** Switches the tabular view of the starting list in the main window of the StaLisMan to the two-starting-lists mode. In the two-starting-lists mode the shooter data of two starting lists are shown side by side in the main window of the StaLisMan. This mode is particularly suitable for copying and moving shooter datasets between different starting lists. This function is also accessible via the key combination **Ctrl+2**.

The menu **Help** offers the following options:

- **Help:** Shows the StaLisMan online help. This function is also accessible via the key **F1**.
- **About:** Displays information about the current program version.



## Shootmaster II - Summary



### 2.2.2 The toolbar

The toolbar in the upper part of the window offers the following functions via the displayed icons:

	Loads a starting list that has previously been exported via the function „ <b>Export starting list</b> “ from a starting list export file, so that this starting list is available within the MEYTON system. By means of this function you can also load starting lists that have been generated with a MEYTON-compatible third-party software (e.g. competition and evaluation programs of other manufacturers).
	Stores a starting list in a starting list export file. This is advisable in case of a data backup or an exchange of starting lists between different MEYTON workstations.
	Opens the list selection submenu for printing the schedule, name, start number, team and association list.
	This function opens a window, where the user can create usual starting lists and new starting lists for multiple-lap tournaments and league events. This function is also accessible via the key combination <b>Ctrl+N</b> .
	By means of the sub-window the name of the selected starting list can be changed or renamed. The shooters of this lists remain unchanged.
	Deletes the currently selected starting list from the database. This function is also accessible via the key combination <b>Ctrl+L</b> . Optionally, all the shooters of this list may be deleted from the database, provided that they do not exist in other starting lists.
	The function “Create master list” creates a list of all shooters of the database.
	Inserts a new shooter into the starting list. The next free start number is automatically assigned to the new shooter. If a shooter already exists in this starting list, the boxes „event“, „category“ and “result list” are copied over for the new shooter. Furthermore, the firing point number is increased by one if a firing point number had been assigned to the previously inserted shooter. This function is also accessible via the key combination <b>Ctrl+&lt;plus key&gt;</b> .
	Opens the shooter data window of the selected shooter to change the shooter master data. This change has an impact on all starting lists that include this shooter.
	The shooters who have been selected in the starting list are deleted from the starting list. This function is also accessible via the key combination <b>Ctrl+&lt;minus key&gt;</b> .



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	Opens a window by means of which new shooters can be included in the shooter database and the data (such as name, association and year of birth) of already existing shooters can be modified. <b>Please note that a modification of the shooter master data has an impact on all starting lists that include this shooter.</b> This function is also accessible via the key combination <b>Ctrl+S</b> .
	Opens a window by means of which new associations can be included in the association database and the data of already existing associations can be modified. <b>Please note that a modification of the association master data has an impact on all shooters who are members of this association.</b> This function is also accessible via the key combination <b>Ctrl+V</b> .
	Opens a window by means of which new teams can be included in the team database and the data of already existing teams can be modified. <b>Please note that a modification of the team master data has an impact on all starting shooters who are members of this team.</b> This function is also accessible via the key combination <b>Ctrl+M</b> .
	Opens a window by means of which new user-defined competition categories can be created or competition categories that already exist in the category database can be changed. <b>Please note that a modification of the category data has an impact on all starting lists, in which events of this competition category are conducted.</b>
	Opens a window by means of which new federations can be included in the federation database and the data of already existing federations can be modified. <b>Please note that a modification of the federation master data has an impact on all teams and associations that belong to this federation.</b>
	Opens the window „Edit result lists“, where new result lists can be created, modified or deleted. <b>Please note that a modification of the result lists has an impact on all the starting lists with this result list name.</b>
	Switches the tabular view of the starting list in the main window of the StaLisMan to the one-starting-list mode. In the one-starting-list mode, which is also active when the StaLisMan is started, the shooter data of one list are shown. This mode is particularly suitable for creating and editing one single starting list. This function is also accessible via the key combination <b>Ctrl+1</b> .
	Switches the tabular view of the starting list in the main window of the StaLisMan to the two-starting-lists mode. In the two-starting-lists mode the shooter data of two starting lists are shown side by side in the main window of the StaLisMan. This mode is particularly suitable for copying and moving shooter datasets between different starting lists. This function is also accessible via the key combination <b>Ctrl+2</b> .
	Shows the StaLisMan online help. This function is also accessible via the key <b>F1</b> .
	Turns off the StaLisMan.



# Shootmaster II - Summary



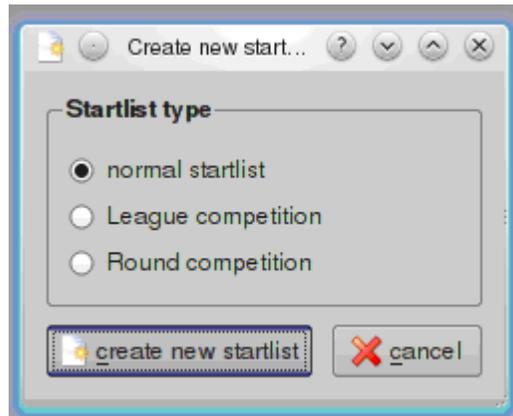
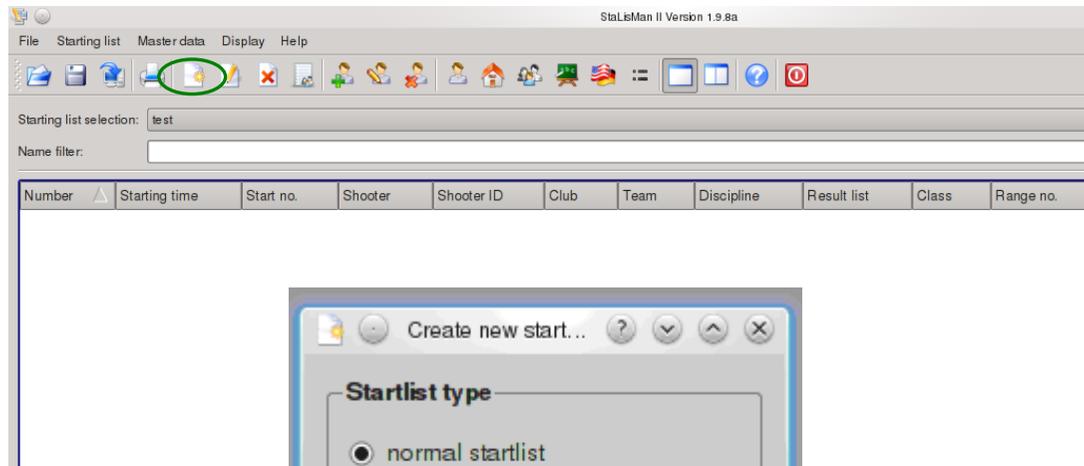
## 2.3 Create and edit starting lists

The StaLisMan serves to create appropriate starting lists for different kinds of events. Starting lists are used to conduct tournaments and championships and describe the shooters who take part in such a tournament or championship. By means of starting lists, you can determine the shooters' competition day, firing point and discipline.

In addition, in a starting list a result list can be determined, where the shooters' event results are stored.

### 2.3.1 Create new starting list

In order to create a new starting lists with the StaLisMan, please proceed as follows:



1. Please click on the  icon in the toolbar or select the option :  
“Starting list”->”Create new starting list”  
in the menu bar or use the key combination **Ctrl+N**.
2. Then, the following window appears, where you can choose the starting list according to the event:
3. Please select the appropriate starting list type:
  - **usual starting list**
  - **league event**
  - **multiple-lap tournament**
4. Please confirm your choice with:



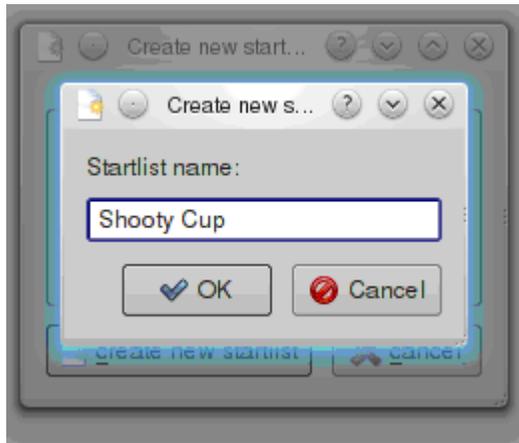


# Shootmaster II - Summary



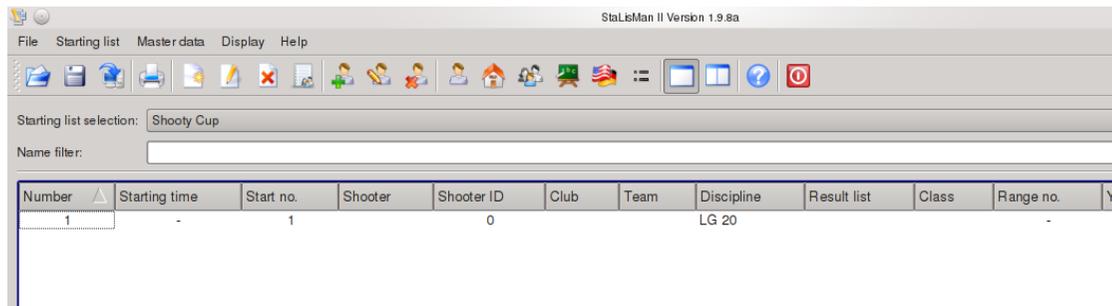
## 2.3.2 Usual starting list

After clicking on **“Create new starting list”** an additional window with the input box for the name of this starting list is being opened.



Please insert here the name of the starting list.

Please confirm with OK.



Your empty starting list is being opened.



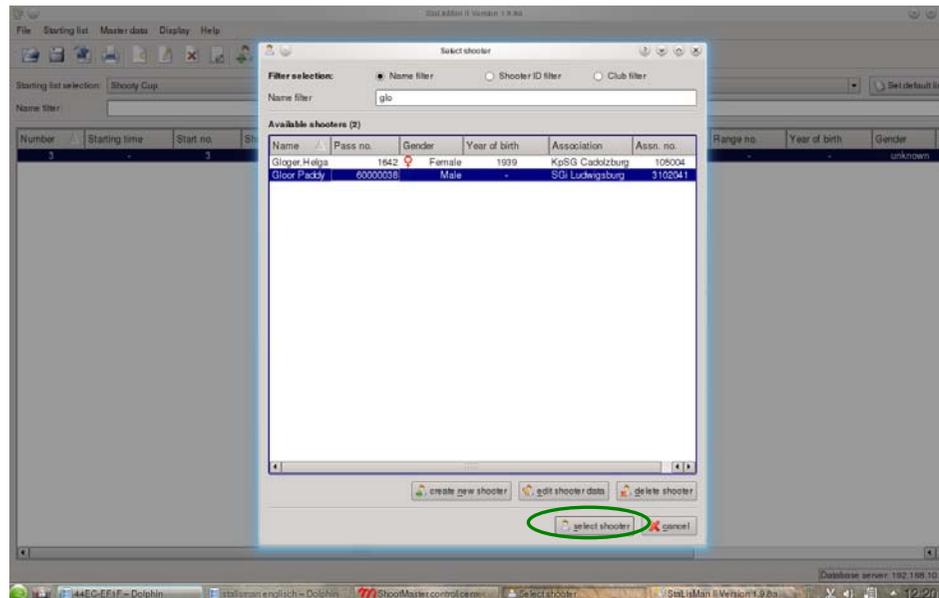
# Shootmaster II - Summary



## 2.3.3 Insert shooters into the starting list

In order to insert a new shooter in a starting list that has been opened for editing, please proceed as follows:

1. Please click on the  button in the toolbar or select the option **“Starting list”->“Insert shooter”** from the menu bar or use the key combination **Ctrl+<plus key>**. Alternatively, you can click with the right mouse key on the shooter table and select the option **“Insert shooter”** from the menu that appears. Furthermore, it is possible to click with the left mouse key on the shooter table and press then the plus key.



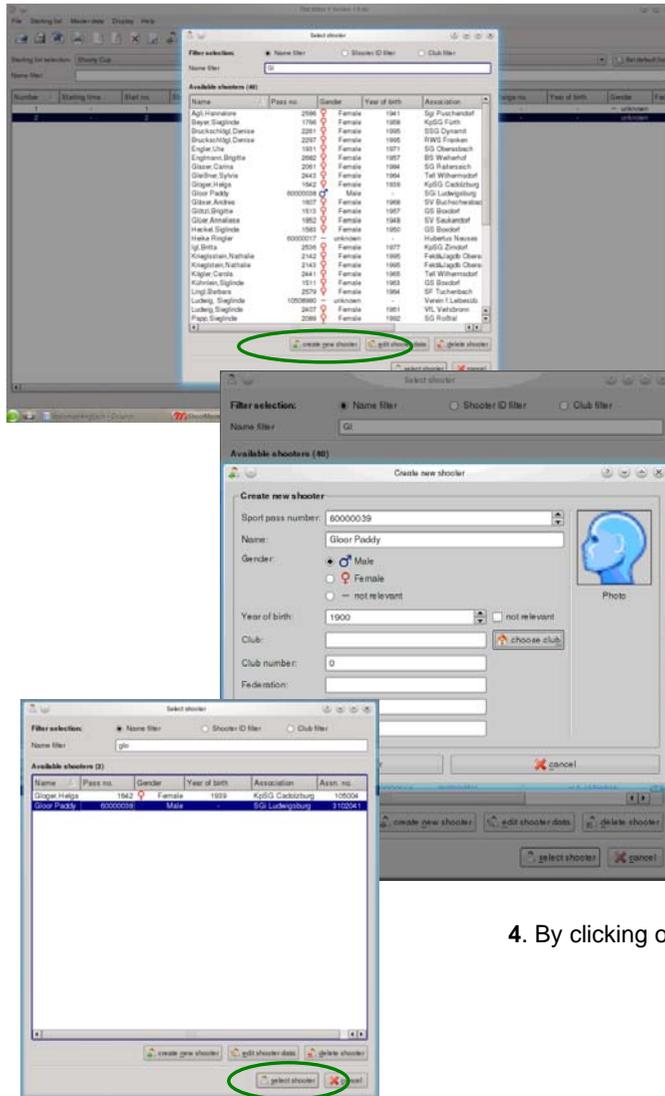
2. After enabling the action **“Insert shooter”**, a shooter selection window is being opened in the database, where all the previously entered shooters are on hand. By means of the name filter, you can limit the number of shooters shown in the database or filter the starting list by a particular name. This is especially useful if your database contains a large number of shooters. Enter at least three letters of the first or last name of the shooter to be found in the field „Name filter“. In the field „Available shooters“ only those shooters are shown, who contain the text you have entered in the field „Name filter“.  
  
Optionally, you can also filter by sport pass number or association.
3. If the shooter you have been looking for is available, please select him or her.
4. By means of **„Select shooter“** this shooter is being transferred to the starting list.



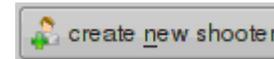
# Shootmaster II - Summary



## 2.3.4 Create new shooter



1. Open the data collection field by clicking on



2. Please insert here the following data of the new shooter:

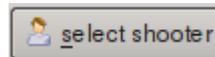
- **Sport pass number:** The sport pass number is a unique identifying information of every shooter. This number is assigned by the German Shooting Federation (GSF). If you don't know the sport pass number of the new shooter, please leave the default value in this field unchanged. The default value corresponds to the next free sport pass number in the database.
- **Name:** Last and first name of the shooter. It is recommended to insert the name in the following format: <Last name>, <First name> (e.g. Sample, Sam).
- **Gender:** Gender of the shooter. Among others, this information is required in order to determine the competition category of the shooter automatically.
- **Year of birth:** Year of birth of the shooter. Among others, this information is required in order to determine the competition category of the shooter automatically. If you don't know the year of birth of the new shooter, please activate the field „unknown“.
- **Association:** Please select here the association of the shooter by clicking on „Select association“ and choosing the association of the shooter in the association window that has appeared.
- The fields „Association number“, „Federation“, „Federation code“ and „Federation number“ contain further information about the selected association. Here you cannot change this data. If they do not correspond to your wishes, please change the association master data (see „Edit association master data“).

3. Now, please press the button „Save new shooter“.

If the shooter data you have entered are correct, the shooter will be stored in the database and is now available in the shooter selection window.

The newly generated shooter is highlighted in blue in the window.

4. By clicking on



the selected shooter is taken over to your starting list.



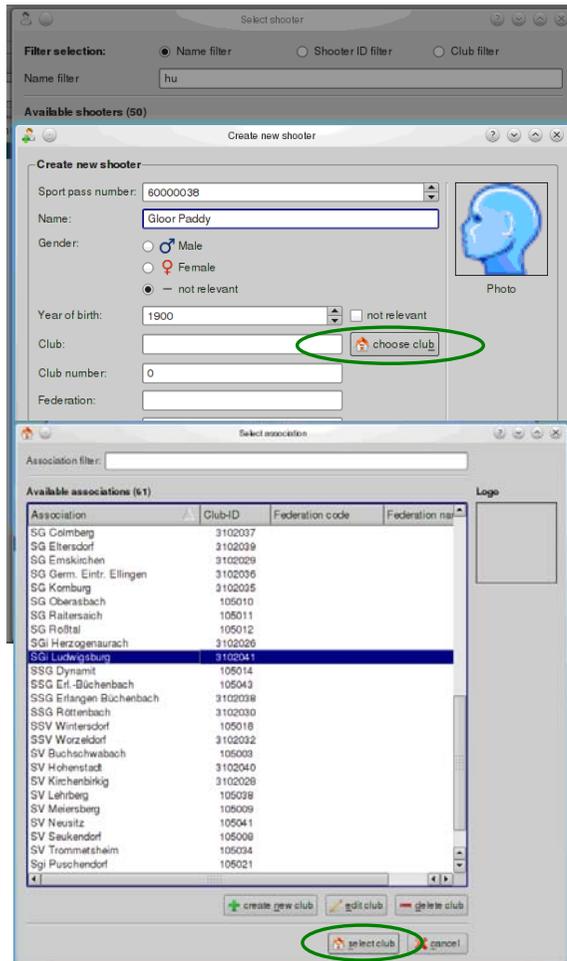
# Shootmaster II - Summary

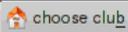
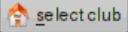


## 2.3.5 Select / edit association master data

Within the shooter data, you should determine the association the shooter is participating for in the selected discipline. Thereby, when assigning a starting place to a shooter, the association is automatically filled in with the home association of the shooter. The home association of a shooter is collected when the shooter dataset is created. A modification of the column "Association" within a starting list should only be effected, if the shooter shoots within the current starting list for another association and not his or her home association. Furthermore please note that the association, which you choose here, only applies to the single start of the shooter. If the shooter is in addition a member of a team (see the „**Team**“ column), the association membership of the team is the decisive factor for the team evaluation.

In order to determine or change the home association of a shooter, please proceed as follows:



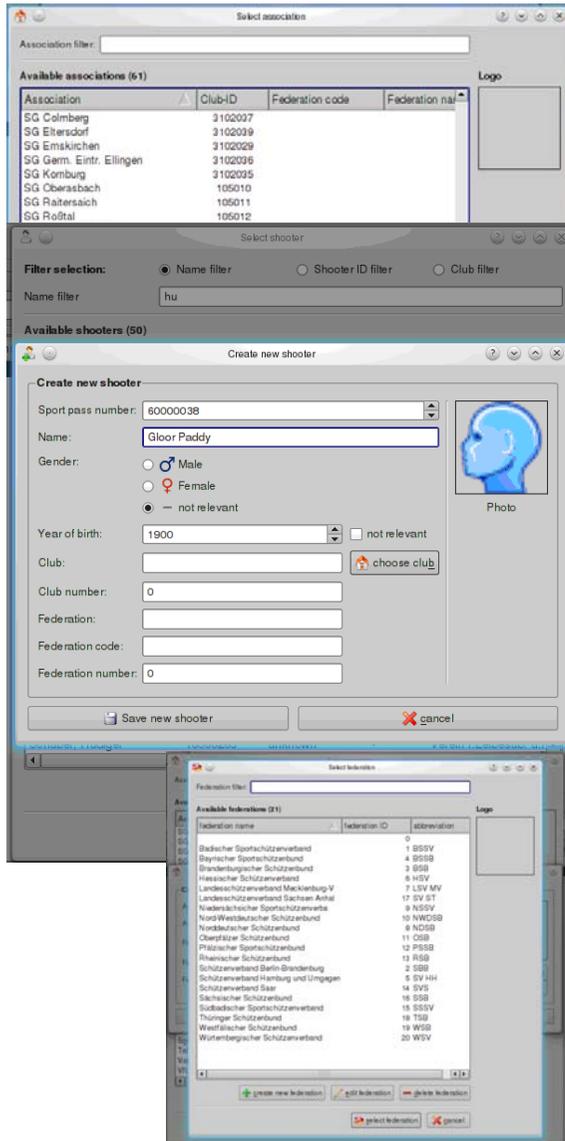
1. Please click on  .  
The association selection window appears.
2. In this window you can set an association, which already exists in the database, as the home association of the shooter. If the association you intend to choose for the current start of the shooter is not available in the association database yet, please continue with chapter "[Association master data- Create new association](#)". Otherwise please select now the new start association of the shooter from the list of the available associations. By means of the field „**Association filter**“, you can filter the association database by association names. This makes it easier to find a particular association if a lot of association datasets are on hand in the database.
3. In order to set an association from the list of the available associations as the home association of the shooter, please double-click with the left mouse key on the corresponding association within the list of the available associations. Alternatively, you can select the corresponding association by clicking on it with the left mouse key and pressing afterwards the "**Enter**" key or the  button "**Select association**".



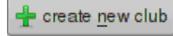
# Shootmaster II - Summary



## 2.3.6 Association master data – create new association



In order to open the window to edit the association data, please proceed as follows:

1. Click on the button . A window appears, where you can enter the data of the new association.
2. Please fill in the following data of the new association:
  - **Association number:** The association number is a unique association identifying information, which is assigned by the corresponding regional federation of the association. If you don't know the association number of the new association, please leave the default value in this field unchanged. The default value corresponds to the next free association number in the database.
  - **Association name:** Full name of the association.
  - **Federation:** Please select here the regional federation the association is belonging to by pressing the button **“Select federation”** and choosing the federation of the association in the federation selection window.
  - The fields **“Federation code”** and **“Federation number”** contain further information about the selected association. Here you cannot change this data.

If they do not correspond to your wishes, please change the federation master data (see **„Edit federation master data“**).

3. Now, please press the button **„Save new association“**.  
If the association data you have entered are correct, the new association is stored in the database and will be now available in the association selection window.



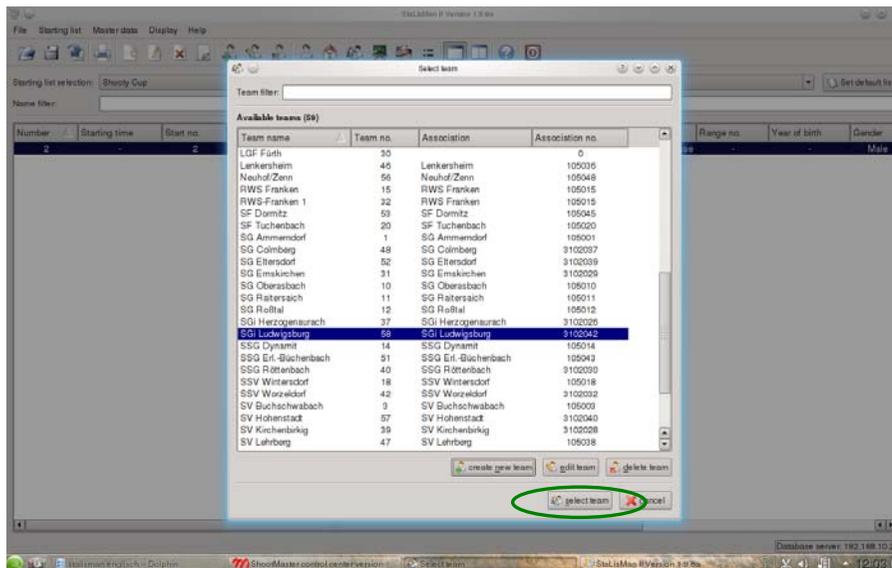
# Shootmaster II - Summary



## 2.3.7 Select a team

The StaLisMan II manages the master data of all the teams (such as the team name and the corresponding association of the team) in a database. By means of the function „**Edit team master data**“ you can insert new teams in the team database, change the master data of a team that already exists in the database or delete a team from the team database.

In order to open the window to edit the team master data, please proceed as follows:



1. Double-click with the left mouse key on the field “**Field – Team**” of the selected shooter.
2. The team master data window is being opened:
3. In this window you can select a team that already exists in the database. If the team you intend to choose for the current start of the shooter is not available in the team database yet, please see chapter “[Edit team master data](#)”. Otherwise, please select now the team of the shooter from the list of the available teams.  
By means of the field „**Team filter**“ you can filter the team database by team names.  
This makes it easier to find a particular team if a lot of association datasets are on hand in the database.
4. In order to determine a team from the list of the available teams of the shooter, please double-click with the left mouse key on the corresponding team within the list of the available team. Alternatively you can select the corresponding team by clicking on it with the left mouse key and pressing afterwards the „**Enter**“ key or the button „**Select team**“.

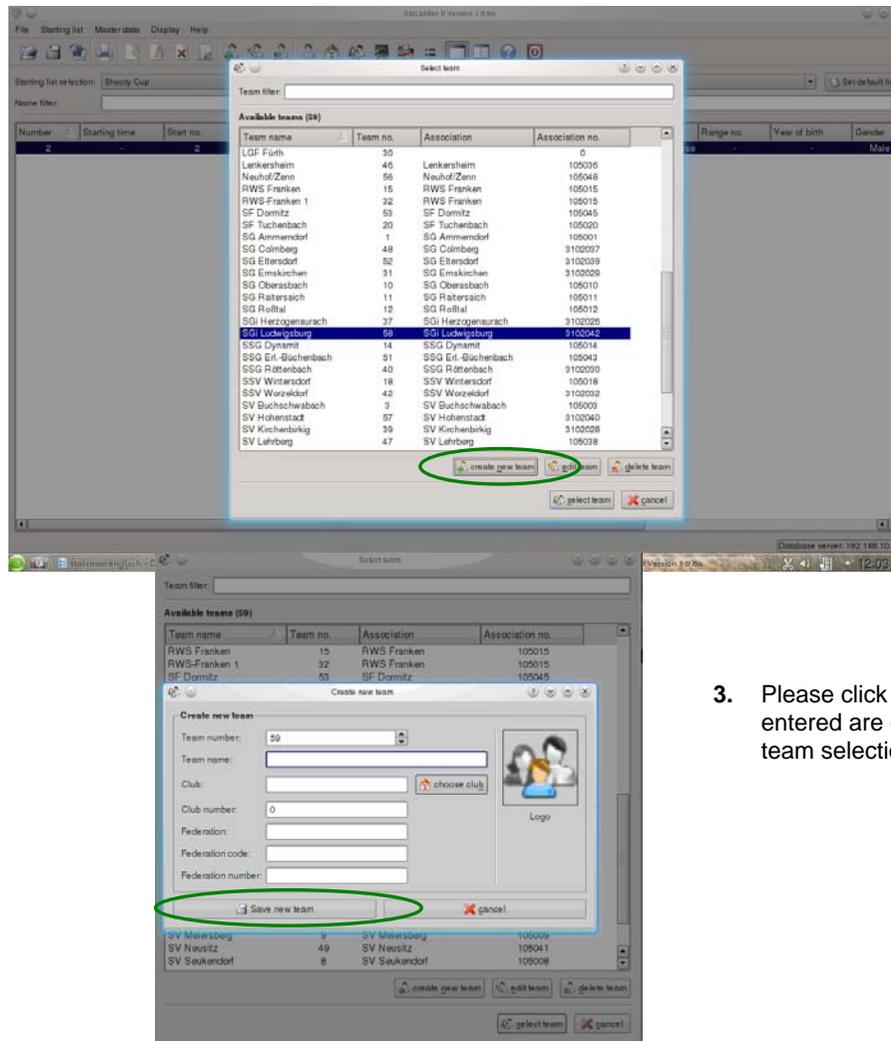


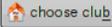
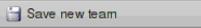
# Shootmaster II - Summary



## 2.3.8 Create new team

In order to insert a new team in the team database, please proceed as follows:



1. Click on the button „Create new team“. A window appears where you can enter the data of a new team.
2. Please fill in here the following data of the new team:
  - **Team name:** Full name of the team.
  - **Association:** Please select here an association the team is belonging to by clicking on the button  and selecting the association of the team in the association selection window.
  - The fields „Association number“, „Federation“, „Federation code“ and „Federation number“ contain further information about the selected team. Here you cannot change this data. If they do not correspond to your wishes, please change the association master data (see „Edit association master data“).
3. Please click now on the button . If the team data you have entered are correct, the new team is stored in the database and will now be available in the team selection window.



# Shootmaster II – Summary

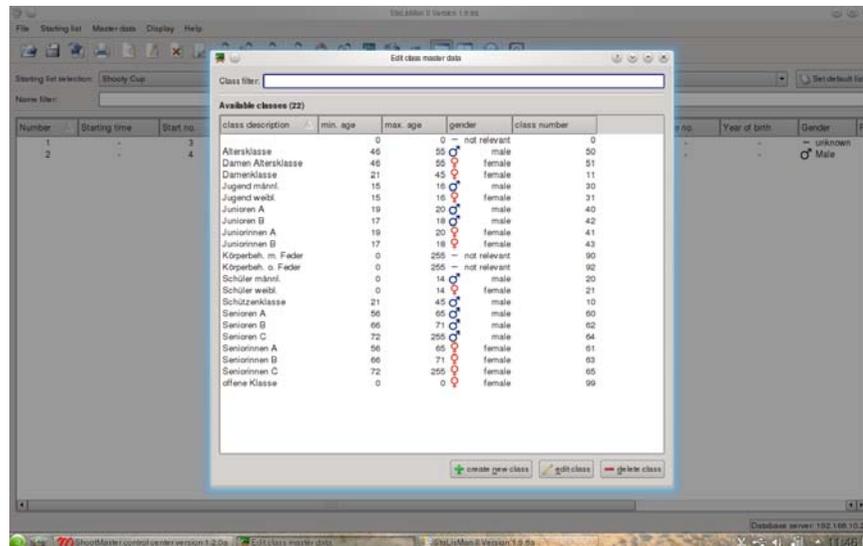


## 2.3.9 Edit competition categories

In an event different shooters belonging to certain competition categories (such as junior or senior category) take part. The StaLisMan II administrates the competition category data (such as the category name and the minimum and maximum age of a category) in a database. By means of the function **“Edit categories”** you can insert new user-defined categories in the category database, change the data of categories that already exist in the database or delete user-defined categories from the category database.

Note: You can delete the official categories of the German Shooting Federation and replace them by your own categories.

In order to open the window to edit the competition categories, please proceed as follows:



1. Please click in the StaLisMan main window on the icon in the toolbar or choose **„Master data”** -> **“Edit categories”** from the menu bar or use the key combination **Ctrl+K**.
2. The following window appears:



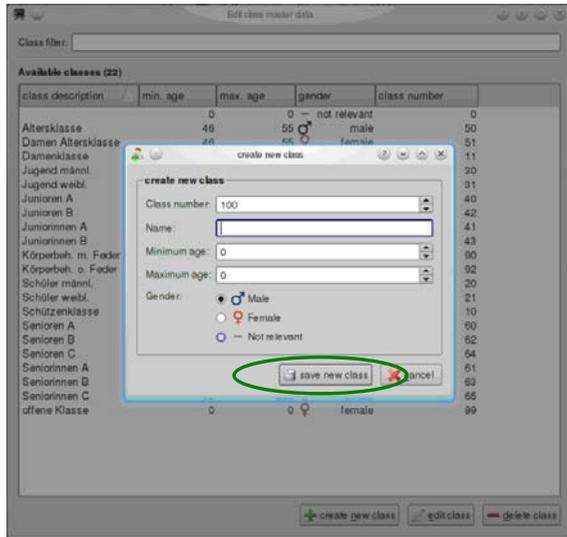


# Shootmaster II – Summary

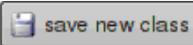


## 2.3.10 Create new competition category

In order to insert a new competition category in the category database, please proceed as follows:



1. Click on the button „**Create new category**“. A window appears, where you can enter the data of the new category.
2. Please enter here the following data of the new competition category:
  - **Category number:** Please insert here a unique number for the new category. All user-created categories must obtain a category number, which is not less than 100. By default, the next free category number is offered automatically from the group of the user-defined categories.
  - **Name:** Please insert here the full name of the new competition category.
  - **Minimum age:** Please insert here the minimum age the shooter must have reached in order to be allowed to take part in this category. For categories without minimum age restrictions, please insert „0“.
  - **Maximum age:** Please insert here the maximum age the shooter must not exceed, if he or she intends to take part in the category. For categories without maximum age restrictions, please insert „255“.
  - **Gender:** Here you can determine the gender the shooter must have to be allowed to take part in this category. Please select the value „irrelevant“ for mixed categories.

3. Now, please click on the button . If the category data you have entered are correct, the new category will be stored in the database and will be available then in the category selection window.



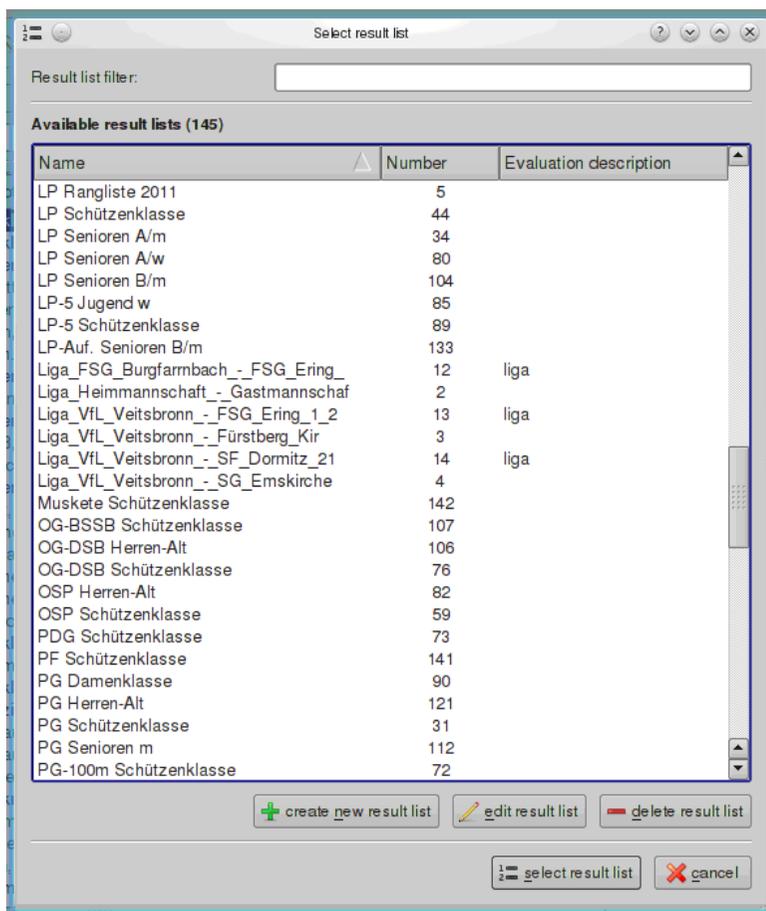
# Shootmaster II - Summary

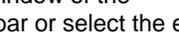


## 2.3.11 Result lists

The results a shooter achieves in the course of a competition are stored in result lists. In order to facilitate the subsequent evaluation of a competition with the result program (Ranklist), a result list should be defined for each shooter within the starting list. The results of all participants with the same result list will be evaluated together. Note: You can easily assign different result lists to different shooters within a starting list.

In order to open the window to edit the result lists, please proceed as follows:



1. Open the window “**Select result list**” by double-clicking on the column “result list”.
2. Please select the result list you intend to choose by clicking on it with the left mouse key. By means of  this result list is inserted in the starting list.
3. Alternatively, please click in the main window of the StaLisMan on the  icon in the toolbar or select the entry „**Master data**”-> “**Edit result lists**” from the menu bar or use the key combination **Ctrl+R**. The following window appears:

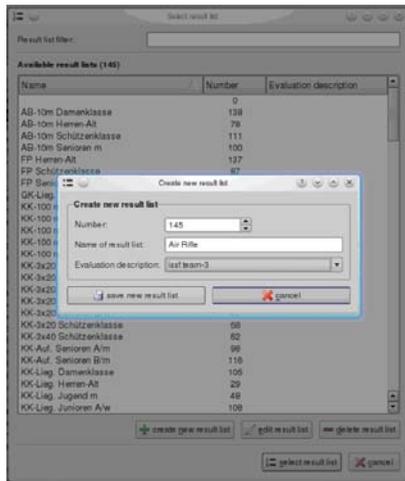


# Shootmaster II - Summary



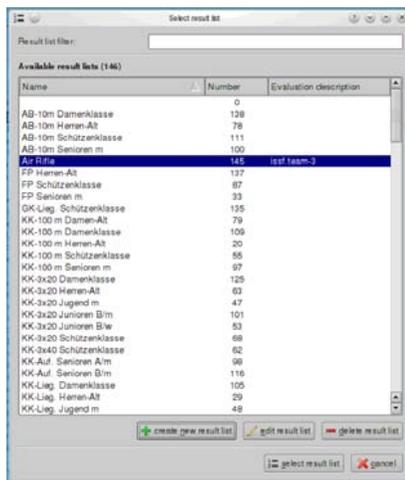
## 2.3.12 Create new result list

In order to create a new result list, please proceed as follows:



1. Click on the button „**Create new result list**“. A window appears where you can enter the name of the new result list.

2. Please insert here the name you have chosen for the new result list and confirm by clicking on „**Save new result list**“.



3. Now, the new result list can be chosen. Select this result list. By means of „**Select result list**“ this list is transferred to the starting list.



# Shootmaster II - Summary



## 2.4.1 Starting lists – copy and paste lines

With the StaLisMan you can copy single columns of a starting list entry of the currently opened starting list to the clipboard and insert this information into the same column of one or several other starting list entries. This can be useful, for example, if you want to change the discipline of all shooters of a starting list without changing every single dataset of the starting list.

In order to copy the data of a particular column of a starting list entry to the clipboard, please proceed as follows (in the figures of this example the column “Starting time” is copied and inserted into four other starting list entries):

The first screenshot shows the StaLisMan interface with a starting list table. The 'Starting time' column is highlighted. A context menu is open over the table, and the option 'Copy highlighted column to the clipboard.' is selected.

Number	Starting time	Start no.	Shooter	Shooter ID	Club	Team	Discipline	Result list	Class	Range no.	Year of birth
1	-	1	Proedger Maren	2285	RWS Franken	RWS-Franken 1	Air Rifle 40	-	Damenklasse	-	1991
2	-	2	Markart Miriam	2340	RWS Franken	RWS-Franken 1	LG 40	-	-	-	-
3	-	3	Ziegler Julia	2913	RWS Franken	RWS-Franken 1	LG 40	-	-	-	-
4	-	4	Schwendner Theresa	2344	RWS Franken	RWS-Franken 1	LG 40	-	-	-	-
5	-	5	Grünwadel Tina	2914	RWS Franken	RWS-Franken 1	LG 40	-	-	-	-
6	-	6	Vierthaler Monika	2915	RWS Franken	RWS-Franken 1	LG 40	-	-	-	-
7	-	7	Gebhard Bernd	2916	RWS Franken	RWS-Franken 1	LG 40	-	-	-	-
8	-	8	Hahn Sebastian	2917	RWS Franken	RWS-Franken 1	LG 40	-	-	-	-

The second screenshot shows the same interface, but now the 'Starting time' column is highlighted for all rows 2 through 5. The context menu is open, and the option 'Insert copied column from the clipboard to the marked data sets.' is selected.

The third screenshot shows the final result: the 'Starting time' column has been updated for rows 2, 3, 4, and 5. The context menu is no longer visible.

1. Please **right-click on the column** of the starting list entry in the starting table whose content you want to copy to the clipboard.
2. Select in the menu that appears the option **“Copy highlighted column to the clipboard”** and left-click on it. Please note that the columns **“Number”, “Start number”, „Federation”, „Gender”** and **„Year of birth”** cannot be copied to the clipboard.
3. Select now those starting list entries in the starting table the column copied to the clipboard shall be inserted in. To do so, press and hold the **“Ctrl”** key and left-click all starting list entries you intent to select. By pressing and holding the **“Shift”** key, you also can select continuous starting list entries with the left mouse key, the arrow keys or the following keys: Home, End, Page up, Page down.
4. Now, please click with the right mouse key on one of the selected starting list entries and choose from the menu that appears the option **„Insert copied column from the clipboard to the marked data sets”**. The column you had copied to clipboard is now inserted into the selected datasets.



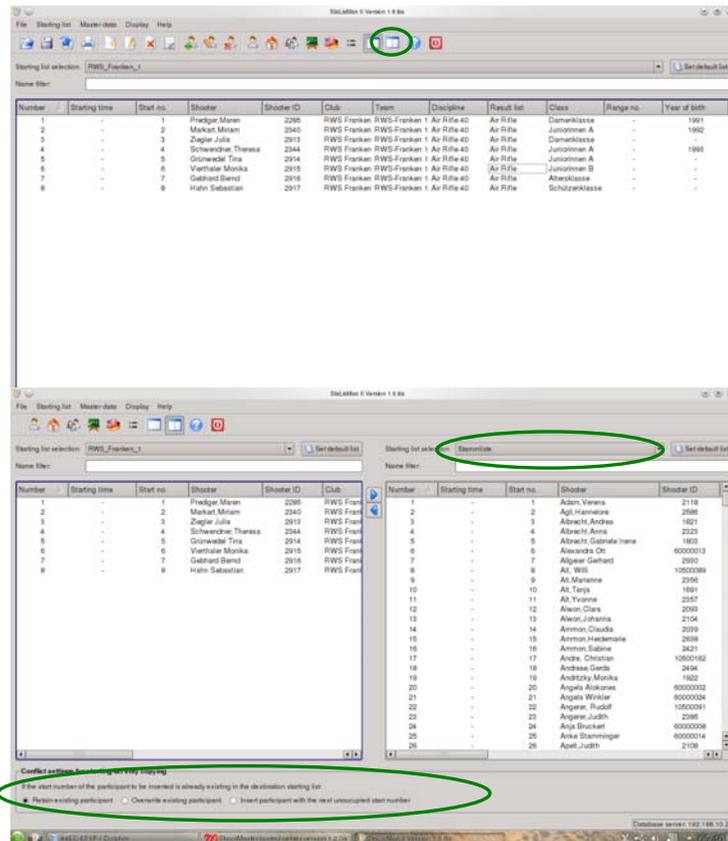
# Shootmaster II - Summary



## 2.4.2 How to work with two starting lists

With the StaLisMan you can exchange participant datasets between different starting lists. In order to organize it for the user as simply as possible, the StaLisMan offers a display, where two starting lists are shown side-by-side. In this view participant datasets can be copied from one starting list to another.

In order to copy participant datasets from one starting list to another, please proceed as follows:



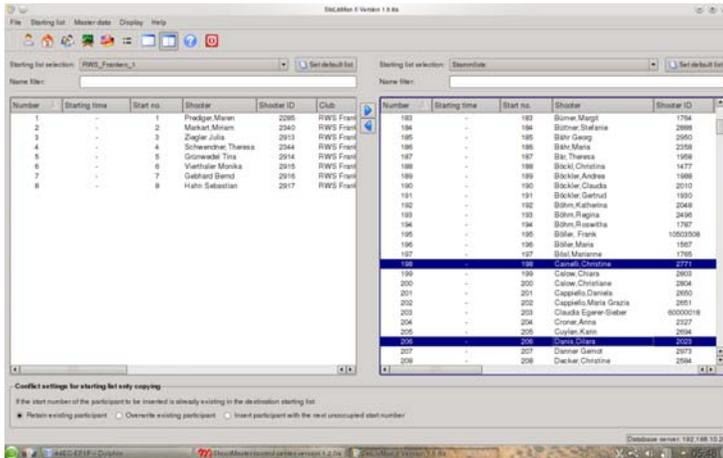
1. To activate the two-starting-list display, please click on the  icon in the toolbar or choose the entry „Display“->”two starting lists“ in the menu bar or use the key combination **Ctrl+2**.
2. Please select now the destination starting list for copying by right-clicking on the field „Starting list selection“ in the right starting list display and selecting the appropriate destination starting list.
3. In the lower part of the window, please set in „Conflict settings for starting list entry copying“, how the StaLisMan shall proceed, if you intend to insert datasets with a particular start number into the destination starting list, where those start numbers already exist.

The following possibilities are offered to resolve the conflict:

- **Retain existing participant:** The starting list entry in the destination starting list that has the same start number as participant dataset to be inserted is retained. The participant dataset from the source starting list is **not transferred**. This is the default setting, when the two-starting-list display is opened.
- **Overwrite existing participant:** The starting list entry in the destination starting list that has the same start number as the participant dataset to be inserted, is overwritten with the participant dataset from the source starting list.
- **Insert participant with the next unoccupied start number:** The participant dataset, which has been selected in the source starting list and which has the same start number as a participant dataset in the destination table, is transferred to the destination table with the next free start number.

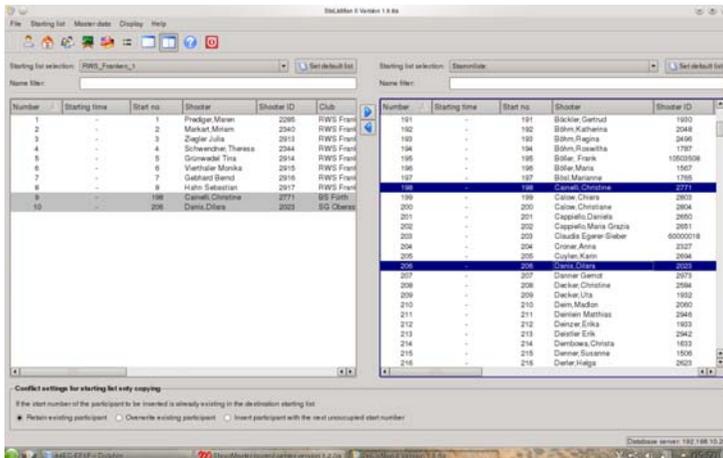


# Shootmaster II - Summary



4. Select in the source starting list those datasets, which shall be copied to the source starting list. To do so, please press and hold the “Ctrl” key and left-click on the starting list entries you want to select. By pressing and holding the “Shift” key, you also can select continuous starting list entries with the left mouse key, the arrow keys or the following keys: Home, End, Page up, Page down.
5. After having set the conflict settings, you can copy the selected participant datasets from the source starting list to the destination starting list. To do so, please left-click on one of the selected shooters of the source starting list and hold the left mouse key. Now, keep on holding the left mouse key and pull the selected participant datasets from the source to the destination table and release the left mouse key.
6. Alternatively, you can use the  and  buttons in the middle of the window.

The inserted shooters in the destination starting list are highlighted in **grey**.  
Note: The inserted shooters in the destination starting list are also displayed, if they do not match the settings of the name filter.





# Shootmaster II - Summary



## 2.4.3 Load starting list for editing

In order to load a starting list for editing that already exists in the database with the StaLisMan, please proceed as follows:

1. Switch to the one-starting-list display by pressing the  button in the toolbar or choosing the option „Display“->”one starting list“ from the menu bar or using the key combination **Ctrl+1**.



2. Then, please click in the field on „Starting list selection“ under the toolbar on the starting list selection box and select the starting list to be loaded.
3. Subsequently, the selected starting list is loaded and the shooters it contains are shown in the table under the starting list selection:

Number	Starting time	Start no.	Shooter	Shooter ID	Club	Team	Discipline	Result list	Class	Range no.	Year of birth
1	-	1	Prädiger Marien	2285	RWS Franken	RWS-Franken 1	Air Rifle 40	Air Rifle	Damenklasse	-	1
2	-	2	Markart, Miriam	2340	RWS Franken	RWS-Franken 1	Air Rifle 40	Air Rifle	Juniorinnen A	-	1
3	-	3	Ziegler Julia	2913	RWS Franken	RWS-Franken 1	Air Rifle 40	Air Rifle	Damenklasse	-	-
4	-	4	Schwandner, Theresa	2344	RWS Franken	RWS-Franken 1	Air Rifle 40	Air Rifle	Juniorinnen A	-	1
5	-	5	Grinwaldt Tina	2914	RWS Franken	RWS-Franken 1	Air Rifle 40	Air Rifle	Juniorinnen A	-	-
6	-	6	Vierthaler Monika	2915	RWS Franken	RWS-Franken 1	Air Rifle 40	Air Rifle	Juniorinnen B	-	-
7	-	7	Gelzhard Bernd	2916	RWS Franken	RWS-Franken 1	Air Rifle 40	Air Rifle	Altersklasse	-	-
8	-	8	Hahn Sebastian	2917	RWS Franken	RWS-Franken 1	Air Rifle 40	Air Rifle	Schützenklasse	-	-

## 2.4.4 Set standard list

With the StaLisMan you can set a starting list as a **standard list**. **The standard list is the starting list, which is opened automatically for editing when the StaLisMan is started.** In order to set an existing starting list as the standard list, please proceed as follows:

Number	Starting time	Start no.	Shooter	Shooter ID	Club	Team	Discipline	Result list	Class	Range no.	Year of birth
1	-	1	Prädiger Marien	2285	RWS Franken	RWS-Franken 1	Air Rifle 40	Air Rifle	Damenklasse	-	1991
2	-	2	Markart, Miriam	2340	RWS Franken	RWS-Franken 1	Air Rifle 40	Air Rifle	Juniorinnen A	-	1992
3	-	3	Ziegler Julia	2913	RWS Franken	RWS-Franken 1	Air Rifle 40	Air Rifle	Damenklasse	-	-
4	-	4	Schwandner, Theresa	2344	RWS Franken	RWS-Franken 1	Air Rifle 40	Air Rifle	Juniorinnen A	-	1993
5	-	5	Grinwaldt Tina	2914	RWS Franken	RWS-Franken 1	Air Rifle 40	Air Rifle	Juniorinnen A	-	-
6	-	6	Vierthaler Monika	2915	RWS Franken	RWS-Franken 1	Air Rifle 40	Air Rifle	Juniorinnen B	-	-
7	-	7	Gelzhard Bernd	2916	RWS Franken	RWS-Franken 1	Air Rifle 40	Air Rifle	Altersklasse	-	-
8	-	8	Hahn Sebastian	2917	RWS Franken	RWS-Franken 1	Air Rifle 40	Air Rifle	Schützenklasse	-	-

1. Click in the field „Starting list selection“ beneath the toolbar on the starting list selection box and choose the starting list to be set as the standard list:
2. Now, the selected starting list is being loaded. In order to set the loaded list as the standard list, please click on the button **“Set standard list”** that is situated to the right of the starting list selection.



# Shootmaster II - Summary

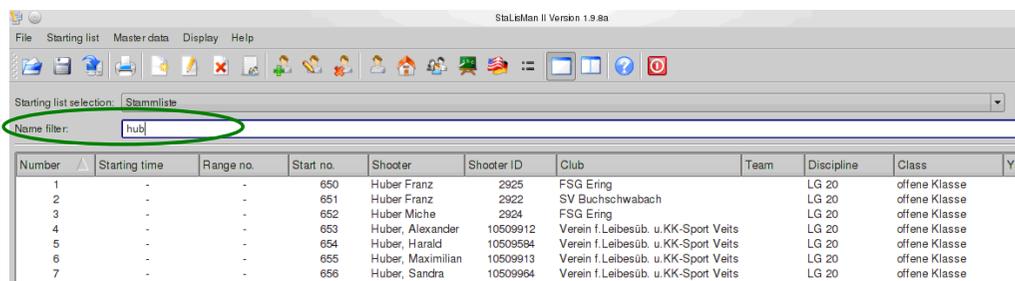


## 2.4.5 Apply name filter

By means of the name filter beneath the starting list selection box you can limit the number of shooters displayed in the starting table or filter the starting list by specific names. This is especially useful if you are searching or intend to modify a certain shooter in a large starting list containing hundreds or thousands of shooters.

In order to filter an already loaded starting list by a particular name, please proceed as follows:

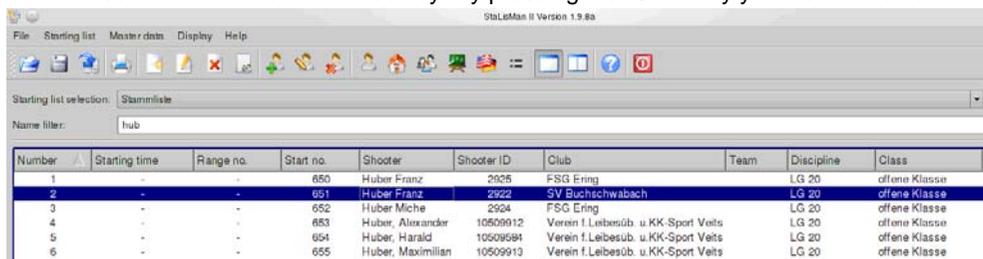
1. Please type at least three letters of the first or last name of the shooter to be found in the field „Name filter“, which is situated beneath the starting list selection box. In the starting table only those shooters of the starting list are shown now, whose names contain the text inserted in the field “Name filter”.



## 2.4.6 Delete shooters from a starting list

In order to delete one or more shooters from a starting list that has been opened for editing, please proceed as follows:

1. Select in the starting list the shooters you want to delete by clicking on them with the left mouse key. If you intend to select several shooters, please press and hold all the time the “Ctrl” key and click on the shooters to be selected with the left mouse key. By pressing the “Shift” key you also can select continuous shooters.



2. Click on the  button in the toolbar or choose the option „Starting list”->”Delete participant“ from the menu bar or use the key combination **Ctrl+<Minus key>**. Alternatively you can right-click on a shooter to be deleted and choose the option „Delete participant“ from the menu that appears. You can also use the minus or the delete key on the keyboard to delete the selected participants.



# Shootmaster II - Summary



## 2.4.7 Assign firing points

In order to assign a fixed firing point to a participant within a starting list that has been opened for editing, where the participant shall conduct his or her competition, please proceed as follows:

1. Please double-click with the left mouse key on the column **“Firing point no.”** in the table line of the starting list entry a fixed firing point shall be assigned to, a firing point assignment shall be changed or cancelled.  
Alternatively you can select a table line, choose the column **„Firing point no.“** with the skip key and press afterwards the **„Enter“** key. Now, the column **„Firing point no.“** can be edited.

Number	Starting time	Range no.	Start no.	Shooter	Shooter ID	Club	Team	Discipline	Class
1	-	1	650	Huber Franz	2925	FSG Erlng		LG 20	offene Klas
3	-	-	652	Huber Miche	2924	FSG Erlng		LG 20	offene Klas

2. Please enter now the number of the firing point the shooter shall conduct his or her competition on and press the **“Enter”** key.

**If you want to cancel the firing point assignment of a shooter or if you don't want to assign a fixed firing point, please insert a „0“ for the firing point number.**

**- Attention – When assigning firing point numbers, the participant can only be placed on his or her inserted firing point!**

## 2.4.8 Assign start numbers

Within a starting list, a unique start number is assigned to every start (corresponds to one table line). In order to change the start number of a starting list opened for editing, please proceed as follows:

Number	Starting time	Range no.	Start no.	Shooter	Shooter ID	Club	Team	Discipline	Class
1	-	-	650	Huber Franz	2925	FSG Erlng		LG 20	offene Klasse
3	-	-	652	Huber Miche	2924	FSG Erlng		LG 20	offene Klasse
4	-	-	653	Huber Alexander	1480010	Team 11 Erlng		LG 20	offene Klasse

1. Please double-click with the left mouse key on the column **“Start no.”** in the table line of the starting list entry, whose start number you want to change. Alternatively you can select a table line, choose the column **„Start no.“** with the skip key and press afterwards the **“Enter”** key. Now, the column **„Start no.“** can be edited.

2. Please enter now the new start number and press the **“Enter”** key.



# Shootmaster II - Summary



## 2.4.9 Insert elimination result

In case of disciplines that have a final round a certain number of shooters must qualify for in the course of an elimination, in most cases it is useful to create an own starting list for the final round. In these final starting lists the elimination results of those shooters are inserted, who are qualified for the finals. This is particularly important for final events, where the total result consists of the elimination and the final result.

In order to assign an elimination result to a shooter within a starting list that has been opened for editing, please proceed as follows:

Jub	Team	Discipline	Class	Year of birth	Gender	Federation	Result list	Elimination res.	Qual. res.	At
SG Ering		LG 20	offene Klasse	-	Female			0.0	350.0	
SG Ering		LG 20	offene Klasse	-	Female			0.0	0.0	
brein f. Leibesüb. u. KK-Sport Veits		LG 20	offene Klasse	-	Female			0.0	0.0	

1. Please double-click with the left mouse key on the column „**Elimination res.**“ in the table line of the starting list entry, whose elimination result you want to change. Alternatively you can select a table line, choose the column „**Elimination res.**“ with the skip key and press afterwards the „**Enter**“ key. Now, the column „**Elimination res.**“ can be edited.
2. Now, please enter the elimination result of the corresponding shooter (in decimal ring evaluation) and confirm the entry with the „**Enter**“ key.

## 2.4.10 Insert qualification result

In case of championships for which a shooter is qualified on the basis of his or her achievements in other championships of a lower level (e.g. district championship qualification on the basis of the association championship result) it is useful to register the qualification result of the shooter (i.e. the result of the shooter in championships of the next lower level). By means of the qualification result, you can determine, for example, which shooter shall participate (move up) in the championship instead of another shooter who has cancelled his or her participation in this championship.

In order to assign a qualification result to a shooter within a starting list that has been opened for editing, please proceed as follows:

Jub	Team	Discipline	Class	Year of birth	Gender	Federation	Result list	Elimination res.	Qual. res.	At
SG Ering		LG 20	offene Klasse	-	Female			0.0	0.0	
SG Ering		LG 20	offene Klasse	-	Female			0.0	0.0	
brein f. Leibesüb. u. KK-Sport Veits		LG 20	offene Klasse	-	Female			0.0	0.0	
brein f. Leibesüb. u. KK-Sport Veits		LG 20	offene Klasse	-	unknown			0.0	0.0	
brein f. Leibesüb. u. KK-Sport Veits		LG 20	offene Klasse	-	unknown			0.0	0.0	
brein f. Leibesüb. u. KK-Sport Veits		LG 20	offene Klasse	-	unknown			0.0	0.0	

1. Please double-click with the left mouse key on the column „**Qual. res.**“ in the table line of the starting list entry, whose qualification result you want to change. Alternatively you can select a table line, choose the column, „**Qual. res.**“ with the skip key and press afterwards the „**Enter**“ key. Now, the column „**Qual. res.**“ can be edited.
3. Now, please enter the qualification result of the corresponding shooter (in decimal ring evaluation) and confirm the entry with the „**Enter**“ key.



# Shootmaster II - Summary



## 2.4.11 Export starting lists

With this function of the StaLisMan you can export starting lists from the MEYTON database to starting list files. These starting list files can be used to make a data backup, to exchange data between MEYTON workstations that have been used independently of one another or to exchange data with championship programs of third-party suppliers.

In order to export a starting list to a starting list file, please proceed as follows:

Number	Starting time	Start no.	Shooter	Shooter ID	Club	Team	Discipline	Result list	Class	Range no.	Year of birth
1	-	1	Prediger, Maren	2295	RWS Franken	RWS-Franken 1	Air Rifle 40	Air Rifle	Damenklasse	-	1991
2	-	2	Markart, Miriam	2343	RWS Franken	RWS-Franken 1	Air Rifle 40	Air Rifle	Juniorinnen A	-	1992
3	-	3	Ziegler, Julia	2913	RWS Franken	RWS-Franken 1	Air Rifle 40	Air Rifle	Damenklasse	-	-
4	-	4	Schwendner, Theresa	2344	RWS Franken	RWS-Franken 1	Air Rifle 40	Air Rifle	Juniorinnen A	-	1993
5	-	5	Grünwedel, Tina	2914	RWS Franken	RWS-Franken 1	Air Rifle 40	Air Rifle	Juniorinnen B	-	-
6	-	-	-	-	-	-	Air Rifle 40	Air Rifle	Alterklasse	-	-
7	-	-	-	-	-	-	Air Rifle 40	Air Rifle	Schützenklasse	-	-
8	-	-	-	-	-	-	LG 20	Air Rifle	Seniorinnen B	-	1945
9	-	-	-	-	-	-	LG 20	Air Rifle	Juniorinnen B	-	1994
10	-	-	-	-	-	-	-	-	-	-	-

1. Öffnen Sie die Startliste, die exportiert werden soll, indem Sie die entsprechende Startliste im Hauptfenster des Programms über die Auswahlbox **„Starting list selection“** auswählen.
2. Klicken Sie dann auf das -Symbol in der Werkzeugleiste oder wählen Sie über das Menüband die Option **„File“->„Export starting list“** oder verwenden Sie die Tastenkombination **Ctrl+E**. Ein Dialogfenster erscheint, in dem Sie den Speicherordner für die Startlisten-Exportdatei auswählen können.
3. Über die **„Data selection“** in der linken Liste wählen Sie die Daten der Startlisten-Datei aus, indem Sie diese mit einem (x) markieren. Im Feld **„Export format“** wählen Sie die Standard-Einstellung **.xml**. Im Feld **„Select directory and file name“** können Sie ein Verzeichnis für die Speicherung auswählen. Unter **„Directory“** ist das gewählte Verzeichnis zu sehen. Unter **„File name“** ist der Name der Startlisten-Datei zu sehen.
4. Um die Aktion abzuschließen, klicken Sie auf den -Button. Die Startlisten-Datei wird in das Verzeichnis exportiert.



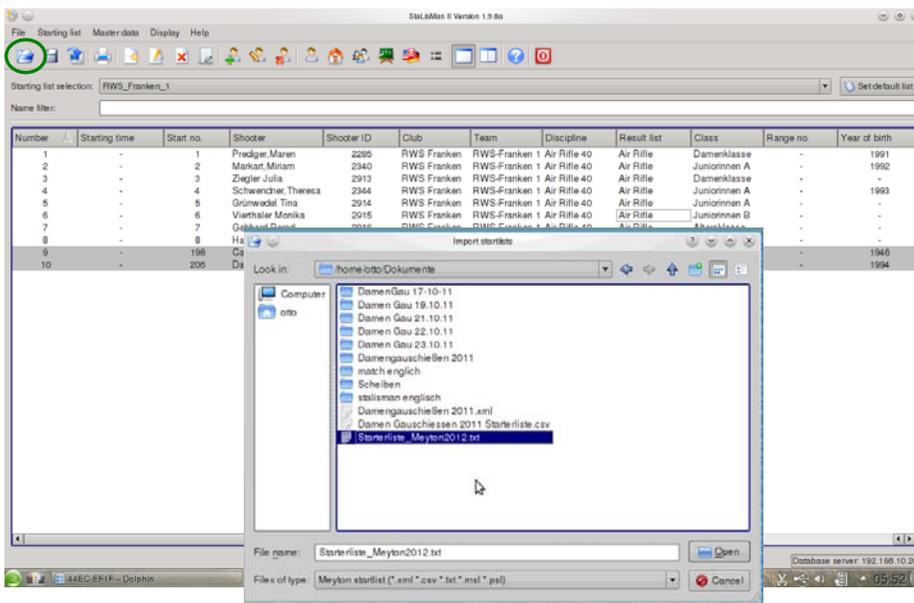
# Shootmaster II - Summary



## 2.4.12 Import starting lists

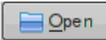
With the StaLisMan you can load a starting list file that has previously been generated with the „**Export starting list**“ function and take over the contained shooter data to the MEYTON database and make them available. This is useful, for example, if you want to make available your previously exported starting lists again after a reinstallation, or if you intend to take over starting lists to the MEYTON system that have been generated with a MEYTON-compatible third-party software (e.g. Championship and evaluation programs of other manufacturers).

In order to load a starting list from a starting list file, please proceed as follows:



1. Please click in the main window of the StaLisMan on the  icon in the toolbar or select the entry „**File**“->„**Import starting list**“ from the menu bar or use the key combination **Ctrl+I**.

The window „**Import starting lists**“ appears.

2. Open the directory your exported starting list has been saved to.
3. Select this starting list.
4. With  this starting list is made available in the StaLisMan.

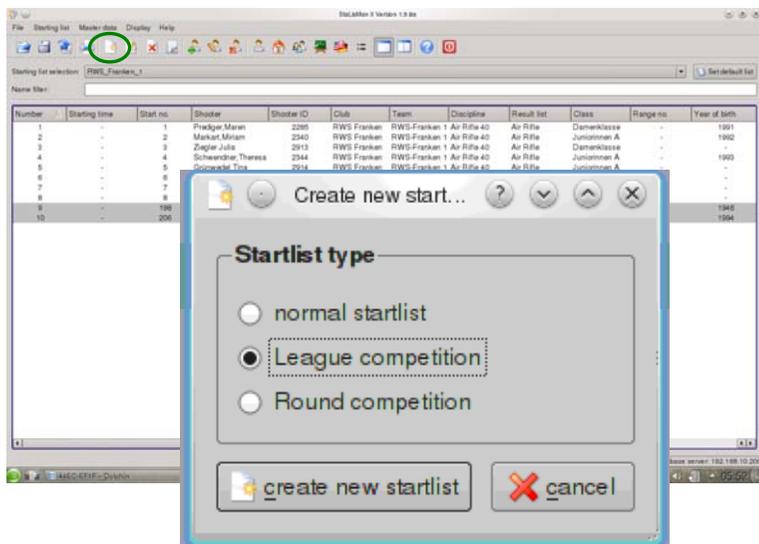


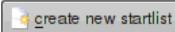
# Shootmaster II - Summary

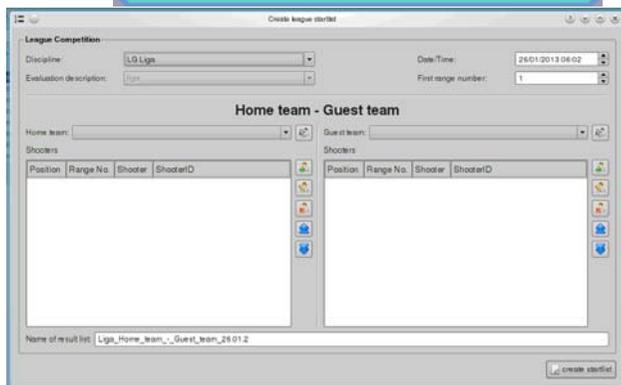


## 2.5.1 Starting list for league events

In order to create a new starting list for a league event with the StaLisMan, please proceed as follows:



1. Click on the  icon in the toolbar or choose the option "Starting list"->"Create new starting list" in the menu bar or use the key combination **Ctrl+N**.
2. Then the following window appears with the starting list selection corresponding to your event:
3. Please select the corresponding starting list type.
  - usual starting list
  - **league event**
  - multiple-lap tournament
4. Confirm your selection with . After clicking on "Create new starting list" the additional window with the input boxes for a league competition is being opened:



- **Discipline**, to select the league event.
- **Evaluation description** is generated by the system.
- **Date/ time** of the system clock.
- **Location**, location of the event.
- **First firing point number**: The pairings always start on the uneven firing point numbers 1,3,5 etc.
- **Home team**
- **Guest team**
- **Result list name**: The result list name is generated by the system from the team names and the date.

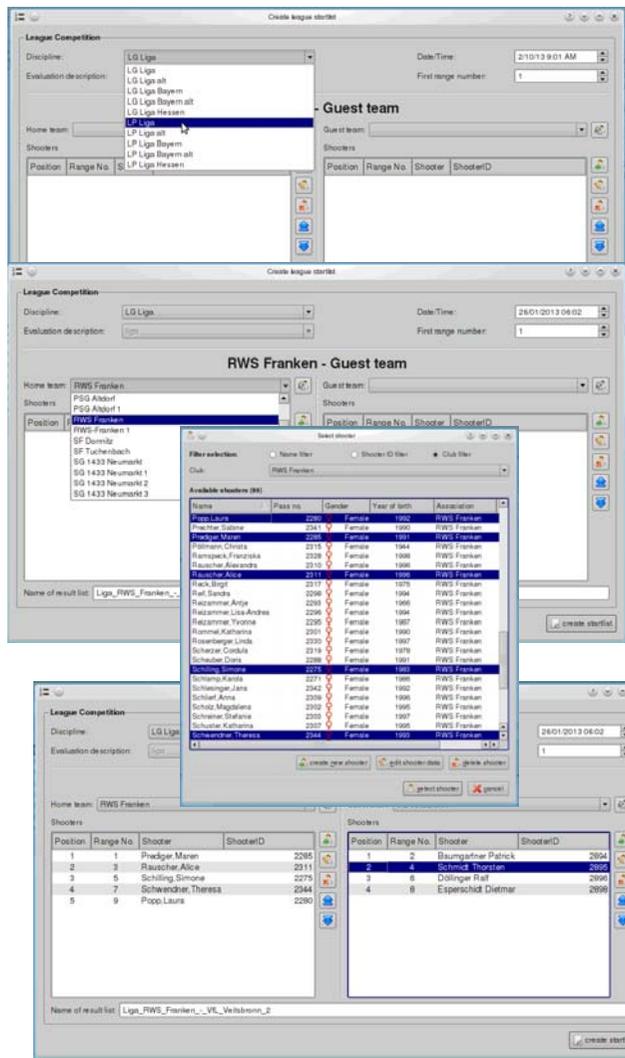


# Shootmaster II - Summary



## 2.5.2 Create league starting list

In order to create a league starting list, please proceed as follows:



1. Select and highlight the required league event in the selection field „Discipline“ with the left mouse key.
2. Via the  button the window with all available teams appears. Select the home and the guest team by clicking on them with the left mouse key. Should the team be unavailable, please create the required team via „Create new team“.
3. Please choose the shooters of the team via . In the selection window all shooters of the association of this team are displayed. Please select the shooters (a multiple selection is possible) according to the order of the seeding list. By means of „Select shooter“ they are transferred to the starting list. If the shooters do not exist yet in the selection list, please register the master data of them via „Create new shooter“.

4. The position of the shooters according to the ranking list can be changed by clicking on the shooter concerned and by means of .

Via  you can change the data of the shooter.

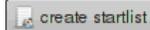
With  you can delete the selected shooter from this starting list.

5. Here the name of the result list is:

`Liga_RWS_Franken_-_VfL_Veitsbronn_2`

Under this name you will find the results of this event in the Ranklist program.

6. If all entries are correct, create your starting list with:





# Shootmaster II - Summary

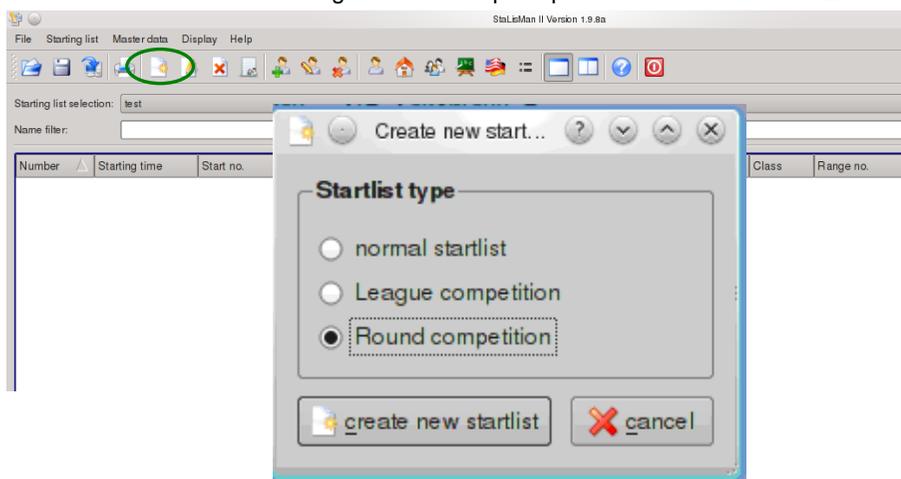


## 2.5.3 Starting list for a multiple-lap tournament

What makes this starting list for a multiple-lap tournament so special is that pre-event results can be inserted!

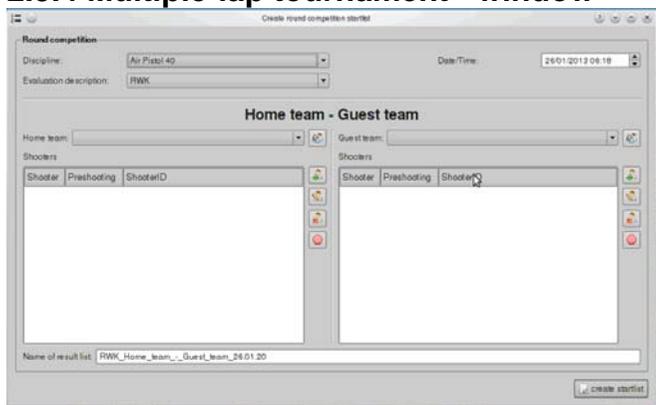
This means that if a shooter has already shot the competition in advance for this multiple-lap tournament, because he or she will not be able to take part in it on that date, his or her result can be inserted, either as a total result or as single series or single shots.

In order to create a new starting list for a multiple-lap tournament with the StaLisMan, please proceed as follows:



1. Click on the  icon in the toolbar or choose the option „Starting list“->“Create new starting list“ from the menu bar or use the key combination **Ctrl+N**.
2. Then the following window appears with the starting list selection corresponding to your event:
3. Please select the corresponding starting list type.
  - usual starting list
  - league event
  - **multiple-lap tournament**
4. Confirm your selection with: 

## 2.5.4 Multiple-lap tournament - window



After clicking on – **create new starting list**- the additional window with the input boxes for a multiple-lap tournament is being opened. The window for the league competition contains all input boxes that are required for a multiple-lap tournament:

- **Discipline**, to select the league event.
- **Evaluation description** is generated by the system.
- **Date/ time** of the system clock.
- **Location**, location of the event.
- **Home team**
- **Guest team**
- **Shooters**
- **Result list name**: The result list name is generated by the system from the team names and the date.

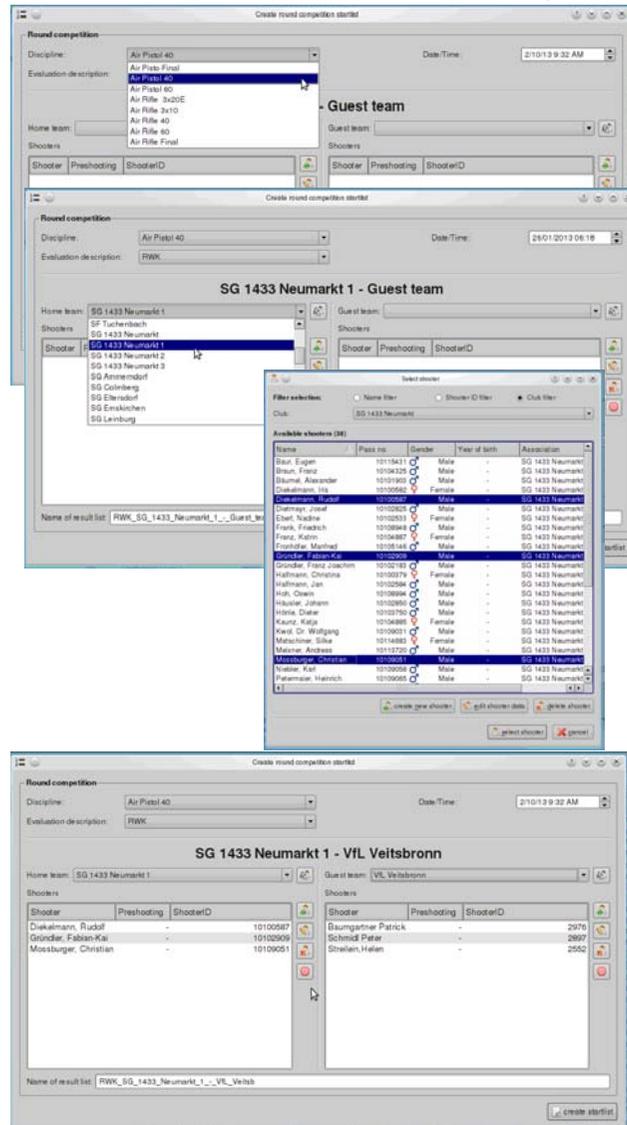


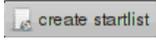
# Shootmaster II - Summary



## 2.5.5 Multiple-lap tournament – Create starting list

In order to create a multiple-lap tournament starting list, please proceed as follows:



1. **Discipline:** Select and highlight the required event in the selection box „Discipline“ with the left mouse key.
2. **Evaluation description:** Select the evaluation description according to the team size.
3. **Team:** Via the  button the window with all available teams appears. Select the home and the guest team by clicking on them with the left mouse key. Should the team be unavailable, please create the required team via „Create new team“.
4. **Shooters:** Please choose the shooters of the team via . In the selection window all shooters of the association of this team are displayed. Please select the shooters (a multiple selection is possible). By means of „Select shooter“ they are transferred to the starting list. If the shooters do not exist yet in the selection list, please register the master data of them via “Create new shooter”.
5. Via  can change the data of the shooter.
6. With  you can delete the selected shooter from this starting list.
7. Here the name of the result list is:  Under this name you will find the results of this event in the Ranklist program.
8. If all entries are correct, create your starting list with: . This generated starting list is used in the Master program to assign firing points.



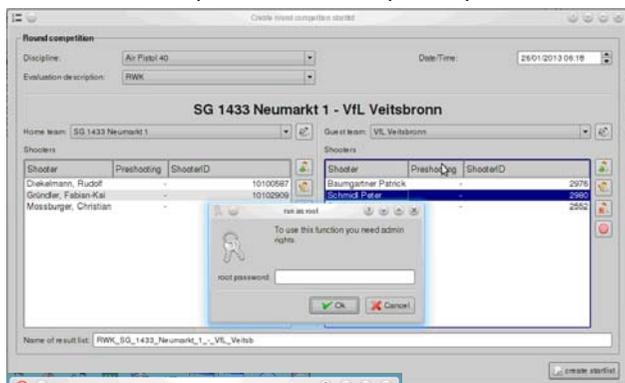
# Shootmaster II - Summary



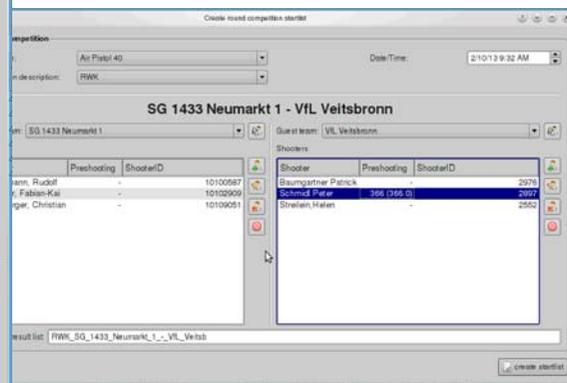
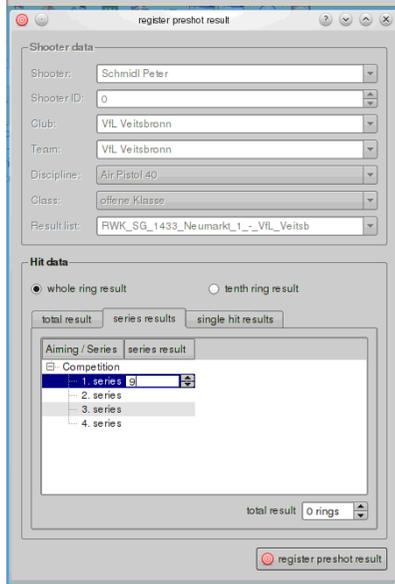
## 2.5.6 Insert pre-event results

You can only insert pre-event results when you create the starting list, subsequent entries are impossible (see the sports regulations).

In order to insert pre-event results, please proceed as follows:



1. Select the shooter with the left mouse key.
2. Via the  button the administrator rights are requested to prevent unauthorized entries.
3. Please insert the password (**mc4hct**).
4. The window „**Insert pre-event data**“, is divided up into two zones:
  - Shooter data in the upper zone
  - Hit data in the lower zone
5. Select and highlight concerning the „**Hit data**“



- Full ring or decimal ring result.
6. You can select between:
    - Total ring result
    - Series result
    - Single hits
  7. Insert the hit data.
  8. With  register pre shot result the result is taken over for this competition.
- With „**Create starting list**“ the pre-event result is transferred to the result list!

Subsequent changes are not allowed!

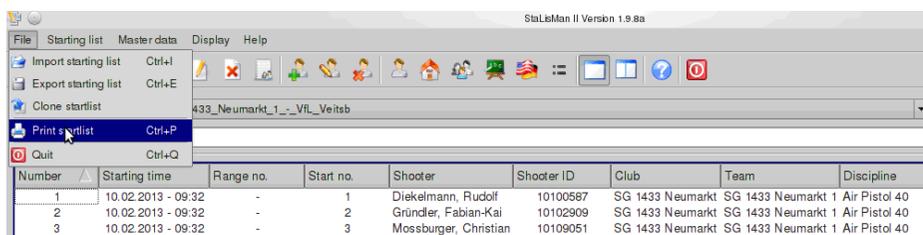


# Shootmaster II - Summary



## 2.6.1 Print starting lists

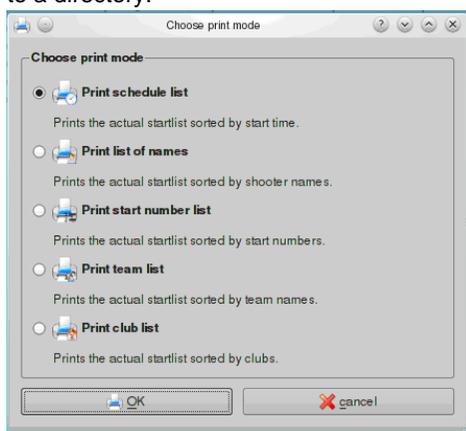
The StaLisMan offers several possibilities to print or export to a pdf file an already created starting list. Below the different types of starting list printouts the StaLisMan offers are briefly described.



Another possibility to output a starting list is the start number list. The name list is a starting list sorted by start numbers which is useful, for example, for the check of attendance when applying for a tournament.

## 2.6.2 List selection

By means of the print function  or via „File“->“Print starting lists“ or by using the key combination **Ctrl+D** you can print different lists or save them as a pdf file to a directory.



- Print schedule list:** The schedule list is a starting list sorted by start date, start time and firing point numbers, which describes the chronological course of the competition or the championship. On the schedule list printout of starting list shooters with the same start date and the same start time are grouped together and described, each with an own title.
- Print name list:** Another possibility to output a starting list is the name list. The name list is a starting list sorted by start numbers which is useful, for example, for the check of attendance when applying for a tournament.
- Print start number list:** Another possibility to output a starting list is the start number list. The start number list is a starting list sorted by start numbers which is useful, for example, for the check of attendance when applying for a tournament.
- Print team list:** Another possibility to output a starting list is the team list. In the team list all teams of a starting list are sorted by team names inclusively of the shooters participating for this team. The team list is useful, for example, for the check of attendance when applying for a tournament and for team registration changes.

5. **Print association list:** Another possibility to output a starting list is the association list. In the association list all associations of a starting list are sorted by association names, inclusively of shooters participating for this association.

6. Please select the appropriate list and start via  the selection of the connected printer.

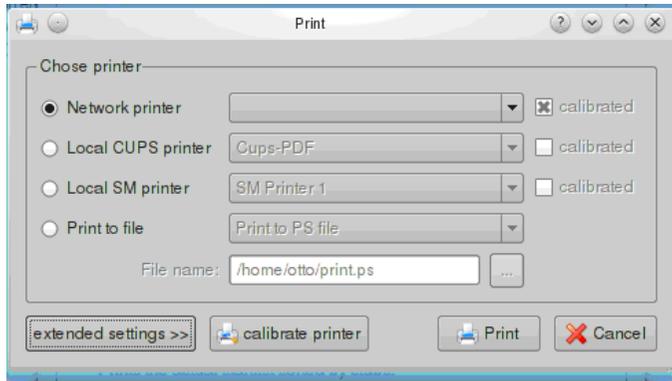


# Shootmaster II - Summary



## 2.6.3 Select printer

Under „Printer“ you can choose, according to your shooting system, between different installed printers.



- Network printer
- Local CUPS printer
- Local SM Printer
- Print to file

For „Print to file“ please select the directory path, where the file shall be stored in as a pdf.

Via **“Print”** your lists are being printed on the chosen printer.



# About Master

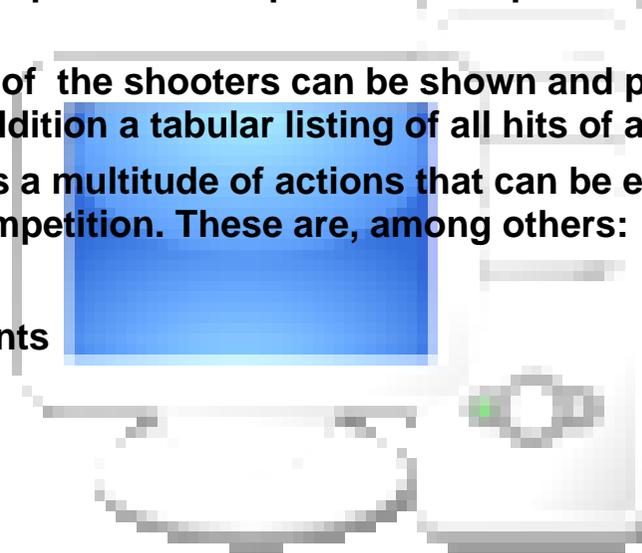
## Competition supervision and monitoring

The Master program controls and supervises competitions and provides the assignment of firing points to shooters.

Furthermore the individual targets of the shooters can be shown and printed in the course of the training or competition mode. In addition a tabular listing of all hits of a shooter can be reviewed.

Besides, the Master program offers a multitude of actions that can be executed in case of certain exceptional situations during a competition. These are, among others:

- + Assignment of penalty points
- + Insertion of misses
- + Deletion of cross-fires
- + Activation of re-fire series
- + Diagnostics of the Range





# Shootmaster II – Summary

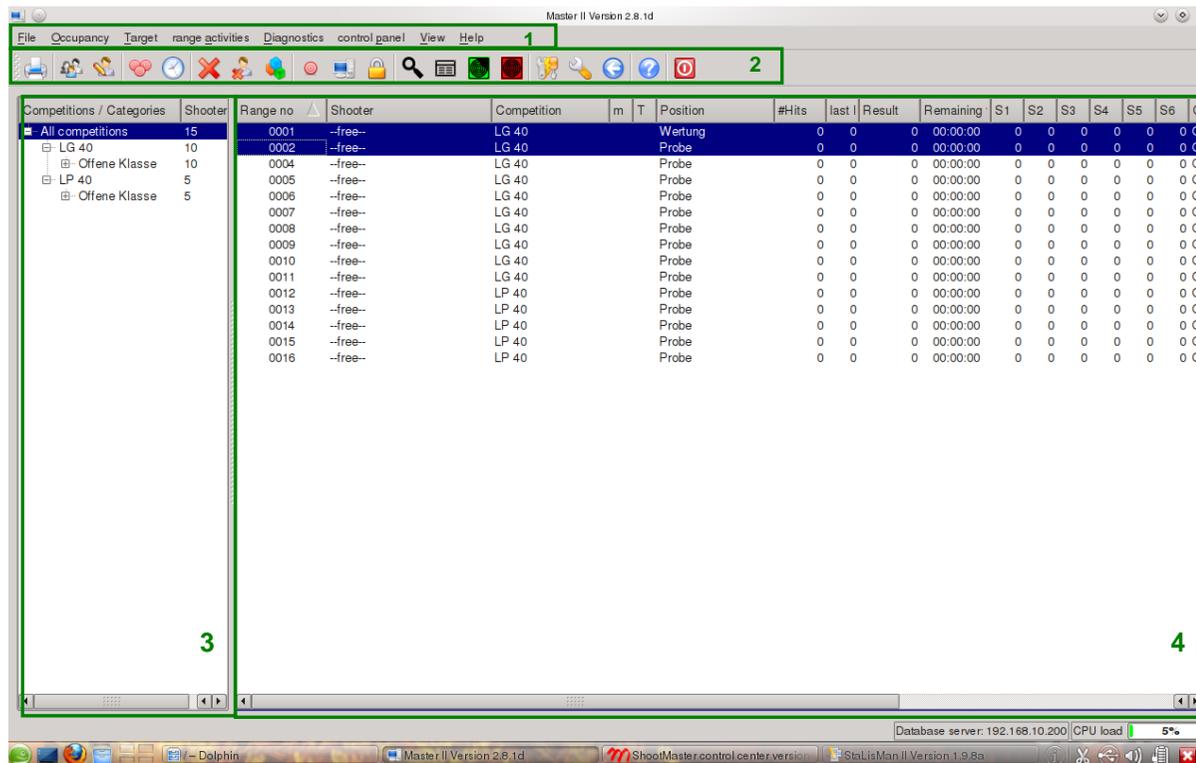


## 3.1 The Master main window

### 3.1.1 Design of the Master main window

The Master main window is the main control center for all actions, that are conducted prior to or during a competition and provides an overview of the current state of the individual firing points of the system.

The Master main window can be subdivided into four different zones:



1. **The menu bar**, that provides access to all relevant settings and actions.
2. **The toolbar**, that speeds up the access to the most frequently needed actions.
3. **The filter table**, where all events are listed that are conducted on the individual firing points or the range at the moment. Besides, by means of the filter table, you can filter the firing points by conducted events or categories.
4. **The firing point table** takes up the largest part of the window. It provides an overview of the current state of the individual firing points of the system.



# Shootmaster II - Summary



## 3.2 The menu bar

The menu bar in the upper part of the program window possesses eight menu items.



In the menu “File” the following general program settings are grouped:



- **Print targets** (Ctrl+P) Prints the target image of the firing points selected in the firing point table on the printer that has been chosen in the „Printer settings“. This function is also accessible via the key combination **Ctrl+P**.
- **delete logfile** This function deletes all log files that currently exist on this workstation.
- **Quit** (Ctrl+Q) Quits the Master program. This function is also accessible via the key combination **Ctrl+Q**.

In the menu “Occupancy” you will find the actions, which enable you to assign the firing points to shooters:

- **Starting list occupancy** (Ctrl+O) Enables you to assign firing points to shooters from an available starting list. This function is also accessible via the key combination **Ctrl+B**.
- **single range direct assignment** Enables you to assign directly one firing point by inserting the shooter data (Attention: These data are not stored in the database!)
- **single range assignment by shooter ID** Firing point occupancy by inserting the start number.
- **single range assignment by startlist** Enables you to assign a firing point to a shooter from a starting list.

In the menu “Target” those actions are grouped that provide the display and editing of target data of one or more firing points:

- **delete all hits** (Ctrl+H) Deletes all hits of the targets of those firing points that have been selected in the firing point table. The information concerning the active shooter (name) and the currently set event remain unaffected on the firing point. **This action is only possible if a firing point is not in the competition mode. In the course of this action all hits of the shooter get lost in the firing point table.** This function is also accessible via the key combination **Ctrl+T**.
- **delete single hits** This function opens the firing point manager for the first selected firing point in the firing point table. There you can delete hits from the target of the shooter. Among others, this is necessary to delete cross-fires.
- **change hit status** This function opens the firing point manager for the first selected firing point in the firing point table. There you can change the status of the hit. You can declare the hit as valid, invalid or as a time error.



# Shootmaster II - Summary



-  insert miss Ctrl+M This function enables you to insert a miss into the target of the first firing point that has been selected in the firing point table. A miss has always the value **0.0F** and is inserted, for example, if the shooter has missed the measuring frame. This function is also accessible via the key combination **Ctrl+F**.
-  insert hit Ctrl+I This function enables you to insert a hit into the target of the firing point that has been selected in the firing point table. This is useful if a shot has not been measured by the system for whatever reason or if a shot must be added. Hits inserted by the judges are specially marked and displayed in magenta on the Control PC of a firing point.
-  assign penalty points This function enables you to insert penalty points for the shooter of the first firing point that has been selected in the firing point table. Penalty points are always allocated to a certain series and assigned, for example, in case of misbehaviour of a shooter.
-  switch target zoom Ctrl+Z Switches the zoom of the Control PC targets of the firing points that have been selected in the firing point table to the next level. Possible settings are: no zoom, automatic zoom, zoom to 8 ring, zoom to 6 ring, zoom to 4 ring. This function is also accessible via the key combination **Ctrl+Z**.
-  switch hit number per target Switches the number of hits per target, which shall be displayed on the Control PCs of firing points that have been selected in the firing point table, to the next level. Possible settings are: 1 hit, 2 hits, 5 hits, 10 hits.
-  store targets of marked ranges into target database Saves the targets of the firing points that have been selected in the firing point table inclusively hits in a special sector of the MEYTON database (SSMDB) extern programs (e.g. evaluation programs) can access.
-  export marked targets to DAVID21 Saves the targets of the firing points that have been selected in the firing point table including the hits in the DAVID21 championship program format.
-  export marked target to XML file Saves the targets of the firing points that have been selected in the firing point table including the hits in the extern evaluation program format.

In the menu „Firing point actions“ those actions are grouped that change the state of one or more firing points:

-  Delete range Ctrl+D Deletes all data of the firing points that have been selected in the firing point table. This includes the target data inclusively all hits and all information concerning the active shooter. After this action the firing point is unoccupied and can be assigned to a new shooter.  
**This action is only possible if the firing point is not in the competition mode. All data of the firing point get lost in the firing point table.** This function is also accessible via the key combination **Ctrl+L**.
-  change match / class This function enables you to change the event and the shooting category of the firing points that have been selected in the firing point table. **Please note that this action is only possible if the firing point is not in the competition mode and no shots have been fired.**



# Shootmaster II - Summary



-  switch competition mode Ctrl+M Switches on or off the competition mode of the firing points that have been selected in the firing point table, depending on whether the competition mode is activated or deactivated at the moment. The competition mode is the state in which a competition is conducted on a shooting range. In an activated competition mode the data are highlighted in green in the firing point table (except RFP). This function is also accessible via the key combination **Ctrl+M**.
-  start sighting Simulates a pressing of the sighting button on the control panel of the firing points that have been selected in the firing point table. The function of the sighting button depends on the event. In case of events with sighting heats the sighting heat is started or switched over with this function.
-  start competition Simulates a pressing of the competition button on the control panel of the firing points that have been selected in the firing point table. The function of the competition button depends on the event. In case of events with competition heats the competition heat is started or switched over with this function.
-  switch safety mode Switches on or off the safety mode of the firing points that have been selected in the firing point table, depending on whether the safety mode is activated or deactivated at the moment. **The safety mode can only be activated in the competition mode. This mode interrupts the ongoing event.** A competition interruption may be necessary for safety or technical reasons. In the safety mode the competition time is stopped. No shots are accepted anymore. In case of a longer interruption you can start an additional sighting (5 min.) before resuming the competition in the safety mode via the sighting shooting.
-  switch Master mode Switches on or off the Master mode of the firing point that has been selected in the firing point table, depending on whether the Master mode is activated or deactivated at the moment. In the Master mode one firing point takes control of the control panel of all firing points that execute the same event of the same category at the moment. This is useful, for example, if a competition shall be started on all other firing points by pressing the competition key of one firing point. **Please note that there is usually no sense in running several firing points in the Master mode.**
-  switch series repeat Ctrl+R Switches the series repetition for certain dynamic 25 m disciplines on or off. A series repetition can be activated, for example, in case of a recognized malfunction. Depending on the discipline, the whole series or the missing shots are repeated and the worst hits from the started series and the re-fire series are counted. This function is also accessible via the key combination **Ctrl+R** .
-  change range number Changes the number of a firing point that has been selected in the firing point table to another firing point number. Thereby, the selected firing point adopts the new identity of the firing point whose firing point number has been utilized. Consequently, the firing point receives the data of the firing point that previously had this firing point number. By means of changing the firing point number you can, for example, assign the data of a defective firing point to a reserve firing point, after it has been switched off.  
**You can only change the firing point number if the firing point whose number shall be changed is not in the competition mode and if the new firing point number has not been assigned yet.**
-  shift range Ctrl+S Moves the data of the firing points that have been selected in the firing point table to a continuous section of unoccupied firing points. This is useful, for example, if different firing points are used for the different positions of a three position event. Then the firing point data should be moved to the new firing points when changing the position. You can only move the firing points, if a certain number of unoccupied firing points is available. This function is also accessible via the key combination **Ctrl+V**.



# Shootmaster II - Summary



In the menu „**Diagnostics**“ actions are grouped that enable you to check the measuring system for correct functions:

-  activate service mode Ctrl+S Switches the firing points that have been selected in the firing point table to the service mode. This function is also accessible via the key combination **Ctrl+S**.
-  measuring frame quick test Conducts a frame rapid test on the firing points that have been selected in the firing point table. The result is displayed on the shooter monitor.
-  calibrate the measuring frame Ctrl+C Calibrates the measuring frames of the firing points that have been selected in the firing point table. This function is also accessible via the key combination **Ctrl+K**.
-  event statistic Shows the incidents of the measuring frame with an error code.
-  last 20 hits Displays on the shooter monitor the last 20 hits in the form of shot value, 1/100 ring score, hit coordinates in X and Y, caliber in X and Y and time.
-  quit service mode Switches off the maintenance mode of the firing points that have been selected in the firing point table.

In the menu **Control panel** those actions are grouped that enable you to send control panel commands to the Control PCs of the firing points that have been selected in the firing point tables (please note that the keyboard layout of the control panel changes, depending on the current event – see the Control PC instruction manual):

-  Zoom Simulates the pressing of the “zoom” key on the control panels of the firing points that have been selected in the firing point table. By this action the target zoom settings of the firing points selected in the firing point table are switched to the next level.
-  Discipline Simulates the pressing of the “discipline” key on the control panels of the firing points that have been selected in the firing point table. The assignment of the “discipline” key depends on the set event.
-  Back Simulates the pressing of the “back” button on the control panels of the firing points that have been selected in the firing point table. Thereby the Control PCs of the firing points that have been selected in the firing point table display the previous hit.
-  Forward Simulates the pressing of the “forward” button on the control panels of the firing points that have been selected in the firing point table. Thereby the Control PCs of the firing points that have been selected in the firing point table display the next hit.
-  Sighting Simulates the pressing of the “sighting” key on the control panels of the firing points that have been selected in the firing point table. The assignment of the “sighting” key depends on the set event. In events with sighting heats with this function the sighting heat is started or it can be switched over to sighting (please take further information from the Control PC instruction manual).



# Shootmaster II - Summary



-  **Competition** Simulates the pressing of the “competition” key on the control panels of the firing points that have been selected in the firing point table. The assignment of the “competition” key depends on the set event. In events with competition heats with this function the competition heat is started or it can be switched over to the competition heat (please take further information from the Control PC instruction manual).
-  **Alt Zoom** Simulates the pressing and holding of the zoom key on the control panels of the firing points that have been selected in the firing point table. Thereby, the target display of the Control PCs selected in the firing point table can be switched between the total hit pattern and a certain number of hits per target.
-  **Alt Discipline** Simulates the pressing and holding of the “discipline” key on the control panels of the firing points that have been selected in the firing point table. Thereby, the hits on the targets of the firing points selected in the firing point table are deleted.
-  **Alt back** Simulates the pressing and holding of the “back” key on the control panels of the firing points that have been selected in the firing point table. If the firing point is not in the total hit number display mode („S“ in the firing point context), the number of hits per target can be thereby switched to the next level. Possible settings are: 1 hit, 2 hits, 5 hits, 10 hits.
-  **Alt forward** Simulates the pressing and holding of the “forward” key on the control panels of the firing points that have been selected in the firing point table. Thereby, the hit pattern of the firing points that have been selected in the firing point table is printed, if hits exist on the targets of the firing points.
-  **Alt Sighting** Simulates the pressing and holding of the “sighting” key on the control panels of the firing points that have been selected in the firing point table. This action switches the competition mode of the firing points that have been selected in the firing point table on or off.
-  **Alt competition** Simulates the pressing and holding of the “competition” key on the control panels of the firing points that have been selected in the firing point table. This action switches the master mode of one firing point that has been selected in the firing point table on or off.

In the menu „**Display**“ all additional actions are grouped.

-  **multi target display** Shows the selected target images in the lower part of the Master.
-  **Remaining time display** Display of the remaining time of the current discipline.
-  **set range area** Sets the zone of the firing points that shall be managed by the Master program. This is useful, if, for example, several spatially separated shooting ranges are in the same network and possess each an own workstation. In the standard settings all firing point would be displayed on all workstations (even those that are in other locations). By changing the supervised range zone the view on the firing points can be limited. Thereby, firing points outside of the supervised range zone can be rendered invisible for a workstation.
-  **setup range table** This option enables you to adjust the actions shown in the toolbar to your own requirements. This function is also accessible via the key combination **Ctrl+W** .



## Shootmaster II - Summary



- show filter table In case of deactivation, the left column of the Master with “Event” / “Category” will be hidden.
- Show virtual control panel By ticking the selection field, the virtual control panel is inserted in the lower part of the filter table.
- Automatic remaining time display in shoot off and final mode By ticking the automatic remaining time display in the shoot-off or final mode, the remaining time for the tie-braking shots in the league mode and the time in the final mode are displayed.
- Show control PC startup message By ticking this box, a message is shown in the firing point table if a Control PC has been switched on or off.
- show OSP clients in range table In case of RFP disciplines, 5 firing points are grouped together. The middle firing point serves as the Master.
- free OSP clients Cancels the RFP position and deletes the Master firing point.

In the menu “**Help**” all actions are grouped that provide assistance concerning particular program functions and information of the program version:

- **Help:** Shows the Master online help . This function is also accessible via the **F1** key.
- **About:** Shows all information concerning the current program version.



# Shootmaster II – Summary



## 3.3 Toolbar

The toolbar in the upper part of the window offers in the **default setting** the following functions via the displayed icons:

	Opens a window where you can select a printer, on which the target image shall be printed by means of the function „ <b>print results of the selected targets</b> “.
	Enables you to assign firing points to shooters from an available starting list. This function is also accessible via the key combination <b>Ctrl+B</b> .
	Enables you to assign a single firing point by means of the starting list, the start number or a direct entry. This function is also accessible via the key combination <b>Ctrl +E</b> .
	This action opens a window beneath the firing point table, where the targets of the firing points are shown that have been selected in the firing point table.
	This action opens a window beneath the firing point table, where the remaining time of every firing point is shown, that has been selected in the firing point table.
	Deletes all hits of the targets of those firing points that have been selected in the firing point table. The information concerning the active shooter (name) and the currently set event remain unaffected on the firing point. <b>This action is only possible if a firing point is not in the competition mode. In the course of this action all hits of the shooter get lost in the firing point table.</b> This function is also accessible via the key combination <b>Ctrl+T</b> .
	Deletes all data of the firing points that have been selected in the firing point table. This includes the target data inclusively all hits and all information concerning the active shooter. After this action the firing point is unoccupied and can be assigned to a new shooter. <b>This action is only possible if the firing point is not in the competition mode. All data of the range get lost in the firing point table.</b> This function is also accessible via the key combination <b>Ctrl+L</b> .
	This function enables you to change the event and the shooting category of the firing points that have been selected in the firing point table. <b>Please note that this action is only possible if the firing point is not in the competition mode and no shots have been fired.</b>



## Shootmaster II – Summary



	<p>Switches on or off the competition mode of the firing points that have been selected in the firing point table, depending on whether the competition mode is activated or deactivated at the moment. The competition mode is the state in which a competition is conducted on a shooting range. In an activated competition mode the data are highlighted in green in the firing point table (except RFP). This function is also accessible via the key combination <b>Ctrl+M</b>.</p>
	<p>Switches on or off the safety mode of the firing points that have been selected in the firing point table, depending on whether the safety mode is activated or deactivated at the moment. <b>The safety mode can only be activated in the competition mode. This mode interrupts the ongoing event.</b> A competition interruption may be necessary for safety or technical reasons. In the safety mode the competition time is stopped. No shots are accepted anymore.</p>
	<p>Switches on or off the Master mode of the firing point that has been selected in the firing point table, depending on whether the Master mode is activated or deactivated at the moment. In the Master mode one firing point takes the control of the control panel of all firing points that execute the same event of the same category at the moment. This is useful, for example, if a competition shall be started on all other firing points by pressing the competition key of one firing point. <b>Please not that there is usually no sense in running several firing points in the master mode..</b></p>
	<p>Simulates the pressing of the “zoom” key on the control panels of the firing points that have been selected in the firing point table. By this action the target zoom settings of the firing points selected in the firing point table are switched to the next level.</p>
	<p>Simulates the pressing of the “discipline” key on the control panels of the firing points that have been selected in the firing point table. The assignment of the “discipline” key depends on the set event. Please take further information from the Control PC instruction manual.</p>
	<p>Simulates the pressing of the “sighting” key on the control panels of the firing points that have been selected in the firing point table. The assignment of the “sighting” key depends on the set event. In events with sighting heats with this function the sighting heat is started or it can be switched over to sighting. Please take further information from the Control PC instruction manual.</p>
	<p>Simulates the pressing of the “competition” key on the control panels of the firing points that have been selected in the firing point table. The assignment of the “competition” key depends on the set event. In events with competition heats with this function the competition heat is started or it can be switched over to the competition heat. Please take further information from the Control PC instruction manual.</p>
	<p>Conducts a frame rapid test on the firing points that have been selected in the firing point table</p>



## Shootmaster II – Summary



	Calibrates the measuring frames of the firing points that have been selected in the firing point table. This function is also accessible via the key combination <b>Ctrl+K</b> .
	Switches off the maintenance mode of the firing points that have been selected in the firing point table.
	Shows the Master online help . This function is also accessible via the <b>F1</b> key.
	Quits the Master program. This function is also accessible via the key combination <b>Ctrl+Q</b> .

Further functions and settings of the toolbar can be set by means of the menu **“Display” – “Adjust toolbar”**.



# Shootmaster II - Summary

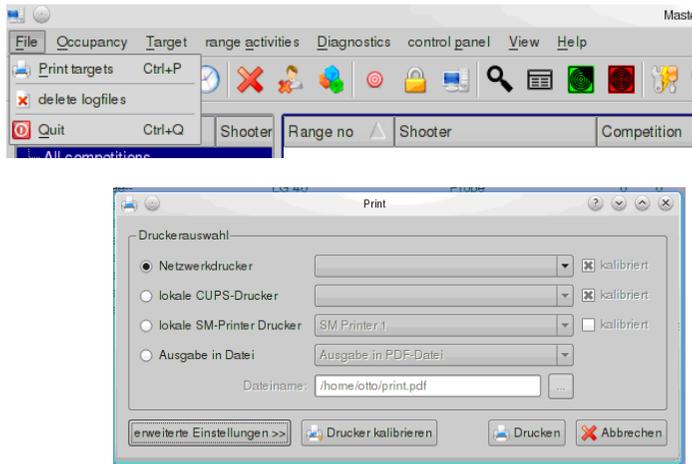


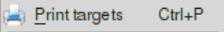
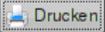
## 3.4. The Menu “File”

In the menu „File“ you can select the following actions.

### Print target

In order to print targets, shot patterns or results, please proceed as follows:



- Select the firing points in the firing point table, whose targets you intend to print.
- Via  from the menu bar or the key combination **Ctrl+P**. You can also use this function by means of the toolbar via the  icon.
- In the selection window that appears you can choose a printer or decide, if these targets shall be stored in a file. Please select your current printer or “Output to file”.
- By means of  your targets are printed or stored in the appropriate file.

### Delete log files

Log files are data that are automatically created in the background by the MEYTON system and stored in log files. In these files every shot fired on the system and all actions are saved. By means of



**Delete log files**

All log files that currently exist on the workstation will be deleted. Before deleting the log files, please make sure that these data are not needed anymore (see the LogMan II instruction manual).

### Quit



**Quit**

Terminates and quits the Master II program.

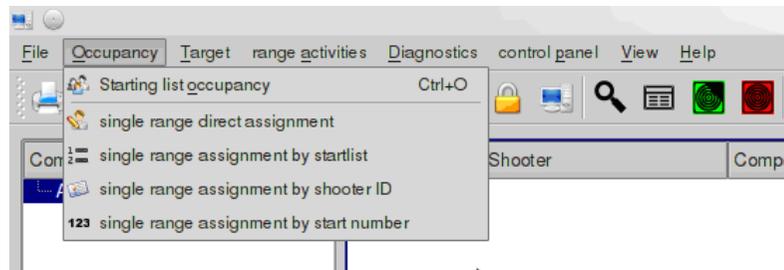


# Shootmaster II - Summary



## 3.5 Menu – Firing point occupancy

In the menu „Occupancy“ you can assign one or more firing points to shooters, depending on your requirements (championships, competitions, training, association shooting matches, etc. ). There are several possibilities:



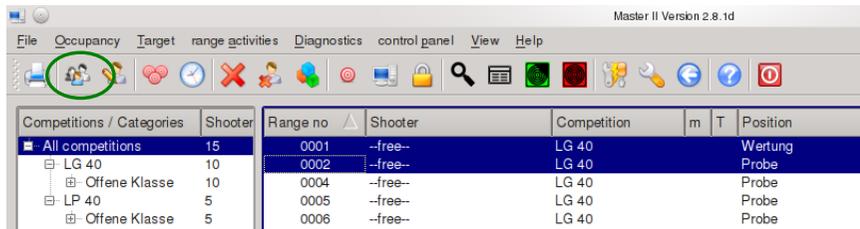
- Starting list occupancy
- Direct occupancy of a single firing point
- Occupancy of a single firing point by start number
- Occupancy of a single firing point by starting list

The different options are explained below.

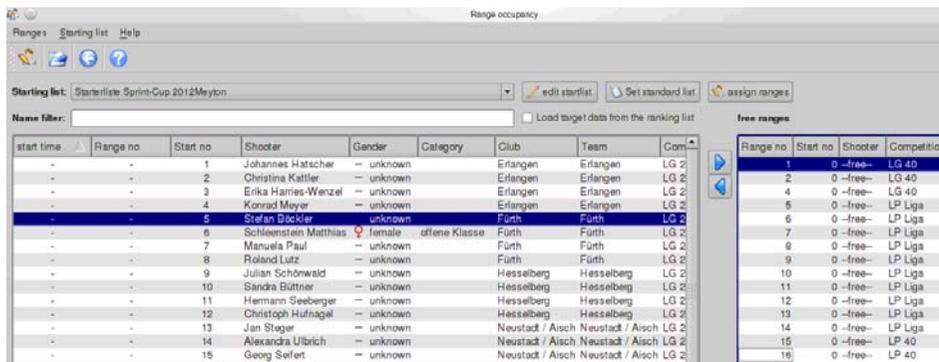
### Starting list occupancy

In order to perform this action, a starting list must be on hand that has been created with the StaLisMan!

To open the window, where you can assign several firing points by means of a starting list, please choose one of the following options:



Please click on the  icon in the toolbar or choose the entry “Occupancy”->”Starting list occupancy” from the menu bar or use the key combination **Ctrl+B**.



After execution of one of these actions, the firing point occupancy window appears.



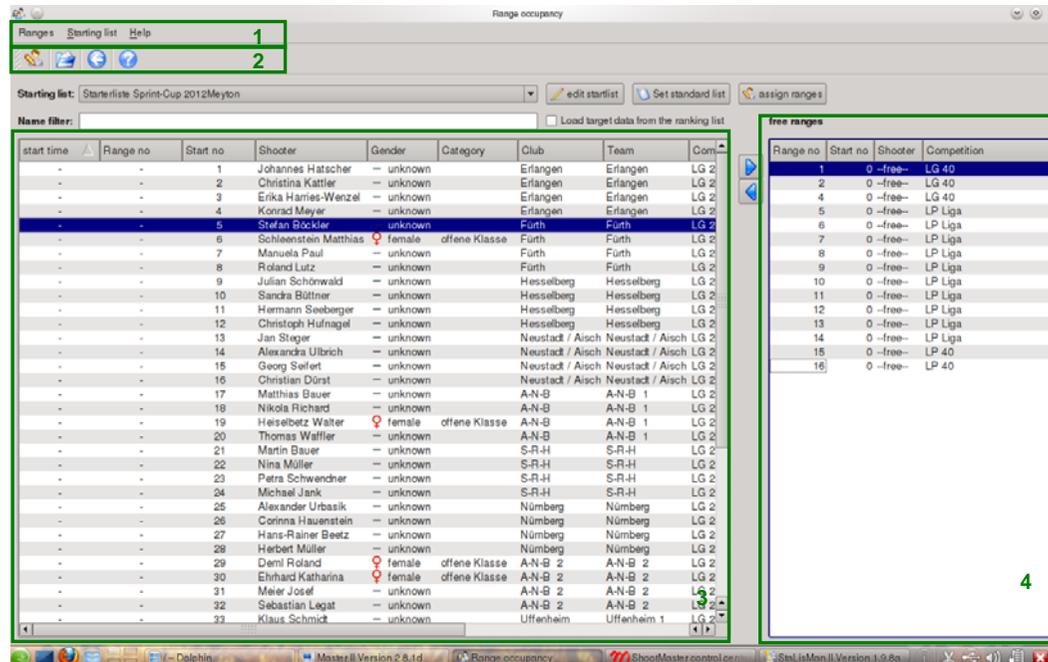
# Shootmaster II - Summary



## Design of the window „Firing point occupancy”

This window enables you to assign firing points to shooters from a starting list, which has previously been created with the StaLisMan.

The firing point assignment window can be subdivided into four main zones:



three letters of the first or last name of the shooter.

- **Load target from ranking list.** Loads targets on the firing point on that the participant has already shot on. This is useful, for example, if the event is subdivided into several positions, takes place time-shifted or in conducted at a later date.

The targets part of the window on the left takes the starting table with the participants of the currently selected starting list . The starting list can be sorted, by means of the column titles, by numbers or alphabetically.

- Unoccupied firing points:** In the right part of the window the currently unoccupied firing points are shown.

- Menu bar**
- Toolbar** with:
  - **Occupy firing points**
  - **Import starting list**
  - **back**
  - **Help**
- Starting list zone** with:
  - **Starting list.** In the list zone all starting lists of the StaLisMan are displayed. Please open and select by means of the arrow key.
  - **Edit starting list.** Opens the currently selected starting list in the StaLisMan for editing.
  - **Set standard list.** By choosing the current starting list as the standard list, this starting list becomes the preference list.
  - **Name filter:** By means of the name filter you can limit the display of the shooters that appear in the starting list or filter the starting list by certain names. Please type in at least



# Shootmaster II - Summary



## Assign shooters to firing points

In order to assign firing point to shooters, please proceed as follows:

The screenshot shows the 'Range occupancy' window in Shootmaster II. It features two main tables: 'Starting list' on the left and 'free ranges' on the right. The 'Starting list' table has columns for start time, range no, start no, shooter, gender, category, club, team, and competition. The 'free ranges' table has columns for range no, start no, shooter, and competition. A red circle highlights the 'assign ranges' button in the top right of the 'Starting list' table. Below the main interface, a 'Master II' window shows a detailed list of assignments with columns for competition, shooter, range no, shooter, competition, m, T, Position, #hits, last, Result, Remaining, S1, and S2.

1. Select the appropriate shooter with the left mouse key (then the line of the shooter is highlighted in blue).  
A multiple selection of the shooters and firing points is possible.
2. Select the corresponding free firing point the participant shall shoot on under „**unoccupied firing points**“.
3. With the arrow key, please assign the shooter.

The already allocated shooters are highlighted in grey in the starting list, which means that they are deactivated, so that they cannot be transferred accidentally to several firing points.

Already-made assignments can be undone. Consequently, the shooter is available again the starting table. To do so, please select the participant under „**unoccupied firing points**“ and move him or her with to the starting table.

firing point numbers have already been allocated in the starting list, these shooters can only be assigned to these firing points!

You can select several shooter simultaneously. Therefore, please bear in mind to select the same number of unoccupied firing points.

If the shooters are inserted into their firing points, please use the icon to assign the firing points in the **Master**.

If

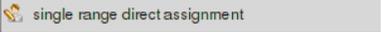


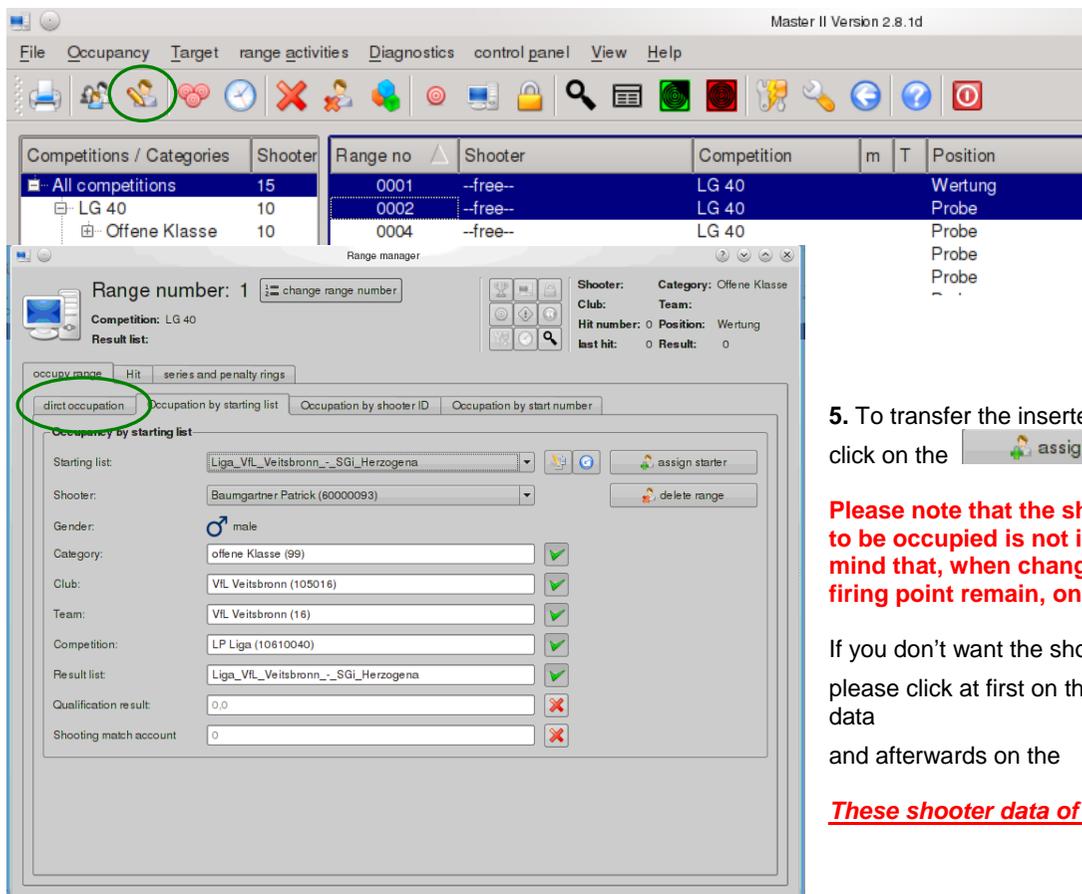
# Shootmaster II - Summary



## Direct occupancy of a single firing point

Another possibility to occupy a single firing point by means of the Master program is the **direct firing point occupancy**. The direct firing point occupancy enables you to insert the name, association, team and result list of a shooter and transfer these data directly to the firing point. By means of this function, you can occupy a firing point very quickly, without having to create a starting list in advance.

1. Select in the firing point table the firing point that shall be occupied.
2. To occupy it directly, please open the occupation of a single firing point by left-clicking on  or pressing the  button in the menu bar under „Occupancy“.



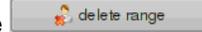
3. The **firing point manager** of the firing point you have selected is being opened.

4. Please fill in the boxes with the following shooter data:
  - Name
  - Association
  - Team
  - Result list

You don't need to fill in all the boxes. Under "Association", "Team" and "Result list" you can select already existing entries or you can assign a name yourself.

5. To transfer the inserted shooter data to the Control PC of the firing point, please click on the  button.

**Please note that the shooter assignment can only be effected, if the firing point to be occupied is not in the competition mode. Furthermore, please bear in mind that, when changing the shooter, the current hits on the target of the firing point remain, only the shooter will be exchanged.**

If you don't want the shots to remain on the target when changing the shooter, please click at first on the  button in order to delete the firing point data and afterwards on the  button.

**These shooter data of this direct assignment are not saved in the database!**

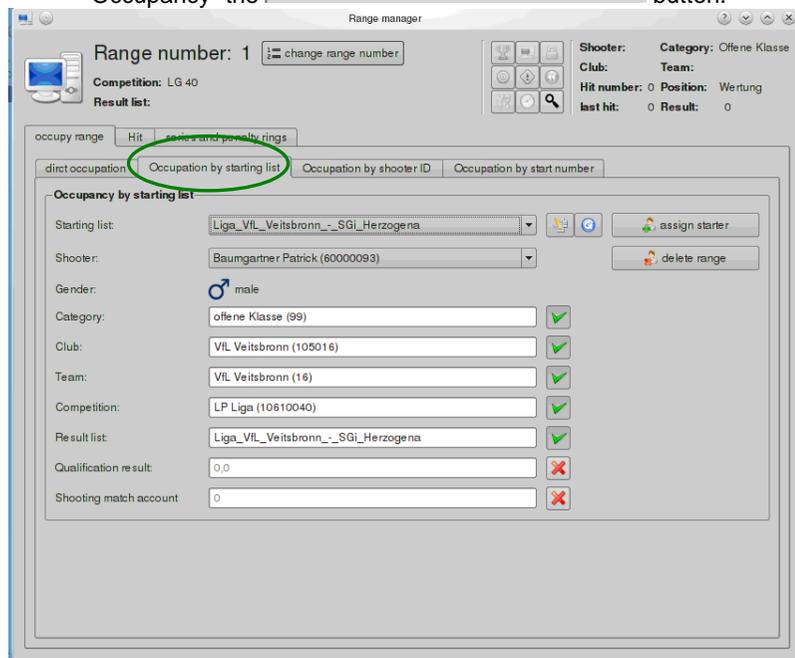


## Occupancy of a single firing point by starting list

Contrary to the occupancy of many firing points by means of the starting list via the function „**Firing point occupancy**“, the occupancy of single firing points by a starting list offers additional functionalities. In comparison to the occupancy by a starting list, you can determine here more precisely, which shooter data from the starting list shall be transferred in fact to the firing point.

Please select the firing point you intend to occupy.

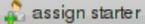
1. In order to assign a firing point directly, please open the occupancy of a single firing point, left-click on  or press in the menu bar under “Occupancy” the  button.



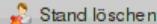
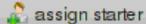
2. The window „**firing point manager**“ of the firing point you have selected appears. To assign a firing point by means of a **starting list**, please left-click on the tab „**Occupancy by starting list**“.  
The following window appears:  
Please select a list under „Starting list“.
3. Then choose by means of the selection box „**Shooter**“ the desired shooter from the starting list. After this, the shooter data appear in the following data fields: Gender, category, association, team, event, result list, qualification result, shooting contest account.
4. Via the function buttons next to the data fields, you can determine which of the displayed shooter data shall be transmitted to the Control PC of the firing point in the course of the firing point occupancy.

All data having the  symbol will be transferred to the Control PC.

All data having the  symbol will **not** be transferred. In order to switch on or off the sending of the individual shooter data to the Control PC of a firing point, please left-click on the function buttons next to the data fields.

5. To transfer the inserted shooter data to the Control PC of the firing point, please click on the  button.

**Please note that the shooter assignment can only be effected, if the firing point to be occupied is not in the competition mode. Furthermore, please bear in mind that, when changing the shooter, the current hits on the target of the firing point remain, only the shooter will be exchanged.**

If you don't want the hits to remain on the target when changing the shooter, please click at first on the  button to delete the firing point data and only afterwards on the  button when assigning shooters.

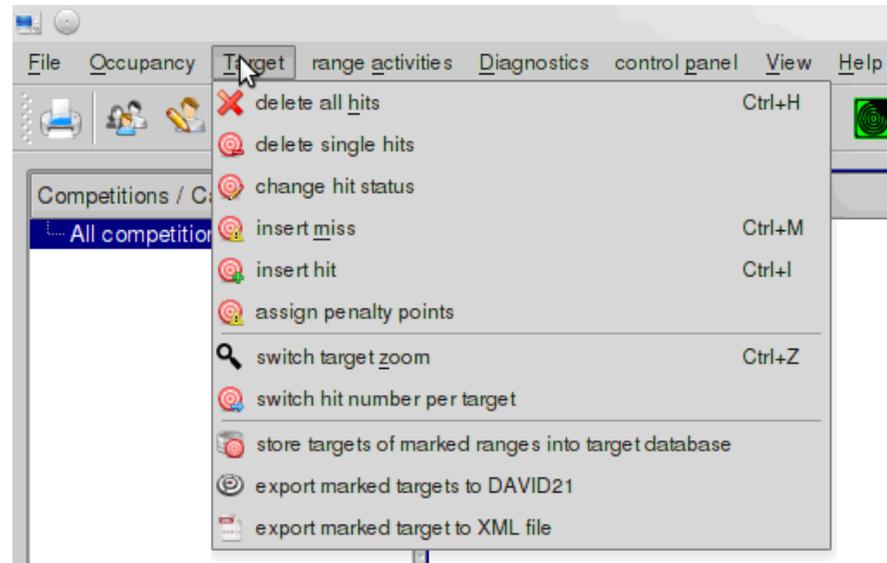


# Shootmaster II - Summary

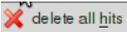


## 3.6 Menu „Target“

Under „Menu“ – „Target“ all required actions concerning the target of the individual shooter are available. Some actions are only intended for authorized shooting instructors possessing the administrator access.



### 3.6.1 Delete all hits

The function  enables you to delete only the hits of the selected firing points.

**The names of the shooters remain unaffected!**

**This action can only be effected successfully on firing points that are not in the competition mode!**

To delete the hits from the firing points, you can use the following alternatives:

- Click on the  icon in the toolbar or
- use the key combination **Ctrl+T**.



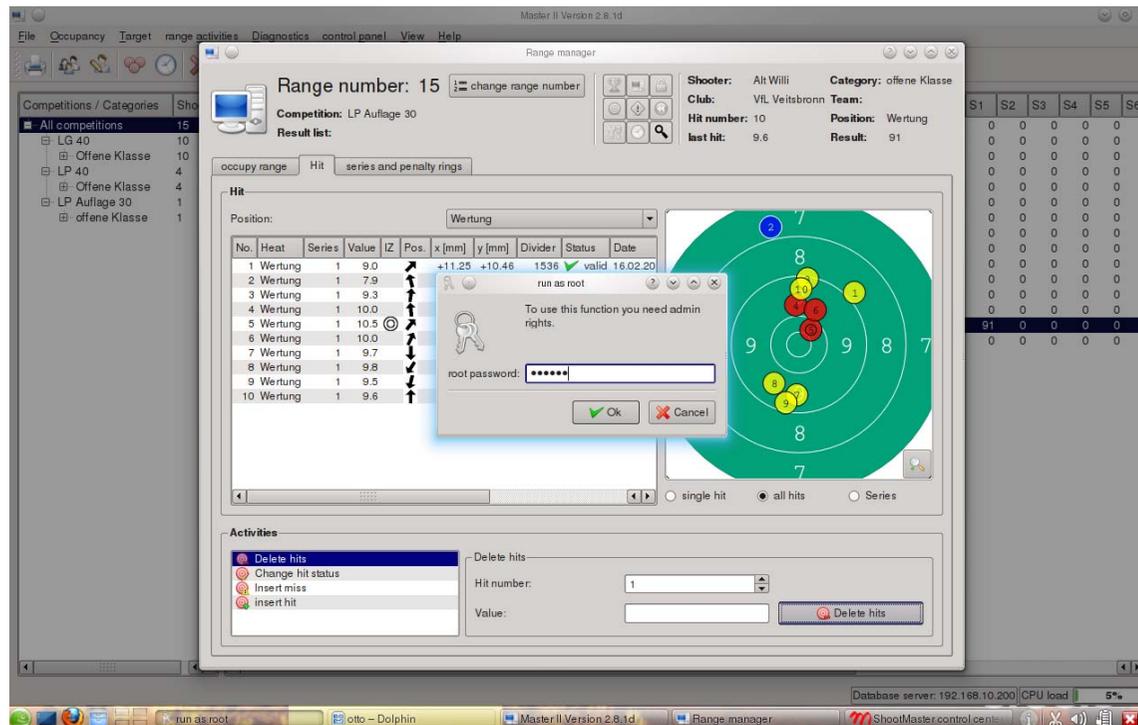
# Shootmaster II - Summary



## 3.6.2 Delete single hits

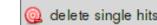
With the function  delete single hits you can delete single hits from the target of a firing point (e.g. in case of hits that have been shot on this target by mistake by a shooter of a nearby firing point).

Please proceed as follows:



1. Select the appropriate firing point in the firing point table in the main window of the Master program by left-clicking on it.

2. Please choose under – “Target” – the action

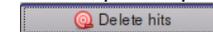


from the menu bar. Alternatively you can open the firing point manager by double-clicking on the desired firing point in the firing point table in the main window of the Master program with the left mouse button.

3. The firing point manager window of the selected firing point appears.

4. Please select in the hit table the hit that shall be deleted, by left-clicking on it.

5. In the lower zone of the action table the hit to be deleted is shown with hit number and value once again. In order to delete this hit, please press the following button:



As hits may only be deleted by authorized supervisors, as a precaution the **root password – (mc4hct)** will be requested. Only after having entered the password the hit may be deleted!

In the Log file of the **LogMan** this deleted hit is documented.

**Please note that you can only delete hits of the current event heat.**

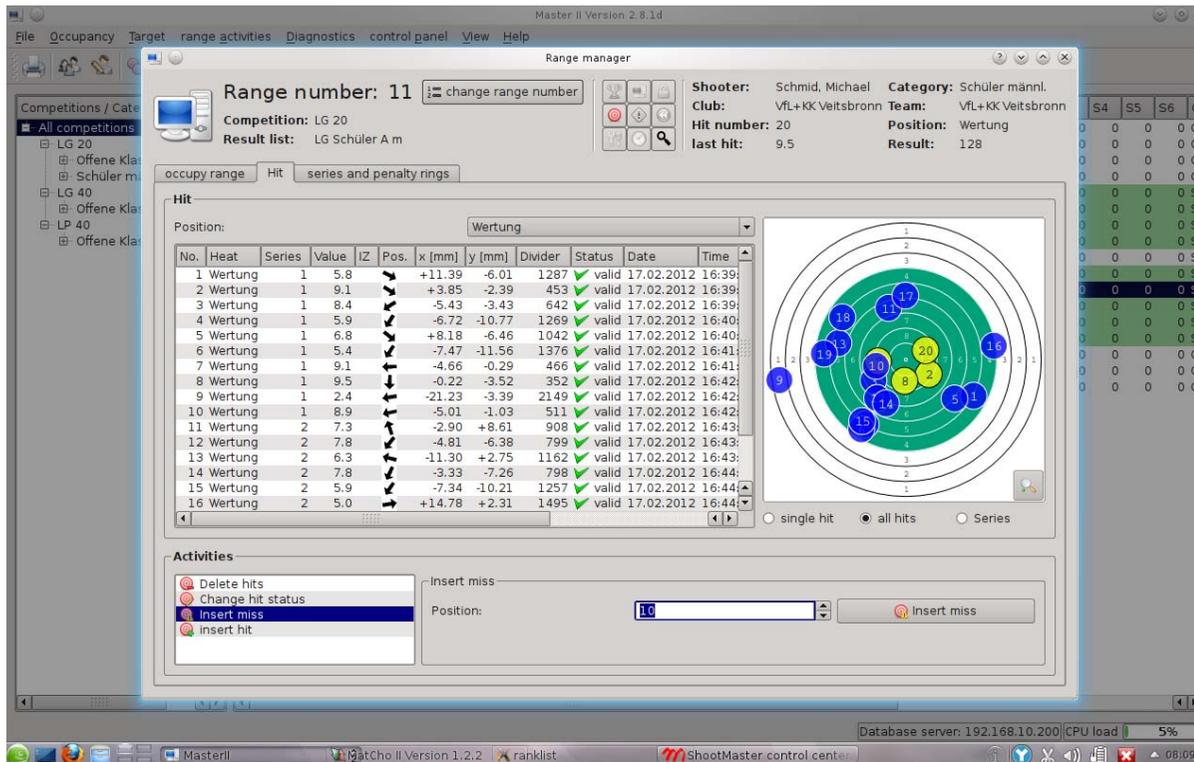


# Shootmaster II - Summary



## 3.6.3 Insert miss

This action enables you to insert a miss into the hit pattern of a firing point. A miss has always the **value 0.0** and is inserted, for example, when the shooter has missed the measuring frame. In order to insert a miss into the hit pattern of a firing point, please proceed as follows:



Please note that you can only insert misses into targets of the current event heat!

1. Select the appropriate firing point in the firing point table in the main window of the Master program by left-clicking on it.
2. Please choose the action  from the menu bar. Alternatively, you can also open the firing point manager by double-clicking with the left mouse key on the desired firing point in the firing point table in the main window of the Master program or use the key combination "Ctrl+F"
3. Then please click in the lower zone of the action table on the action "Insert miss". Afterwards insert into the input field "Position" the position of the miss that shall be inserted into the hit pattern. Alternatively, you can determine the position the miss shall be inserted into by left-clicking on the hit in the hit table.
4. In order to send the command (insert miss) to the Control PC of the point, please click on the following button: 



# Shootmaster II - Summary



## 3.7 Firing point actions

You can operate every firing point of a MEYTON system in the training or competition mode. The difference between the training and competition mode is that, via the control panel, the shooter has access to actions in the training mode, which are not allowed in the competition mode. These are for instance the choice of the currently active event and the deletion of the target. The competition mode is designed to conduct competitions that must be completed within a certain time.

In the competition mode the actions the shooter can execute via his control panel are more strictly regulated.

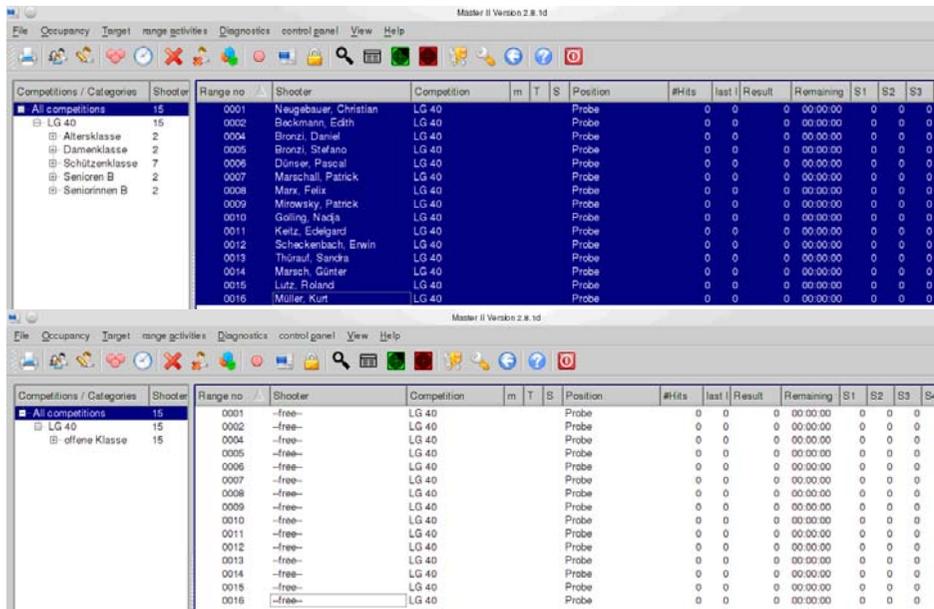
In addition, in the Master program some firing point actions, as for example the deletion of a firing point in the competition mode, are not allowed. This is meant to protect the firing point data.

### 3.7.1 Delete firing points

The function „Delete firing points“ enables you to delete the data of all firing points before assigning them to new shooters. This includes the target data with all hits and information concerning the active shooter. After this action the firing points are free and can be occupied again. **This action can only be effected on those firing points that are not in the competition mode.**

**The data of these firing points will be lost (the results are stored under „Ranking list“ under the name of the result list).**

In order to delete the data from the firing points, please proceed as follows:



1. Select the firing points to be deleted.

2. Click on the  icon in the toolbar or choose under „Firing point action“ the



from the menu bar or use the key combination **Ctrl+L**.

3. The firing points do not contain the target data (with hits and all shooter information) anymore and can be assigned to other shooters.

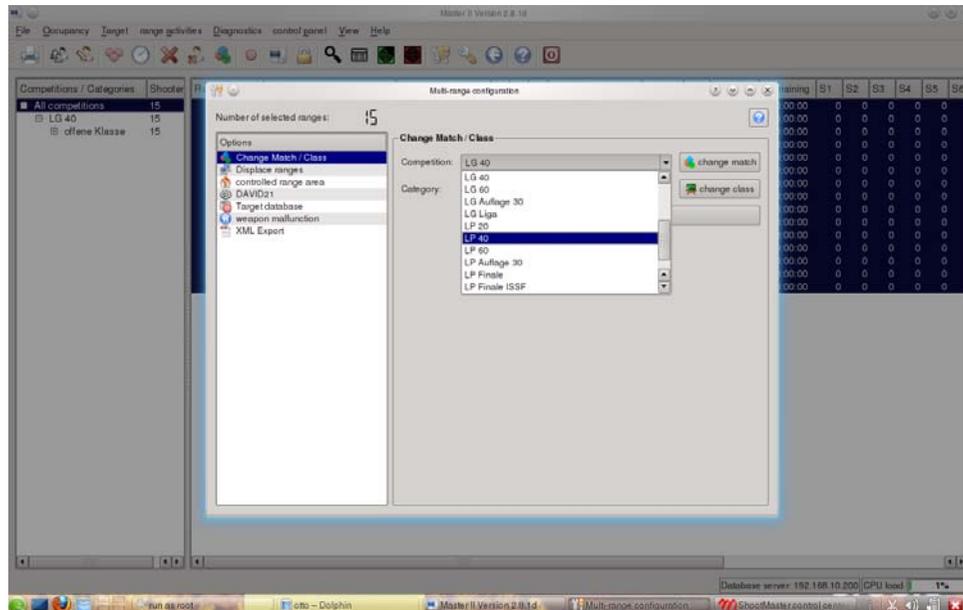


# Shootmaster II - Summary



## 3.7.2 Change event and category

The action „**Change event and category**“ enables you to change the event and / or the category of the shooter(s) of one or more firing points. In order to conduct this action, please proceed as follows:



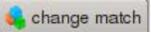
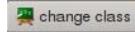
1. Select those firing points in the firing point table in the main window of the Master program, whose events and / or categories you intend to change, by **left-clicking** on them. If you want to select several firing points, please press and hold the „Ctrl“ key when selecting the firing points with the left mouse key. By pressing and holding the „Shift“ key you can select continuous firing points.

2. Then left-click on the  icon in the toolbar or choose the entry „**Firing point actions**“ – „**Change event and category**“ from the menu bar.

**Alternatively you can right-click on the firing point table.**

3. Choose by means of the selection boxes „**Event**“ or „**Category**“ the event and category you want to assign to all firing points that have previously been selected in the firing point table.

**Please note that only those events are displayed in the selection box „Event“, which are currently activated and consequently available on the Control PCs of the firing points when the workstation is on. In order to activate further events, please use the MatCho program. Furthermore, please note that you can only change the event and / or the category of a firing point, if no shots have been fired on the target and the firing point is not in the competition mode.**

4. In order to complete this procedure, please click on the   button.



# Shootmaster II - Summary



## 3.7.3 Competition mode

In order to switch on or off the competition mode of one or more firing points (depending on whether the competition mode is activated or deactivated on the selected firing points), please proceed as follows:

Competition / Categories	Shooter	Range no	Shooter	Competition	m	T	Position	#Hits	last	Result	Remaining	S1	S2	S3	S4	Se
All competitions	15	0001	Becker, Sandra	LG 40			Probe	0	0	0	00:00:00	0	0	0	0	
		0002	Adamczik, Rudolf	LG 40			Probe	0	0	0	00:00:00	0	0	0	0	
		0004	Petra Schwendner	LG 40			Probe	0	0	0	00:00:00	0	0	0	0	
		0005	Erika Harries-Wenzel	LG 40			Probe	0	0	0	00:00:00	0	0	0	0	
		0006	Christina Kattler	LG 40			Probe	0	0	0	00:00:00	0	0	0	0	
		0007	Johannes Hatscher	LG 40			Probe	0	0	0	00:00:00	0	0	0	0	
		0008	Georg Seifert	LG 40			Probe	0	0	0	00:00:00	0	0	0	0	
		0009	--free--	LP Liga			Probe	0	0	0	00:00:00	0	0	0	0	
		0010	--free--	LP Liga			Probe	0	0	0	00:00:00	0	0	0	0	
		0011	--free--	LP Liga			Probe	0	0	0	00:00:00	0	0	0	0	
		0012	--free--	LP Liga			Probe	0	0	0	00:00:00	0	0	0	0	

1. Select those firing points in the firing point table in the main window of the Master program whose competition mode you want to change, by left-clicking on them. If you want to select several firing points, please press and hold the "Ctrl" key when selecting the firing points with the left mouse key. By pressing and holding the „Shift“ key you can select continuous firing points.

2. Then left-click on the  symbol in the toolbar or choose the entry „Firing point actions“ -> „Switch competition mode“ from the menu bar

Competition / Categories	Shooter	Range no	Shooter	Competition	m	T	S	Position	#Hits	last	Result	Remaining	S1	S2	S3	S4	Se
All competitions	15	0001	Becker, Sandra	LG 40				Probe	0	0	0	01:13:20	0	0	0	0	
LG 40	7	0002	Adamczik, Rudolf	LG 40				Probe	0	0	0	01:13:20	0	0	0	0	
	5	0004	Petra Schwendner	LG 40				Probe	0	0	0	01:13:30	0	0	0	0	
Juniorinnen A	1	0005	Erika Harries-Wenzel	LG 40				Probe	0	0	0	01:13:20	0	0	0	0	
Senioren B	1	0006	Christina Kattler	LG 40				Probe	0	0	0	01:13:20	0	0	0	0	
LP 40	2	0007	Johannes Hatscher	LG 40				Probe	0	0	0	01:13:20	0	0	0	0	
offene Klasse	2	0008	Georg Seifert	LG 40				Probe	0	0	0	01:13:20	0	0	0	0	
LP Liga	6	0009	--free--	LP Liga				Probe	0	0	0	00:00:00	0	0	0	0	
offene Klasse	6	0010	--free--	LP Liga				Probe	0	0	0	00:00:00	0	0	0	0	

or use the key combination **Ctrl+M**. All firing points that are currently in the competition mode are

marked with the  symbol in the "m" column of the firing point table. Furthermore, firing points that are in the competition mode are highlighted in **green**, if they are not selected or if they are RFP firing points at the moment.

3. After the end of the competition you can switch off the competition mode via the  symbol. Shots fired after having switched off the competition mode are displayed, but not valued.



# Shootmaster II - Summary



## 3.7.4 Start events, sighting - competition

In order to start the set event, you have several possibilities depending on the discipline:

### 1. Start via the firing point table

In case of disciplines that have **one total time for shooting the sighting and competition shots**, you can start the competition for all participants via the firing point table by **selecting** the corresponding firing points, which are already in the competition mode, and pressing the  button (**Sighting**) in the toolbar or clicking on in the menu bar under „**Firing point actions**“ 



Competitions / Categories	Shooter	Range no	Shooter	Competition	m	T	Position	#Hits	last	Result	Remaining	S1	S2	S3	S4	S5
All competitions	15	0001	Becker, Sandra	LG 40			Probe	0	0	0	01:14:50	0	0	0	0	0
		0002	Adamczik, Rudolf	LG 40			Probe	0	0	0	01:14:50	0	0	0	0	0
		0004	Petra Schwendner	LG 40			Probe	0	0	0	01:14:50	0	0	0	0	0
		0005	Erika Harries-Wenzel	LG 40			Probe	0	0	0	01:14:50	0	0	0	0	0
		0006	Christina Kattler	LG 40			Probe	0	0	0	01:14:50	0	0	0	0	0
		0007	Johannes Hatscher	LG 40			Probe	0	0	0	01:14:50	0	0	0	0	0
		0008	Georg Seifert	LG 40			Probe	0	0	0	01:14:50	0	0	0	0	0
		0009	--free--	LP Liga			Probe	0	0	0	00:00:00	0	0	0	0	0

By **starting the competition**, the firing point number on the shooter monitor that was highlighted in **red**, switches to **green**

If you start the event that has **one total time for shooting the sighting and competition shots** via the firing point table, every shooter must switch from his or her sighting to **competition** by pressing the  key on his or her **control panel**.

### 2. Start the event independently via the control panel

If the firing points are in the **competition mode**, the shooter can start his or her event independently by pressing the  key (**Sighting**) on his or her control panel. After having finished the sighting the shooter can switch to **competition** by pressing the  key (**Competition**) on the control panel.

3. For events with a fixed sighting and competition time (league) the competition is started for every shooter via the firing point table with  (**Sighting**) and later on  (**Competition**).

### 4. Start via the Master mode

If a firing point has been switched to the Master mode, this firing point controls all further firing points that have the same discipline and competition category.





# Shootmaster II - Summary



## 3.7.5 Switch safety mode

The safety mode is a firing point state that is switched on to interrupt the current event. A competition interruption can become necessary for safety reasons or due to technical problems and can only be used **in an activated competition mode**. In the safety mode the competition time is stopped and no shots are accepted anymore. Depending on the duration of the competition interruption, an **additional sighting of 5 minutes** can be conducted subsequently.

In order to switch the safety mode on one or more firing points on or off (depending on whether the safety mode is activated or deactivated on the corresponding firing points), please proceed as follows:

Competitions / Categories	Shooter	Range no	Shooter	Competition	m	T	S	Position	#Hits	last	Result	Remaining	S1	S2	S3	S4
All competitions	15	0001	Becker, Sandra	LG 40	⊙		🔒	Probe	0	0	0	00:00:00	0	0	0	0
		0002	Adamczik, Rudolf	LG 40	⊙		🔒	Probe	0	0	0	00:00:00	0	0	0	0
		0004	Petra Schwendner	LG 40	⊙		🔒	Probe	0	0	0	00:00:00	0	0	0	0
		0005	Erika Harries-Wenzel	LG 40	⊙		🔒	Probe	0	0	0	00:00:00	0	0	0	0
		0006	Christina Kattler	LG 40	⊙		🔒	Probe	0	0	0	00:00:00	0	0	0	0
		0007	Johannes Hatscher	LG 40	⊙		🔒	Probe	0	0	0	00:00:00	0	0	0	0
		0008	Georg Seifert	LG 40	⊙		🔒	Probe	0	0	0	00:00:00	0	0	0	0

1. Select those firing points in the firing point table in the main window of the Master program, whose safety mode you want to change, by left-clicking on them. If you want to select several firing points, please press and hold the "Ctrl" key when selecting the firing points with the left mouse key.

2. Then left-click on the icon in the toolbar or choose the entry „Firing point actions“->“Switch safety mode“ from the menu bar.
3. All firing points that are currently in the competition mode are marked with the symbol in the “S” column of the firing point table. In addition, all firing points that are in the safety mode are highlighted in **red** in the firing point table, if they are not selected at the moment. In order to start an additional sighting of 5 minutes during a competition interruption, please select the appropriate firing points in the firing point table and left-click on the icon in the menu bar or choose the entry “Control panel“->“Sighting” from the menu bar.

StandNr.	Schütze	Wettbewerb	Restzeit	TrefferNr.	Ergebnis	Trend	letzter Tr.	S1	S2	S3	S4	S5	S6	Stellung	m	(I)	R	T	M	W	S	Ps	Kontex
0141	--frei--	LG 20 1.10	0:00.0	0	0			0	0	0	0	0	0	0	0	⊙						🔒	....
0142	--frei--	LG 20 1.10	0:00.0	0	0			0	0	0	0	0	0	0	0	⊙						🔒	....
0143	--frei--	LG 20 1.10	0:00.0	0	0			0	0	0	0	0	0	0	0	⊙						🔒	....
0144	--frei--	LG 20 1.10	0:00.0	0	0			0	0	0	0	0	0	0	0	⊙						🔒	....
0145	--frei--	LG 20 1.10	0:00.0	0	0			0	0	0	0	0	0	0	0	⊙						🔒	....
0146	--frei--	KK L.K. 60 1.80	0:00.0	60	492			8.5	80	82	83	80	85	liiegend Wertung									....

The 5 minutes of sighting can be cancelled at any time.

4. To switch to the usual competition mode, select the firing points of the activated safety mode.

By means of the icon the safety mode can be switched off and the event can be continued.



# Shootmaster II - Summary



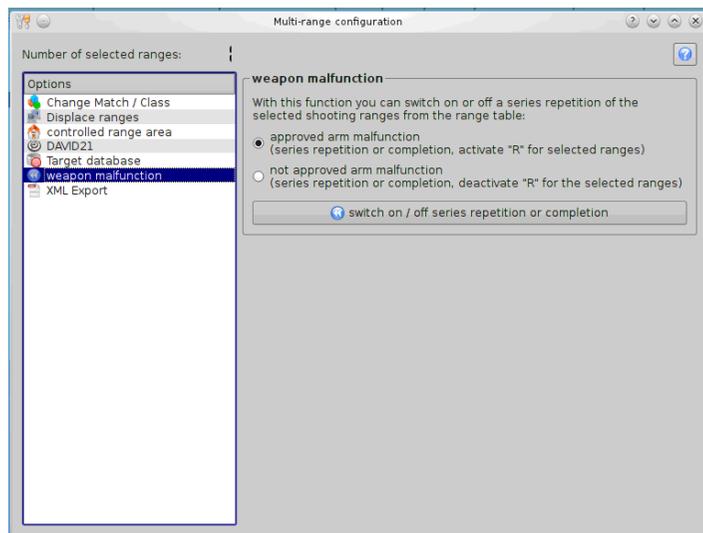
## 3.7.6 Switch series repetition

Series repetitions can be conducted for certain dynamic 25 m disciplines, for instance, if a shooter has a recognized malfunction that occurred in the course of a series. In such a case, depending on the discipline, the whole series or the missing shots are repeated and the worst hits from the started series and the re-fire series are counted. In order to switch on or off the series repetition for one or more firing points (depending on whether a series repetition is activated or deactivated on the firing points concerned), please proceed as follows:

1. Select those firing points in the firing point table in the main window of the Master program, whose series repetition you intend to change, by left-clicking on them. If you want to select several firing points, please press and hold the „Ctrl“ key when selecting the firing points with the left mouse key. By pressing and holding the „Shift“ key you can select continuous firing points.

Competitions / Categories	Sh	Range no	Shooter	Competition	m	T	(!)	Position	#Hits	last hit	Result	Remaining t
All competitions	17	0009	RFP client	OSP 2.30				OSP Probe 8sec	0	0	0	00:0
LG 20	5	0010	RFP client	OSP 2.30				OSP Probe 8sec	0	0	0	00:0
offene Klasse	5	0011	RFP client	OSP 2.30				OSP 2x10 8sec	0	0	0, 0, 0	00:0
LG 40	4	0012	RFP client	OSP 2.30				OSP 2x10 8sec	0	0	0, 0, 0	00:0
offene Klasse	4	0013	Baumgartner Patrick	OSP 2.30			!	OSP 2x10 8sec	0	0	0, 0, 0	00:0
LP 40	1	0014	RFP client	OSP 2.30				OSP 2x10 8sec	0	0	0, 0, 0	00:0
offene Klasse	1	0015	RFP client	OSP 2.30				OSP 2x10 8sec	0	0	0, 0, 0	00:0

Firing points on which unusual incidents occurred when a series has been shot, can be identified in the firing point table due to the  symbol in the „(!)“ column and are highlighted in yellow in the firing point table (if they are not selected at the moment). Furthermore, there is a „(!)“ in the context line of the corresponding firing point.



2. Left-click in the toolbar on the  symbol or choose the entry „Firing point actions“->“Switch series repetition“ from the menu bar or use the key combination **Ctrl+R**. Alternatively you can right-click on the firing point table and select the option „Malfunction“ in the action table with the left mouse button in the window that appears.
3. Please select now by means of the option buttons, if an approved or a not approved malfunction has occurred on the firing points selected in the firing point table and please select as well, if you want to switch on or off a series repetition or completion on the firing points selected in the firing point table.
4. In order to complete the action, please click on the **“Switch on or off series repetition“** button.

If the series repetition is active, the  symbol is displayed in the „R“ column. In addition, an **“R“** is displayed in the context line of the firing point concerned.



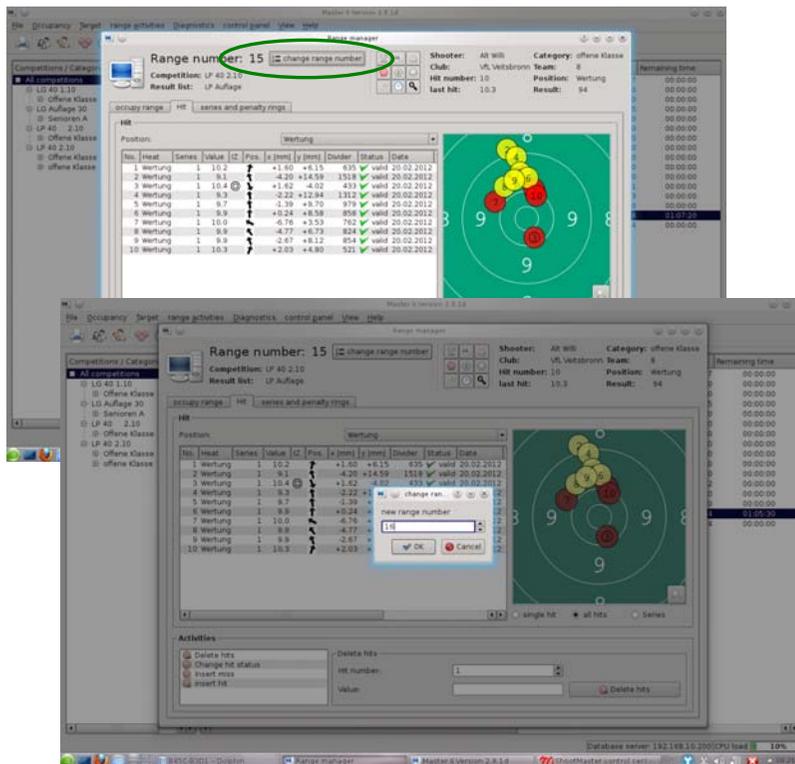
# Shootmaster II - Summary



## 3.7.7 Change firing point number

With the Master program can you change the firing point number of a firing point. Thereby, the firing point adopts the identity of that range, whose firing point number has been utilized. Consequently, the firing point receives the data of the firing point that previously had this firing point number. By means of changing the firing point number you can, for example, assign the data of a defective firing point to a reserve firing point, after it has been switched off. **You can only change the firing point number if the firing point whose number shall be changed is not in the competition mode (in the competition mode this firing point has to be switched to the safety mode at first) and if the new firing point number has not been assigned yet.**

In order to change the firing point number of a firing point, please proceed as follows:



1. Select the firing point in the firing point table in the main window of the Master program, whose firing point number you intend to change, by left-clicking on it.
2. Then please left-click on the  symbol in the toolbar or choose the entry "Firing point actions"-> „Change firing point number“ from the menu bar. Alternatively you open the firing point manager by double-clicking on a firing point in the firing point table and select the action "Change firing point number" in the action zone.
3. Then please enter the new firing point number into the field "Firing point number". In order to complete this action, press the „Change firing point number“ button.

**Attention: The defective firing point must be switched off!**



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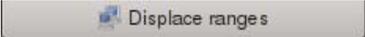


## 3.7.8 Shift firing points

By means of the action “**Shift range**” you can move the data of the firing point that have been selected in the firing point table to a continuous section of unoccupied firing points. This is useful, for example, if different firing points are used for the different positions of a three position event. Then the firing point data can be moved to the new firing points when changing the position.

In order to shift one or more firing points, please proceed as follows:

Range no.	Shooter	Competition	m	T	Position	#Hits	last	Result	Remaining	S1	S2	S3	S4
0001	-free-	LG 20			Probe	0	0	0	00:00:00	0	0	0	0
0002	-free-	LG 20			Probe	0	0	0	00:00:00	0	0	0	0
0004	Petra Schwendner	LG 20			Probe	0	0	0	00:00:00	0	0	0	0
0005	Erika Harries-Wenzel	LG 20			Probe	0	0	0	00:00:00	0	0	0	0
0006	Christina Kattler	LG 20			Probe	0	0	0	00:00:00	0	0	0	0
0007	Johannes Hatscher	LG 20			Probe	0	0	0	00:00:00	0	0	0	0
0009	Georg Seifert	LG 20			Probe	0	0	0	00:00:00	0	0	0	0
0009	-free-	LP Liga			Probe	0	0	0	00:00:00	0	0	0	0

4. In order to complete the action, please press the  button.

1. Select those firing points in the firing point table in the main window of the Master program, you intend to shift, by left-clicking on them. If you want to select several firing points, please press and hold the „Ctrl“ key when selecting the firing points with the left mouse key. By pressing and holding the „Shift“ key you can select continuous firing points.
2. Then please left-click on the  symbol in the toolbar or choose the entry „**Firing point actions**“->“**Shift range**“from the menu bar or use the key combination **Ctrl +V**. Alternatively you can right-click on the firing point table and select the option “**Shift range**” in the action table by clicking on them with the left mouse button
3. Subsequently, please enter in the input field “**Shift selected firing points to firing point numbers from:**” the first firing point number of the sector into which you want to move the selected firing points. Please note that, starting from the entered firing point number, there must be a **continuous** sector of unoccupied firing points, which is at least as large as the number of the firing points to be shifted.

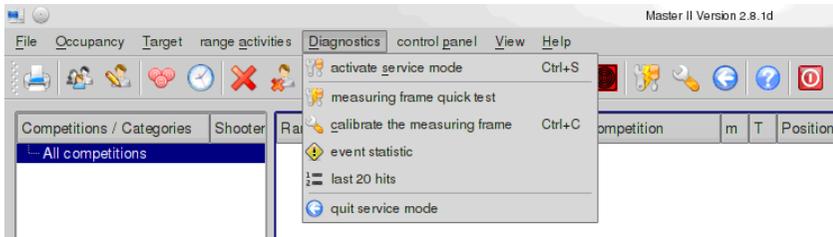


# Shootmaster II - Summary



## 3.8 Diagnostics - Service mode

The Master program offer diverse functions to check the proper functioning of the measurement system and thus the measuring frame in particular. These functions can be found in the menu bar in the menu **"Diagnostics"**.

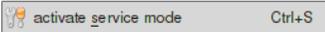


### 3.8.1 Activate service mode

In order to switch one or more firing points to the maintenance mode, please proceed as follows:

1. Select those firing points in the firing point table in the main window of the Master program, whose maintenance mode you want to switch on, by left-clicking on them. If you want to select several firing points, please press and hold the "Ctrl" key when selecting the firing points with the left mouse key. By pressing and holding the „Shift“ key you can select continuous firing points.

Range no	Shooter	Competition	m	T	Position	#Hits	last	Result	Remaining	S1	S2	S3	S4	S5
0001	Becker, Sandra	LG 40			Probe	0	0	0	00:00:00	0	0	0	0	0
0002	Adamczik, Rudolf	LG 40			Probe	0	0	0	00:00:00	0	0	0	0	0
0004	Petra Schwendner	LG 40			Probe	0	0	0	00:00:00	0	0	0	0	0
0005	Erika Harries-Wenzel	LG 40			Probe	0	0	0	00:00:00	0	0	0	0	0
0006	Christina Kattler	LG 40			Probe	0	0	0	00:00:00	0	0	0	0	0
0007	Johannes Hatscher	LG 40			Probe	0	0	0	00:00:00	0	0	0	0	0
0008	Georg Seifert	LG 40			Probe	0	0	0	00:00:00	0	0	0	0	0
0009	--free--	LP Liga			Probe	0	0	0	00:00:00	0	0	0	0	0
0010	--free--	LP Liga			Probe	0	0	0	00:00:00	0	0	0	0	0
0011	--free--	LP Liga			Probe	0	0	0	00:00:00	0	0	0	0	0
0012	--free--	LP Liga			Probe	0	0	0	00:00:00	0	0	0	0	0

2. Then please choose the entry  from the menu bar or use the key combination **Ctrl+S** to activate the service mode. Firing points with an activated service mode are recognizable due to the  symbol in the **"W"** column and in the context line.



# Shootmaster II - Summary



On the Control PCs of the firing points a blue screen with the service menu appears, when you activate the service mode.

By means of the menu "Control panel" or the control panel of the firing point you can manage the different activities.

```
(C) Meyton Elektronik GmbH - 1995...2011 Ver 02.3.7b

eingestellte Listen-Nr: 1
0 - alle Wettbewerbe          1 - 10 m Wettbewerbe
2 - 15 m Wettbewerbe         3 - 25 m Wettbewerbe
4 - 50 m Wettbewerbe         5 - 100 m Wettbewerbe
6 - 300 m Wettbewerbe        7 - sonstige Wettbewerbe

[Dzpl] - Wettbewerbsliste einstellen
[Wertung] - zurück zur Scheibendarstellung

-----

Service-Bildschirme:
[zoom] - Netzwerk (TCP/IP)
[zur] - Messrahmenmonitor
[ver] - Ereignismonitor

[Alt][Probe] - schneller Messrahmen-Test
[.] - normaler Tastendruck
[Alt][.] - langer Tastendruck
```

Please take further information concerning the operation and the settings in the service mode from the instruction manual of the Control PC.

Only those persons, who maintain the shooting range system, have to be familiar with these service functions.

These service functions provide an early detection of technical problems and a diagnostics in case of a failure.

Some functions are only intended for the technical staff of the MEYTON company.



# Shootmaster II - Summary



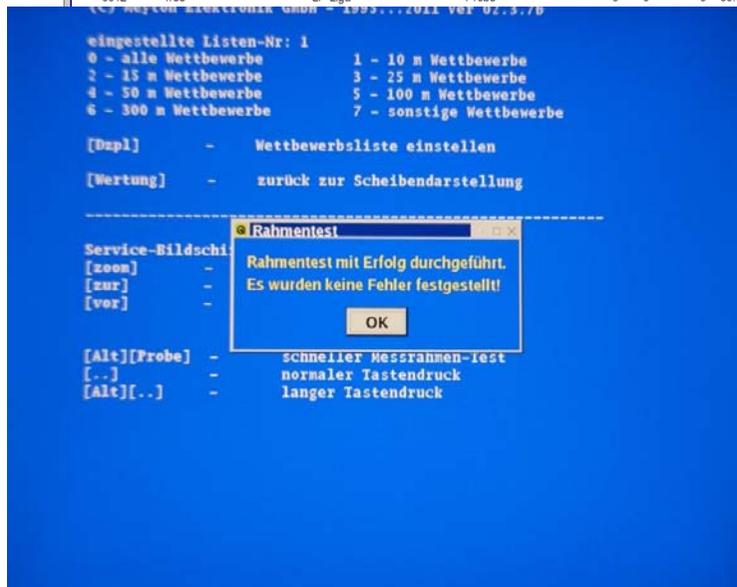
## 3.8.2 Measuring frame rapid test

A measuring frame rapid test provides quickly information concerning the state of a measuring frame of a firing point. In this manner, you can detect, among others, errors that may occur due to dirt on the measuring frame.

In order to start a measuring frame rapid test on one or more firing points, please proceed as follows:

Competition / Categories	Shooter	Range no	Shooter	Competition	m	T	Position	#Hits	last	Result	Remaining	S1	S2	S3	S4	S5
All competitions	15	0001	Becker, Sandra	LG 40			Probe	0	0	0	00:00:00	0	0	0	0	0
		0002	Adamczik, Rudolf	LG 40			Probe	0	0	0	00:00:00	0	0	0	0	0
		0004	Petra Schwendner	LG 40			Probe	0	0	0	00:00:00	0	0	0	0	0
		0005	Erika Harnes-Wenzel	LG 40			Probe	0	0	0	00:00:00	0	0	0	0	0
		0006	Christina Kattler	LG 40			Probe	0	0	0	00:00:00	0	0	0	0	0
		0007	Johannes Hatscher	LG 40			Probe	0	0	0	00:00:00	0	0	0	0	0
		0008	Georg Seifert	LG 40			Probe	0	0	0	00:00:00	0	0	0	0	0
		0009	--free--	LP Liga			Probe	0	0	0	00:00:00	0	0	0	0	0
		0010	--free--	LP Liga			Probe	0	0	0	00:00:00	0	0	0	0	0
		0011	--free--	LP Liga			Probe	0	0	0	00:00:00	0	0	0	0	0
		0012	--free--	LP Liga			Probe	0	0	0	00:00:00	0	0	0	0	0

1. Select those firing points in the firing point table in the main window of the Master program, on which you want to conduct a measuring frame rapid test by left-clicking on them. If you want to select several firing points, please press and hold the "Ctrl" key when selecting the firing points with the left mouse key. By pressing and holding the „Shift“ key you can select continuous firing points .



2. Then left-click on the symbol in the toolbar or select from the menu bar measuring frame quick test under "Diagnostics" to start the measuring frame rapid test. During the execution of the frame rapid test the firing points concerned are automatically switched to the service mode and the **blue screen of the service mode appears on the firing point**.
3. After completion of the rapid test you are informed about the results.
4. In order to quit the service mode after the rapid test has been conducted, please left-click on the symbol in the toolbar or choose the entry under "Diagnostics" from the menu bar.



# Shootmaster II - Summary

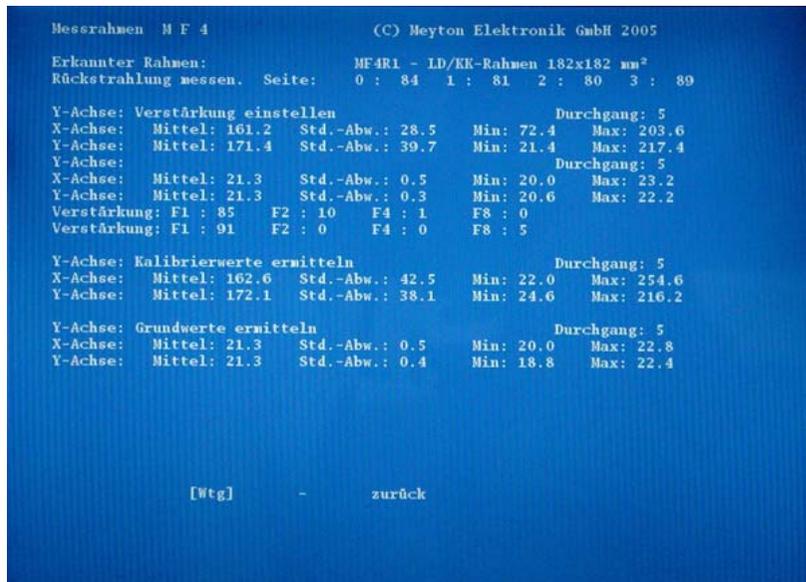


## 3.8.3 Calibrate measuring frame

A measuring frame calibration adjusts the intern measuring frame elements of a firing point to the optimum operating values according to the current ambient conditions. A measuring frame calibration is conducted when the Control PCs of the firing points are booted, but it may be started aswell by means of the Master program.

In order to start a measuring frame calibration on one or more firing points, please proceed as follows:

Range no	Shooter	Competition	m	T	Position	#Hits	last	Result	Remaining	S1	S2	S3	S4	S5
0001	Becker, Sandra	LG 40			Probe	0	0	0	00:00:00	0	0	0	0	0
0002	Adamczik, Rudolf	LG 40			Probe	0	0	0	00:00:00	0	0	0	0	0
0004	Petra Schwendner	LG 40			Probe	0	0	0	00:00:00	0	0	0	0	0
0005	Erika Harries-Wenzel	LG 40			Probe	0	0	0	00:00:00	0	0	0	0	0
0006	Christina Kattler	LG 40			Probe	0	0	0	00:00:00	0	0	0	0	0
0007	Johannes Hatscher	LG 40			Probe	0	0	0	00:00:00	0	0	0	0	0
0008	Gagag Seifert	LG 40			Probe	0	0	0	00:00:00	0	0	0	0	0
0009	-free-	LP Liga			Probe	0	0	0	00:00:00	0	0	0	0	0
0010	-free-	LP Liga			Probe	0	0	0	00:00:00	0	0	0	0	0
0011	-free-	LP Liga			Probe	0	0	0	00:00:00	0	0	0	0	0
0012	-free-	LP Liga			Probe	0	0	0	00:00:00	0	0	0	0	0



symbol in the toolbar.

1. Select those firing points in the firing point table in the main window of the Master program on which you want to conduct a measuring frame calibration by left-clicking on them. If you want to select several firing points, please press and hold the "Ctrl" key when selecting the firing points with the left mouse key. By pressing and holding the „Shift“ key you can select continuous firing points.

2. Left-click on the  symbol in the toolbar or choose  calibrate the measuring frame Ctrl+C under "Diagnostics"

from the menu bar or use the key combination **Ctrl+K** to start the measuring frame calibration. During the execution of the calibration the firing points concerned are automatically switched to the service mode.

**The blue screen with the measurement data appears on the firing point.**

3. In order to quit the service mode after the calibration has been conducted, please left-click on the symbol in the toolbar or choose the entry under:

Diagnostics  quit service mode from the menu bar. Alternatively you can left-click on the 



## 3.8.4 Event statistics

The event statistics documents the events of the intern measuring frame elements of a firing point according to the current ambient conditions. The displayed codes serve the MEYTON technicians to quickly find and resolve measuring frame failures.

In order to start an event statistics on one or more firing points, please proceed as follows:

1. Select those firing points in the firing point table in the main window of the Master program on which you want to conduct an event statistics, by left-clicking on them. If you want to select several firing points, please press and hold the "Ctrl" key when selecting the firing points with the left mouse key.

The screenshot shows the 'Master II Version 2.6.5b' software interface. A table lists firing points with columns for StandNr, Schütze, Restzeit, m, T, #Treffer, letzt, Gesamt, S1-S6, S, and Stellung. A blue diagnostic window is overlaid on the table, displaying the following text:

```
(C) Meyton Elektronik GmbH - 1995...2011 Ver 02.3.7b
E-Code Class-ID Fcn.-ID Option1 Option2 Ereigniszeit

[Zurueck] - zurück zur Übersicht
[Alt Dzp1] - Ereignisliste löschen
[Wertung] - zurück zum Service Bildschirm
```

By pressing and holding the „Shift“ key you can select continuous firing points.

2. Choose under „Diagnostics“



from the menu bar to start the event statistics. During the execution the firing points concerned are automatically switched to the service mode.

**The blue screen with the statistics data appears on the firing point. By means of these values the MEYTON technician can inform you about the errors.**

4. In order to quit the service mode after the event statistics has been conducted, please left-click on the symbol  in the toolbar or choose the entry under:

Diagnostics  quit service mode from the menu bar.



# Shootmaster II - Summary



## 3.8.5 The last 20 hits

The display of the last 20 hits provides all data and hit values on the firing point.

In order to show the last 20 hits on one or more firing points, please proceed as follows:

The screenshot shows the 'Master II Version 2.6.5b' software interface. The top part displays a table with columns for 'StandNr', 'Schütze', 'Restzeit', 'm', 'T', '#Treffer', 'letzt', 'Gesamt', 'S1', 'S2', 'S3', 'S4', 'S5', 'S6', 'S', and 'Stellung'. Below this, a blue screen displays the 'last 20 hits' data in a table format.

<p>Wert	Teiler	X[0.01 mm]	Y[0.01 mm]	Kal.X	Kal.Y	Zeit	W.X	W.Y
9.9	843	110	-836	3.72	3.59	1:33:15	0.00	0.00
9.7	961	-332	902	3.67	3.99	1:34:08	0.00	0.00
10.6	263	-231	127	3.75	3.92	1:36:04	0.00	0.00
10.8	152	-130	80	3.54	3.97	1:36:30	0.00	0.00
9.3	1295	-341	1250	3.59	4.06	1:36:59	0.00	0.00
9.7	975	-323	-921	3.75	4.11	1:37:27	0.00	0.00
10.6	309	-250	-182	3.83	3.93	1:37:54	0.00	0.00
10.7	230	-208	99	3.65	3.96	1:38:24	0.00	0.00
10.6	251	-217	-127	3.72	3.80	1:38:54	0.00	0.00
10.5	353	-276	-221	3.81	3.52	1:39:44	0.00	0.00
10.7	174	-174	-2	3.83	3.81	1:41:31	0.00	0.00
9.5	1125	154	-1115	4.13	3.63	1:41:58	0.00	0.00
9.6	1086	104	-1082	3.74	3.69	1:42:32	0.00	0.00
9.6	1042	317	-993	3.94	3.80	1:42:59	0.00	0.00
9.0	1572	-721	1397	3.78	3.52	1:43:31	0.00	0.00
10.3	530	90	523	3.77	4.02	1:44:02	0.00	0.00
8.1	2279	-29	-2279	3.51	3.71	1:45:02	0.00	0.00
9.8	919	66	917	3.66	4.03	1:45:27	0.00	0.00
10.0	739	183	-717	4.11	3.69	1:45:48	0.00	0.00
9.6	1067	-113	-1061	3.54	3.75	1:46:13	0.00	0.00

At the bottom of the blue screen, there is a status bar with the following information:

```

Kaliberzahl: 0 | 0 Winkelzahl: 0 | 0
Algorithmus-N: 0 | 0 Algorithmus-0: 82 | 82

```

1. Select those firing points in the firing point table in the main window of the Master program, on which you want to show the last 20 hits, by left-clicking on them. If you want to select several firing points, please press and hold the "Ctrl" key when selecting the firing points with the left mouse key. By pressing and holding the „Shift" key you can select continuous firing points.

3. Please choose under „Diagnostics“



from the menu bar to start the display. During the execution the firing points concerned are automatically switched to the service mode.

**The blue screen with the last 20 hits appear on the firing point.**

4. In order to quit the display, please left-click on the  symbol in the toolbar or choose the entry under:



from the menu bar.

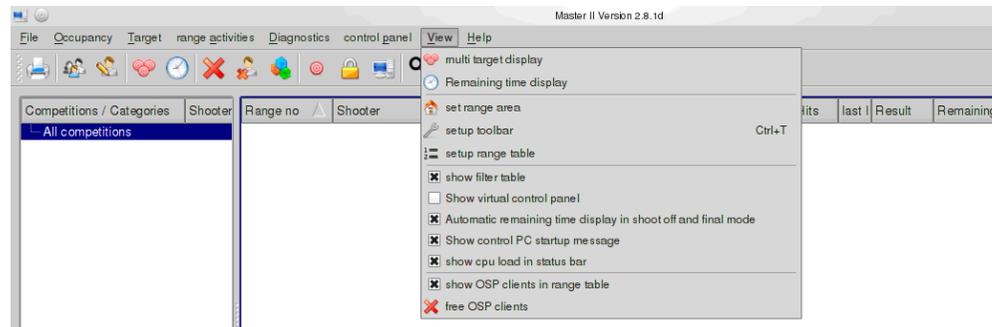


# Shootmaster II - Summary



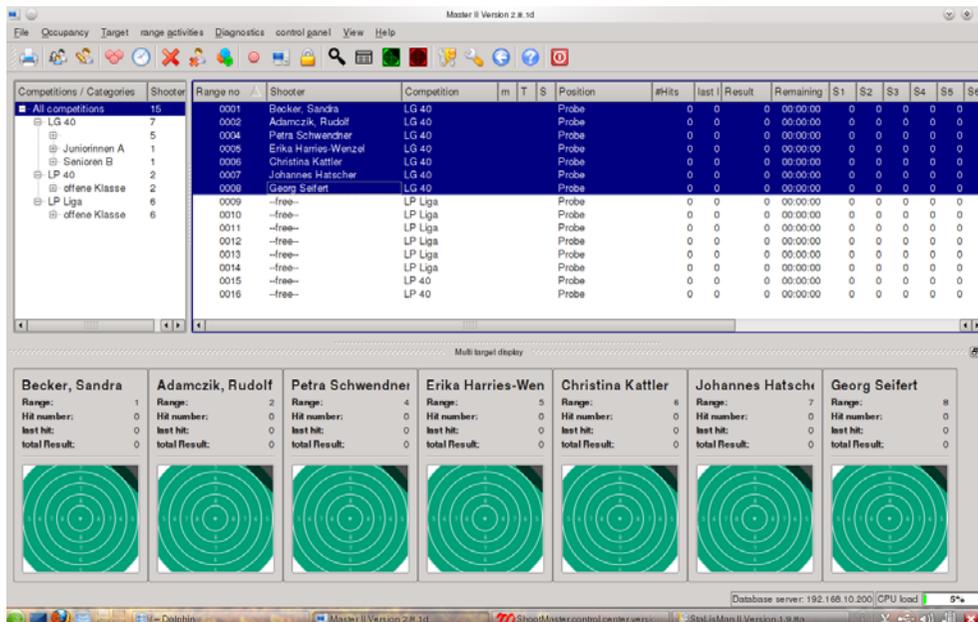
## 3.9. Display

The Master program offers in the menu “Display” numerous actions in order to change and amend the display of the Master according to your requirements. The next section describes the actions that are in conjunction with the display and the treatment of the shooters' target.



### 3.9.1 Multi target display

With the multi target display you can display many target images of the firing points in a separate area beneath the firing point table in the main window of the program. In order to activate the multi target display, please proceed as follows:



1. Select in the firing point table in the main window of the Master program those firing points, whose targets you want to display together beneath the firing point table.
2. Then please left-click on the  symbol in the toolbar or choose the entry



under „Target“ from the menu bar.  
Under the firing point table an area is being opened, where those targets are shown, whose firing points had been selected in advance in the firing point table. The displayed targets will automatically be updated, as soon as hits are registered on the selected firing points. You can close the target display by left-clicking on the “X” symbol in the upper edge area of the multi target display.



# Shootmaster II - Summary



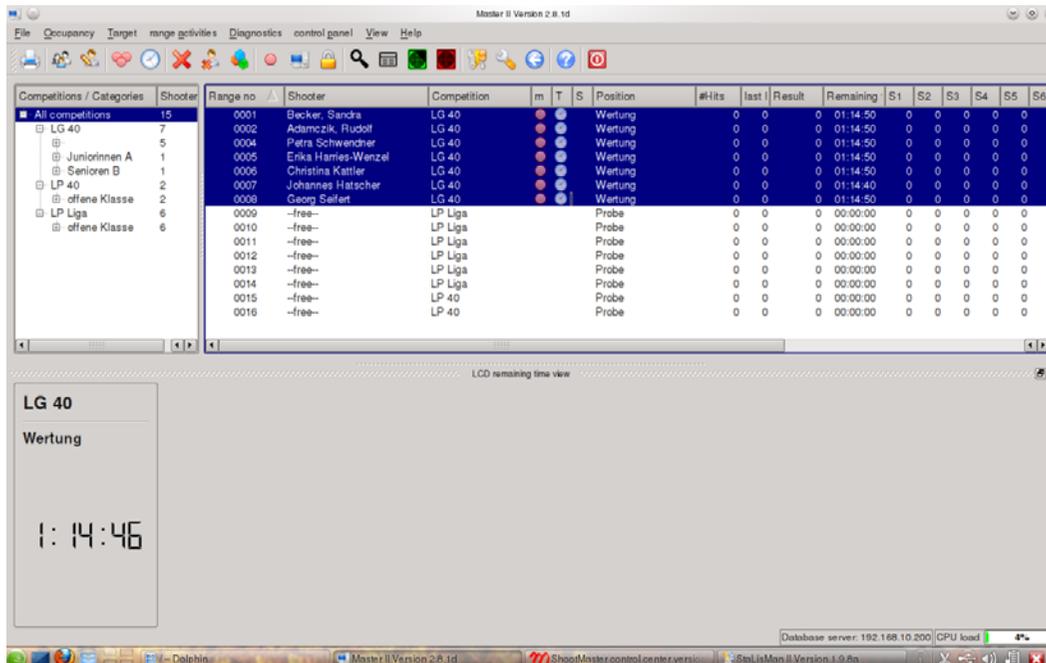
## 3.9.2 Display of the remaining time

In addition to the already shown remaining time in the column „Remaining time“ of the firing point table, the menu „Display“ offers a further display of the remaining time of the selected firing points in a digital version.

This display of the remaining time is automatically shown in case of

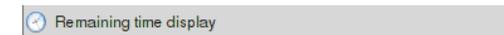
- league events,
- tie-breaking shots of the pairings in league events and
- final events.

In order to activate the display of the remaining time, please proceed as follows:



1. Select in the firing point table in the main window of the Master program those firing points, on which you want to show the remaining time display.
2. Then please left-click on the  symbol in the toolbar or

chose under „Target“ the entry



from the menu bar.

Beneath the firing point table an area appears, where the remaining time of the previously selected firing points is shown that are listed according to their discipline. You can close the target display by left-clicking on the “X” symbol in the upper edge area of the display of the remaining time.



Chapter 4

# About MatchDesc II

**With the MatchDesc program (short for Match Descriptor) you can create your own events and targets or change already available events and targets.**

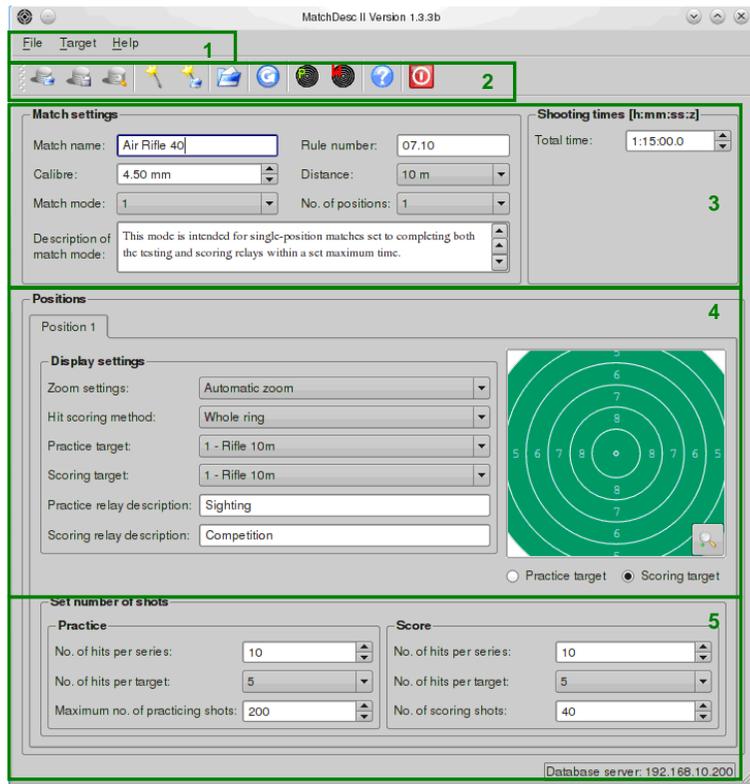
**The event wizard leads you step by step to the new event.**



## 4.1 The MatchDesc window

### 4.1.1 Design of the MatchDesc window

The MatchDesc window can be subdivided into five main zones.



1. **The menu bar**
2. **The toolbar**
3. **The “event description”** with entry masks for the competition name, rule number, caliber, distance, number of positions, shooting periods of the different match heats (sighting and competition heat) and the waiting periods between the heats.
4. **“Positions, display settings”** for the zoom settings of the firing point monitor, the hit evaluation type (full ring, decimal ring, 1/100 mm, hidden), the sighting target, the competition target and the heat description for sighting and competition.
5. **“Set number of shots”** with setting options concerning the series, hits per target and number of sighting and competition shots.



## 4.2 Menu bar

The menu bar in the upper part of the program window contains three menu items.

The menu **“File“** offers the following selection options:

- **Load event from database:** Opens a window where an event can be loaded for editing that has been stored in the database. This function is also accessible via the key combination **Ctrl+L**.
- **Save event in the database:** Saves the currently set event in the event data base. This function is also accessible via the key combination **Ctrl+S**.
- **Create new event with wizard:** The wizard assists you to create step by step a new event.
- **Edit event with wizard:** The wizard assists you to change already existing events.
- **Edit event database:** Opens a window where you can edit the event database. This function is also accessible via the key combination **Ctrl+B**. The following functions are available in this window:
  - Enable and disable events
  - Export events in binary files or ASCII format
  - Delete events
- **Import events from a file:** Inserts one or more events from event binary files to the event database and opens the first selected event for editing. Event files are always referred to as **match.0<Competition-ID>.bin** and can be loaded via the [“Load events from database”](#) function and created with the MatCho program. This function is also accessible via the key combination **Ctrl+I**.
- **Quit program:** Quits the MatchDesc program. This function is also accessible via the key combination **Ctrl+Q**.

The menu **Target** offers the following selection options:

- **Reset changes of the current target:** Resets the initial state of the current target before having edited it. This function is also accessible via the key combination **Ctrl+R**.
- **Edit sighting target:** Opens a window where you can change the sighting target of the currently edited position. This function is also accessible via the key combination **Ctrl+P**.
- **Edit competition target:** Opens a window where you can change the competition target of the currently edited position. This function is also accessible via the key combination **Ctrl+W**.

The menu **„Help“** offers the following selection options:

- **Help:** Shows the MatchDesc online help. This function is also accessible via the **F1** key.



# Shootmaster II – Summary



## 4.3 Toolbar

The toolbar in the upper part of the window offers the following functions via the displayed icons:

	<b>Load event from database:</b> Opens a window where an event can be loaded for editing that has been stored in the database. This function is also accessible via the key combination <b>Ctrl+L</b> .
	<b>Save event in the database:</b> Saves the currently set event in the event data base. This function is also accessible via the key combination <b>Ctrl+S</b> .
	<b>Edit event database:</b> Opens a window where you can edit the event database. This function is also accessible via the key combination <b>Ctrl+B</b> . The following functions are available in this window: <ul style="list-style-type: none"> <li>• Enable and disable events</li> <li>• Export events in binary files or ASCII format</li> <li>• Delete events</li> </ul>
	<b>Create new event with wizard:</b> Opens the wizard to create new events. With the wizard you can create step by step a new event.
	<b>Edit event with wizard:</b> The wizard assists you to change already existing events.
	<b>Import events from a file:</b> Inserts one or more events from event binary files to the event database and opens the first selected event for editing. Event files are always referred to as <b>match.0&lt;Wettkampf-ID&gt;.bin</b> .
	<b>Reset changes of the current target:</b> Resets the initial state of the current target before having edited it. This function is also accessible via the key combination <b>Ctrl+R</b> .
	<b>Edit sighting target:</b> Opens a window where you can change the sighting target of the currently edited position. This function is also accessible via the key combination <b>Ctrl+P</b> .
	<b>Edit competition target:</b> Opens a window where you can change the competition target of the currently edited position. This function is also accessible via the key combination <b>Ctrl+W</b> .
	<b>Help:</b> Shows the MatchDesc online help. This function is also accessible via the <b>F1</b> key.
	<b>Quit program:</b> Quits the MatchDesc program. This function is also accessible via the key combination <b>Ctrl+Q</b> .



## 4.4 Event settings

In the upper left part of the MatchDesc window you will find the entry mask for the general event settings.

**Match settings**

Match name:  Rule number:

Calibre:  Distance:

Match mode:  No. of positions:

Description of match mode:

Here you can determine or change the following event settings:

- **Event name:** Name of the event that shall not exceed 19 characters.
- **Rule number:** A four-digit rule number of the event assigned by the German Shooting Federation (GSF).

**If you intend to create a user-defined event that does not have a GSF rule number, you should apply rule numbers as of 99.00 in order to avoid conflicts with the official GSF events.**

- **Caliber:** Here you can determine the caliber (diameter of the projectile in mm) of the event ammunition.
- **Distance:** Please determine here the distance to the target.
- **Event mode:** You can insert here the event mode of the current event. The event mode determines the course of the event and defines the meaning of the individual shooting periods, which can be inserted at the right beside the event settings in the main window of the MatchDesc program. Following this, please find an overview of all event modes with the corresponding descriptions.
- **Swiss hidden shooting :** Here you can decide whether the current event shall be a Swiss hidden shooting event or not. In Swiss hidden shooting events in most cases some series are hidden (without showing the hits) and some series are shot as usual. The hidden hits are displayed one after another after having finished a series. Please take further information concerning the Swiss hidden shooting from the chapter "[Swiss hidden shooting](#)".
- **Description of the event mode:** Provides an information text concerning the currently selected event mode.
- **Anzahl Stellungen:** Gibt die Anzahl der unterschiedlichen Stellungen innerhalb des aktuellen Wettbewerbs an.



# Shootmaster II - Summary



## 4.5 Event mode

No.	Description	Time 1	Time 2	Time 3	Time 4
1	This mode is intended for events with one position, where the sighting and competition heat have to be completed within one total time.	Total time	x	x	x
2	This mode is especially useful for events with one to three positions, where the sighting and competition heats have to be completed within one total time.	Total time	x	x	x
3	This mode is intended for events with one to three positions, where an own shooting time is determined for each position and where the different positions are started together.	Duration of position 1	Duration of position 2	Duration of position 3	x
4	This mode is intended for the Olympic rapid fire pistol (Olympic RFP). Common times are always assigned to two series.	Duration of position 1	Duration of position 2	Duration of position 3	Duration of position 4
5	This mode is intended for the Olympic rapid fire pistol youth competition. Three series receive the same time. The heat can be subdivided into two time periods.	Duration of position 1	Duration of position 2	Duration of position 3	Duration of position 4
6	This mode is especially useful for the target pistol. Precision and duell get different time periods and duell receives in addition a delay.	Shooting time of the precision series	Delay of the duell series	Shooting time of the duell series	x
7	This mode is especially useful for the service pistol. Precision and duell get different time periods. There is no sighting time.	Shooting time of the precision series	Shooting time of the duell series	x	x
8	The selected mode is intended for the standard pistol. You can insert a delay and up to three further position times.	Delay	Shooting time of series 1-4	Shooting time of series 5-8	Shooting time of series 9-12
9	This mode is intended for muzzle loaders. Only one position exists with a fixed sighting and competition time.	Preparation time	Shooting time	x	x



## Shootmaster II - Summary



10	This mode is intended for a final. Here you can determine the preparation time, the sighting time and the time per shot.	Preparation time	Sighting time	Shooting time per shot	x
11	This mode is especially useful for air rifle and air pistol in the league mode. You can determine the sighting and competition time, the preparation time for the tie-breaking shot and the shooting time for the tie-breaking shot.	Sighting time	Competition time	Preparation time tie-breaking shot	Shooting time tie-breaking shot
12	This mode is intended for ordnance rifle and lever action rifle. A fixed sighting time is assigned to the heat, which can be subdivided into two periods with different times and positions.	Sighting time	Series shooting time part A	Series shooting time part B	x
13	The selected mode is especially useful for any shooting contest with one position without time limit.	x	x	x	x
14	This mode is intended for the traditional shooting „Meister + Blatt!“ with one position without time limit.	x	x	x	x
15	This mode is especially useful for a shooting contest with one position and a total time. After a determined number of sighting shots, the competition heat is started automatically.	Total time	x	x	x
16	This mode is especially useful for a shooting contest with one position and a total time. The last sighting shot of any number of sighting shots becomes the first competition shot (set the maximum number of sighting shots to 200).	Total time	x	x	x
17	This mode is intended for running target.				
18	<b>8 shots: 4 single shots and 2 x 2 shots series</b>  Shot 1 - 4 are displayed  Shot 5 is hidden  Shot 6, shot 5 is shown in the display (5 sec.) and afterwards shot 6.  Shot 7 is hidden				



# Shootmaster II - Summary



	<p>Shot 8, shot 7 is shown in the display (5 sec.) and afterwards shot 8.</p> <p>All shots are added together as one series.</p>				
19	<p><b>10 shots: 4 single shots and 2 x 3 shots series</b></p> <p>Shot 1 - 4 are displayed</p> <p>Shot 5 is hidden</p> <p>Shot 6 is hidden</p> <p>Shot 7, shot 5 is displayed (4 sec.), then shot 6 (4 sec.) and then shot 7.</p> <p>Shot 8 is hidden</p> <p>Shot 9 is hidden</p> <p>Shot 10, shot 8 is displayed (4 sec.), then shot 9 (4 sec.) and then shot 10.</p> <p>All shots are added together as one series.</p>				
20	<p><b>10 shots: 2 single shots 1 x 2 shots series and 2 x 3 shots series</b></p> <p>Shot 1 - 2 are displayed</p> <p>Shot 3 is hidden</p> <p>Shot 4, shot 3 is displayed( 5 sec. ), then shot 4</p> <p>Shot 5 is hidden</p> <p>Shot 6 is hidden</p> <p>Shot 7, shot 5 is displayed (4 sec.), then shot 6 (4 sec.) and then shot 7.</p> <p>Shot 8 is hidden</p> <p>Shot 9 is hidden</p> <p>Shot 10, shot 8 is displayed (4 sec.), then shot 9 (4 sec.) and then shot 10.</p> <p>All shots are added together as one series.</p>				



## Shootmaster II - Summary



21					
22					
23					
24	Air rifle and air pistol in the Bavaria league mode. In this league mode you shoot 4 on 4. In case of a tie (2:2) the first pairing conducts a tie-breaking shoot-off.	Sighting time	Competition time	Preparation tie-breaking shot	Shooting time of tie-breaking shot
25	Air rifle and air pistol in the Hesse league mode. In this league mode you shoot 4 on 4. In case of a tie (2:2) the team result is evaluated to determine the winner.	Sighting time	Competition time	Preparation tie-breaking shot	Shooting time of tie-breaking shot
Swiss hidden shooting	Events that belong to the Swiss hidden shooting contain hidden competition series (the hits are not shown immediately) and usual competition series (the hits are displayed immediately).	Total time	Pause after hidden shots	Pause between the display of the different hits	



## 4.6 Shooting periods

In the upper right part of the window you will find entry fields for the shooting periods of the different competition heats (sighting and competition heats) and the waiting periods between the individual heats.

**Shooting times [h:mm:ss.z]**

Time aiming 1:	<input type="text" value="0:35:00.0"/>	▲ ▼
Time aiming 2:	<input type="text" value="0:45:00.0"/>	▲ ▼
Time aiming 3:	<input type="text" value="0:40:00.0"/>	▲ ▼
Time aiming 4:	<input type="text" value="0:00:00.0"/>	▲ ▼

The shooting periods are entered in the format [h:mm:ss.t]. The „h“ figure indicates the number of hours. Please enter the number of minutes for figure “mm”. The next figure “ss” indicates the number of seconds and “t” tenths of a second.

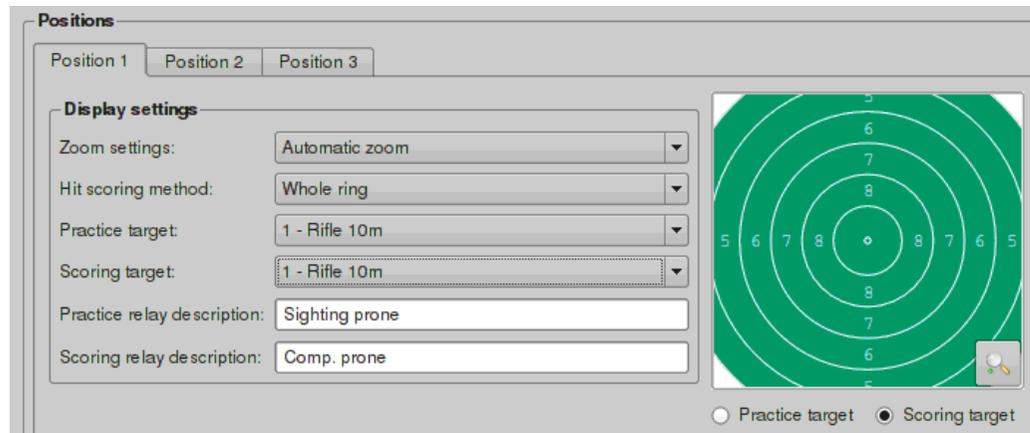
In order to insert shooting periods, please left-click on the figure you want to edit. With the „↑“ and „↓“ keys you can edit the corresponding figures. With the “←” and “→” key or the tab key you can switch between the places of the time entry.

The meaning of the shooting periods depends on the event mode that has been selected in the event settings. Please take further information concerning the assignment of the time periods from the following listing: [“Event modes”](#)



## 4.7 Define positions

In the lower part of the main window entry fields are arranged where you can determine the settings for the different positions of an event.



At the upper edge of the fields that serve to define the positions you will find tabs by means of which you can switch between the different positions of an event.

The settings for each position are composed of „**Display settings**“ and „**Set number of shots**“.

In the entry fields for „**Display settings**“ you can determine options that influence the display of the event on the Control PCs of the firing points. To give you a quick impression of the modification effect on the event display, a preview of the target appears on the right of the display settings. The target will be displayed in such a way on the Control PCs of the firing points.

In the zone „Set number of shots“ you can define the setting concerning the number of sighting and competition shots of an event.

Below please find detailed information concerning the „Display settings“ and „Set number of shots“ options:

## 4.8 Zoom settings

By means of the zoom settings you can define which part of the target shall be shown on the display of the Control PC. You can select the following options:

- **No zoom:** The whole target with all rings is displayed.
- **Automatic zoom:** The target is enlarged or reduced so that all hits are displayed.
- **up to and including ring 8:** The target is enlarged so that only the three innermost rings are displayed. In case of a target with 10 rings this corresponds to a display up to ring 8.
- **up to and including ring 6:** The target is enlarged so that only the five innermost rings are displayed. In case of a target with 10 rings this corresponds to a display up to ring 6.
- **up to and including ring 4:** The target is enlarged so that only the seven innermost rings are displayed. In case of a target with 10 rings this corresponds to a display up to ring 4.

If you change the zoom settings, the target preview to the right of the display settings will be refreshed immediately. In this way you can see at once how the zoom mode modification influences the target display on the Control PC.



## 4.9 Hit evaluation mode

By means of the hit evaluation settings you can define how the value of a hit shall be displayed on the Control PC. You can choose the following options:

- **Decimal ring:** The value of hit is indicated with an accuracy of 1/10 ring.
- **Full ring:** The value of hit is indicated with an accuracy of 1 ring.
- **1/100 mm:** The value of the hit is shown in 1/100 mm. This figure is the distance from the hit center to the target center.
- **Hit circle:** The diameter of the smallest circle is determined that includes all hits.
- **Full-ring sighting, hidden competition:** In the sighting heat, the value of hit is indicated with an accuracy of 1 ring. The competition heat is conducted in a hidden manner. No hits are displayed.
- **Valuation of 100:** The whole target is divided up into 100 equal rings. The innermost ring value is 100 (10.9 on a usual target), the outermost ring value is 1.
- **Decimal ring with 1/100 mm evaluation in case of a tied score:** Decimal ring evaluation of the individual hits. In case of a tie at the end of a competition, the 1/100 mm value is indicated additionally.
- **Full ring with 1/100 mm evaluation in case of a ties score:** Full ring evaluation of the individual hits. In case of a tie at the end of a competition, the 1/100 mm value is indicated additionally.

## 4.10 Select sighting and competition target

In order to choose sighting or a competition target for the current event, please click on the corresponding selection box. A list with all targets that are available in the database appears.

The entries of this list are built up according to the following scheme:

### Target identification number – target name

- The target identification number is a unique number for every target, by means of which the targets can be distinguished in the database. Here the numbers are entered, as targets with the same name, but a different identification number may exist.
- The target name indicates the name of the target. This field can be empty in case of targets no name had been assigned to.

If you have chosen a target from the database, the target preview to the right of the display settings will be refreshed automatically. In this way you can gain a visual impression of the selected target.

If you intend to create your own target, please read on here:

- [edit existing target](#)
- [create new target](#)



## 4.11 Determine heat description

You can insert into the entry fields „**Sighting heat description**“ and „**Competition heat description**“ a description of the currently selected position that is displayed on the Control PC, if this position is active.

The length of the heat description is limited to 19 characters.

## 4.12 Determine the number of shots for the sighting and competition target

In the lower part of the position screen you will find the entry mask for the number of shots of the sighting and competition target of the currently edited position.

Set number of shots	
<b>Practice</b>	<b>Score</b>
No. of hits per series: 10	No. of hits per series: 10
No. of hits per target: 5	No. of hits per target: 5
Maximum no. of practicing shots: 200	No. of scoring shots: 20

You can make the following settings:

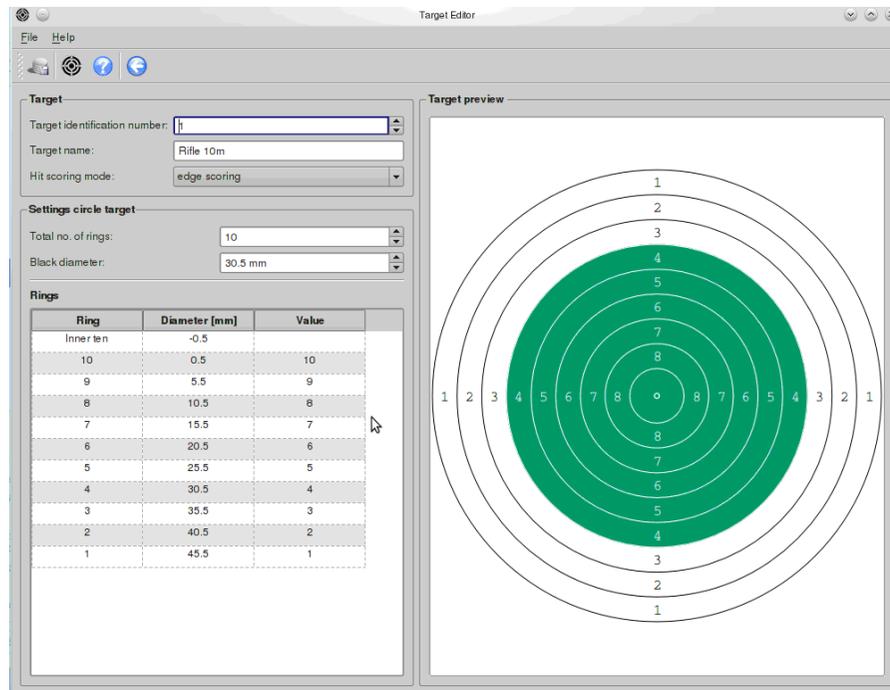
- **Number of hits per series:** You can determine here how many hits a series of the current event heat shall contain.
- **Number of hits per target:** Define here the number of hits after which the target shown by the Control PC shall be cleared during a competition.
- **Maximum number of possible sighting shots:** Please insert here the maximum number of sighting shots for the sighting heat of the current position. At the moment the maximum number of sighting shots is limited to 200.
- **Number of competition shots:** Please insert here the number of competition shots of the competition heat of the current position.



## 4.13 Target editor

### 4.13.1 Design of the target editor window

The target editor window can be subdivided into five main zones. In the upper part of the window you will find the menu bar. Below a toolbar is positioned. The entry fields for the target data and the target preview take the largest zone of the window. In the upper part of this zone you will find the entry mask for the general data of a target (target identification number, target name, number of rings ...).



Below, the lower left part of the window shows a table, where the ring diameters and values of the current target are shown. By means of this table you also can edit the ring diameters and values.

[Determine inner ten size, ring diameter and ring values.](#)

In the right part of the window you will find a preview of the currently defined target that is being refreshed automatically when the ring configuration or the black diameter are changed.

**Please note that the target preview can only be refreshed, if the target configurations you have entered are correct. The conditions for a correct target configuration are listed in the section [„Target preview“](#).**



## 4.13.2 Menu bar

The menu bar in the upper part of the program window contains two menu items.

The menu **“File”** offers the following selection possibilities:

- **Store target to database:** Saves the currently edited target in the ShootMaster database. This function is also accessible via the key combination **Ctrl+S**.
- **Create new target:** Discards the data of the currently edited target and creates an empty target with the next free target identification number. This function is also accessible via the key combination **Ctrl +N**.
- **Back to main window:** Quits the target editor and returns to the main window of this application. This function is also accessible via the key combination **Ctrl +Q**.

The menu **„Help“** offers the following selection possibilities:

- **Help:** Shows the MatchDesc online help. This function can also be reached via the **F1** key.

## 4.13.3 Toolbar

The toolbar in the upper part of the window offers the following functions via the displayed icons:

	Saves the currently edited target in the ShootMaster database. This function is also accessible via the key combination <b>Ctrl+S</b> .
	Discards the data of the currently edited target and creates an empty target with the next free target identification number. This function is also accessible via the key combination <b>Ctrl +N</b> .
	Shows the MatchDesc online help. This function can also be reached via the <b>F1</b> key.
	Quits the target editor and returns to the main window of this application. This function is also accessible via the key combination <b>Ctrl +Q</b> .



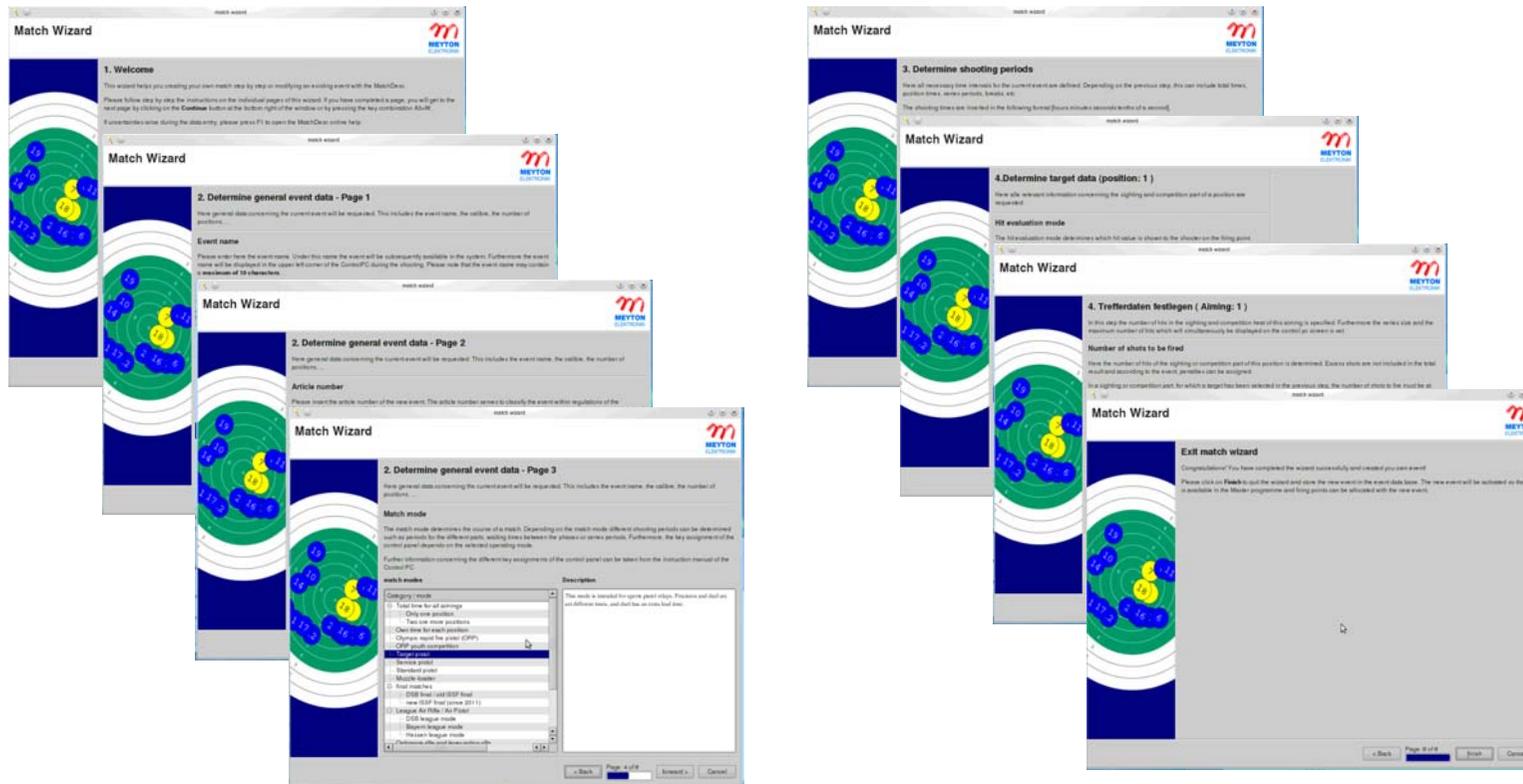
# Shootmaster II - Summary



## 3. Event wizard

### 3.1 Create new events with the event wizard

In order to create a new event, please click on  **“Create new event with wizard“**.  
The event wizard window appears. In 6 steps the new event is created.



In every step you only have to insert the required event data.  
In the last step the new event is stored automatically to the event database and is immediately available.



Chapter 5

# About AccMan II

**The Account Manager (AccMan for short) serves to conduct shooting contests. A shooting contest is an event, where the shooter receives or buys a certain number of targets.**

**With this program all shooters participating in this shooting contest are registered and their target accounts are administrated. Besides you can select the targets that shall be used for the shooting contest. Furthermore you can print the current state of the target accounts and the results of the completed targets.**

**With this program you can:**

- + ...conduct different shooting contests simultaneously and**
- + ...conduct club championships etc.**
- + The shooter can interrupt his or her shooting at any time and continue it at a later stage.**
- + If a shooting contest has already been created, you can use it again and again for recurring events.**



# Shootmaster II - Summary



## 5.1 The AccMan main window

### 5.1.1 Design of the AccMan main window

The AccMan main window is the main control center of the whole shooting contest. Here you can create the shooting contest, register the participants, assign targets, manage the target accounts, assign unoccupied firing points to the shooters and print the results and accounts of every shooter.

The AccMan main window can be subdivided into 6 different zones:

The screenshot shows the AccMan 0.8.2b interface with the following components:

- 1. Menu bar:** File, Price shooting, Account, Help
- 2. Toolbar:** A row of icons for file operations and account management.
- 3. Shooter selection:** A list of shooters with columns for Name, Start no., and Account no. Habermann Thomas is selected.
- 4. Target account table:** A table showing target accounts for Habermann Thomas (1).

Target	Used	Available	Modification	No printout
LG Fest	0	0	1	
LG Glueck	0	0	1	
LG Koenig	0	0	1	
LG Meister	0	0	1	
LG Pokal	0	0	0	
LG Preis	0	0	0	
- 5. Field of action:** A panel on the right with buttons: Make transaction, re set account, Print account statement, Print results, used targets, Refresh account.
- 6. Firing points table:** A table showing firing points for various shooters.

Firing point	Shooter	Aiming	Hit	Event
1	Gerstenlauer Christine	Probe	0	LG Meister
2	Habermann Thomas	Probe	0	LG 40
4	Kohl, Angelika	Probe	0	LG Meister
5	Schönecker Manfred	Probe	0	LG 40
6	Fetkötter Marlene	Wertung	0	LG Fest
7	--free--	Probe	0	LG 40
8	--free--	Probe	0	LG 40

1. Menu bar
2. Toolbar
3. Shooting contest and participant administration
4. Target account
5. Field of action
6. Firing point selection



# Shootmaster II - Summary



## 5.2 Menu bar

The menu bar in the upper part of the program window contains four menu items.



In the menu **“File”** the following program settings are grouped:

- Print settings Sets the title of the result printouts (title of the shooting contest, subtitle, date, place).
- Program settings With this button you can determine another account server (if a client is used).
- Consistency check Checks if a starting list has been created for this shooting contest and if accounts have been generated.
- Quit program Quits the AccMan program.

In the menu **“Shooting contest”** you will find all actions of the shooting contest:

- Create new price shooting Name of the shooting contest, creates a new starting list for this shooting contest.
- Delete current price shooting Deletes the current shooting contest with all accounts.
- Edit price shooting targets Creates the required targets of this shooting contest.
- Insert shooter Adds a new shooter (participant).
- Edit shooter Edits or changes the master data of the shooter.
- Delete shooter Deletes this shooter from the shooting contest or the starting list.
- Print startlist Print a starting list of this shooting contest by name, start number, team or association.

In the menu **“Account”** you will find the account actions:

- Reset all accounts Resets all target accounts of the participants of this shooting contest.
- Make transaction Executes the assigning of the targets, so that they are now available for the participant for the shooting contest.
- Refresh account Refreshes the target account of the selected shooter.
- Book target contingent Assigns the number of targets, which has previously been set, to all participants.
- Print account statement Prints the current account balance of targets of the participant.
- Print result Prints the current result of the used targets of the selected participant.



# Shootmaster II - Summary



## 5.3 Toolbar

The toolbar in the upper zone of the window offers the following functions via the displayed icons:

	Prints a starting list according to name, start number, team or association.
	Sets the title of the result printouts (title of the shooting contest, subtitle, date, place).
	Prints the account statement of the selected shooter.
	Prints the result list of the selected participant.
	Creates a new shooting contest with a new starting list.
	Deletes the selected shooting contest with all accounts and participants of this shooting contest.
	Opens a window to create a shooting program.
	Opens the window "Add new shooter" with access to all shooters that exist in the system.
	Opens the window to change the data of the selected shooter.
	Deletes the selected shooter from this shooting contest.
	Resets the shooting contest accounts of all participants.
	Assigns a certain number of targets to the accounts of all participants.
	Shows the AccMan online help.
	Quits the AccMan program.



# Shootmaster II - Summary

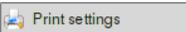


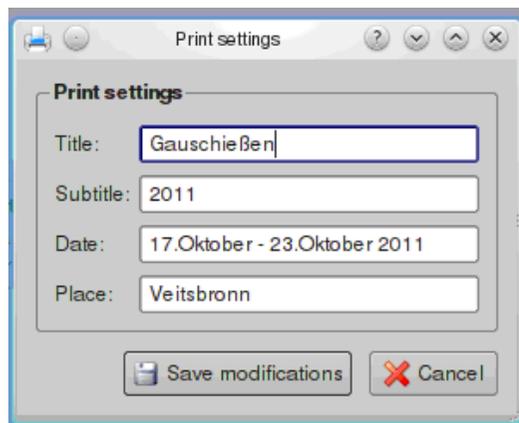
## 5.4 The menu „File“

The menu „File“ contains four items.



### 5.4.1 Print settings

The menu  generates the title columns of this shooting contest for the result printout of the individual participants. Please left-click on this control element. The print settings window appears.



Please insert the:

- **Title**
- **Subtitle**
- **Date**
- **Place**

of your shooting contest. Save you entries via:



(Print title settings of this shooting contest)

Gauschießen 2001

Schützengau – Fürth  
01.01.2001  
Veitsbronn

---

Schütze: Döllinger Ralf  
Verein: VfL u. KK Sport e.V. Veitsbronn  
Mannschaft: VfL Veitsbronn LuPi 1  
StartNr: 6  
KontoNr: 6

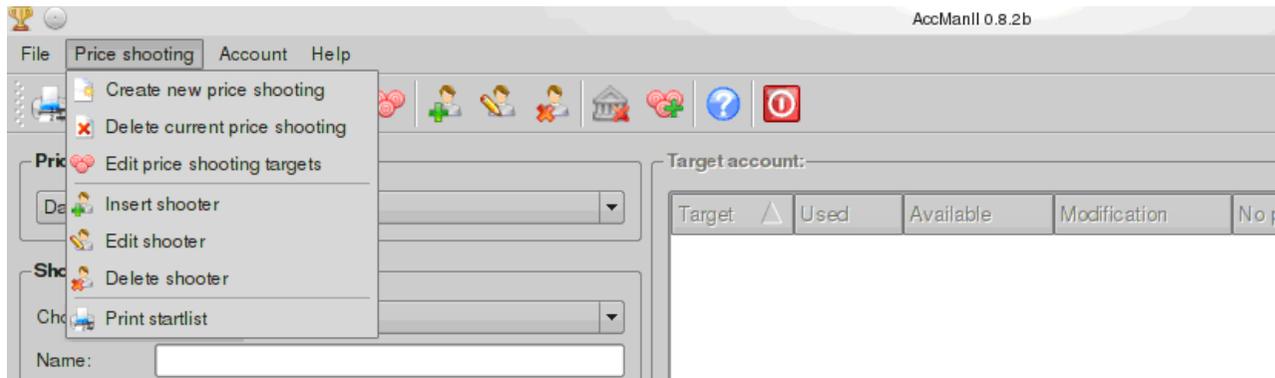


# Shootmaster II - Summary

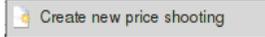


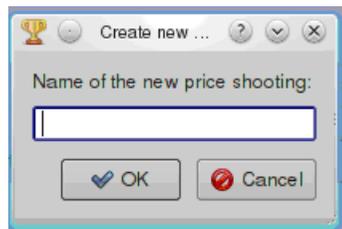
## 5.5 The menu „Shooting contest“

In the menu „Shooting contest“ you will find all items in order to create a shooting contest, insert or change shooters for the shooting contest or delete them. Furthermore you can print different starting list.



### 5.5.1 Create new shooting contest

In order to create a new shooting contest, please click under „**Shooting contest**“ on the menu item  or in the toolbar on the  icon. The subwindow appears where you can insert the name of the new shooting contest.



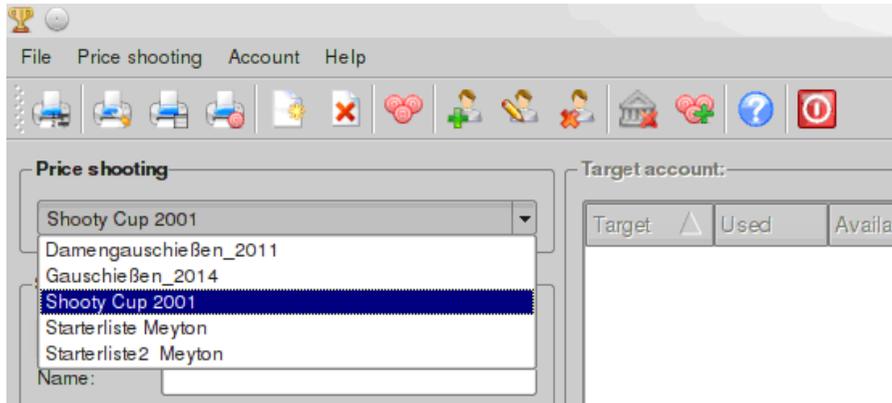
Please insert here the name of your shooting contest.  
(In case of annually recurring shooting contests please do not enter a year).

Please confirm with **OK** oder the “**ENTER**” key.

***In case of shooting contests with different disciplines, e.g. air rifle and air pistol, which have different targets, you can generate an own shooting contest for every kind of weapon.***



# Shootmaster II - Summary



In the list box „Shooting contest“ the name of your new shooting contest appears (here e.g. **Shooty Cup 2001**)

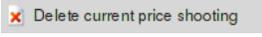
If several shooting contests have already been generated you can open and select the list of your already generated shooting contests via



## 5.5.2 Delete current shooting contest

In order to delete a shooting contest, please proceed as follows:

In the list box **“Shooting contest”** the shooting contest that shall be deleted must be displayed.

By means of the menu **“Shooting contest”**  or the  icon from the toolbar the displayed shooting contest can be deleted.

**By deleting the shooting contest you will not only delete the starting list, but also all accounts of the participants!**

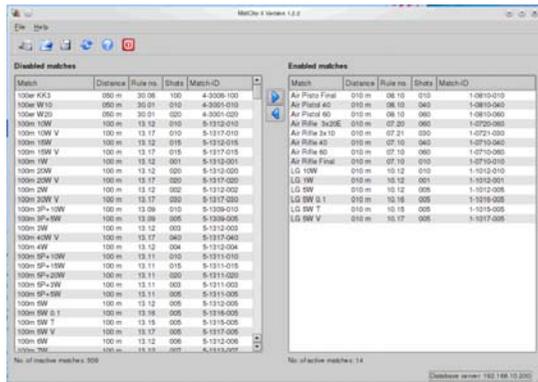


# Shootmaster II - Summary



## 5.5.3 Create shooting contest programs

In the menu **“Edit shooting contest program”** you arrange all targets that are required for your shooting contest. You can name the targets according to their announcement.



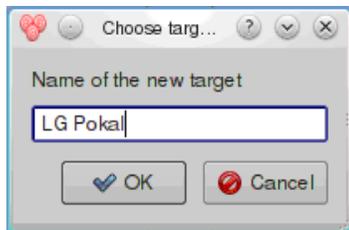
In advance it is necessary that the targets, which are required for your shooting contest, exist in the **MatCho** program under **„Active events”** with the according number of shots and shot value display (see MatCho instruction manual).

If the targets of the deactivated events should not meet your requirements, you can create your own targets and name them according to your shooting contest by means of the **“MatchDesc”** program (see MatchDesc instruction manual).

In order to edit the shooting contest program, please proceed as follows:

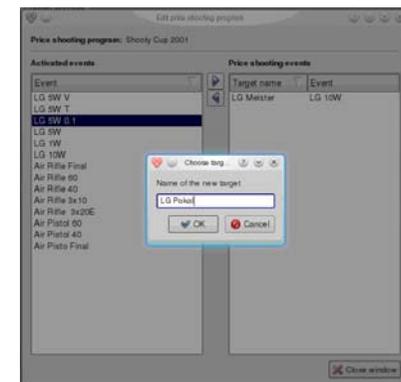
Open the menu under „Shooting contest“  **Edit price shooting targets** with the left mouse button or click on the  icon in der toolbar. The window **“Edit shooting contest program”** appears. In the left part of the window you will find the active events. Select an event (The event will be highlighted in blue).

By means of the arrow key  another subwindow appears, where the target name can be inserted, changed or renamed.



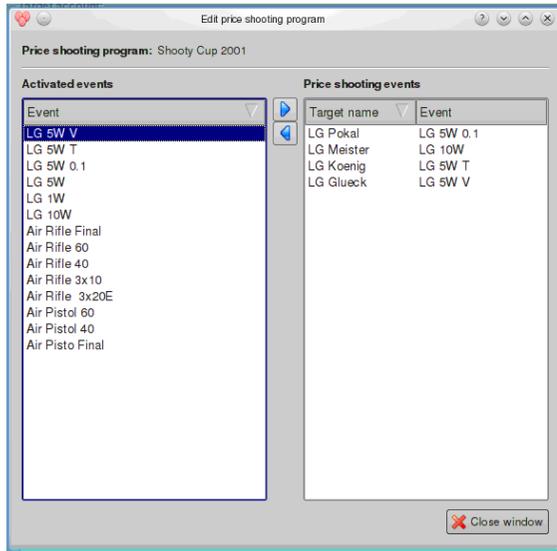
Confirm the name with **OK**.

Create as described all targets that are required for your shooting contest. If you have named all the necessary targets, they are stored in the right window **“Shooting contest events”**.



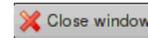


# Shootmaster II - Summary



Wrong or incorrectly named events can be removed by means of the arrow key  from the shooting contest events or renamed.

If you have set all events of the shooting contest, please close the shooting contest program via



**In the AccMan main window your set targets are only displayed after the shooter has been inserted.**



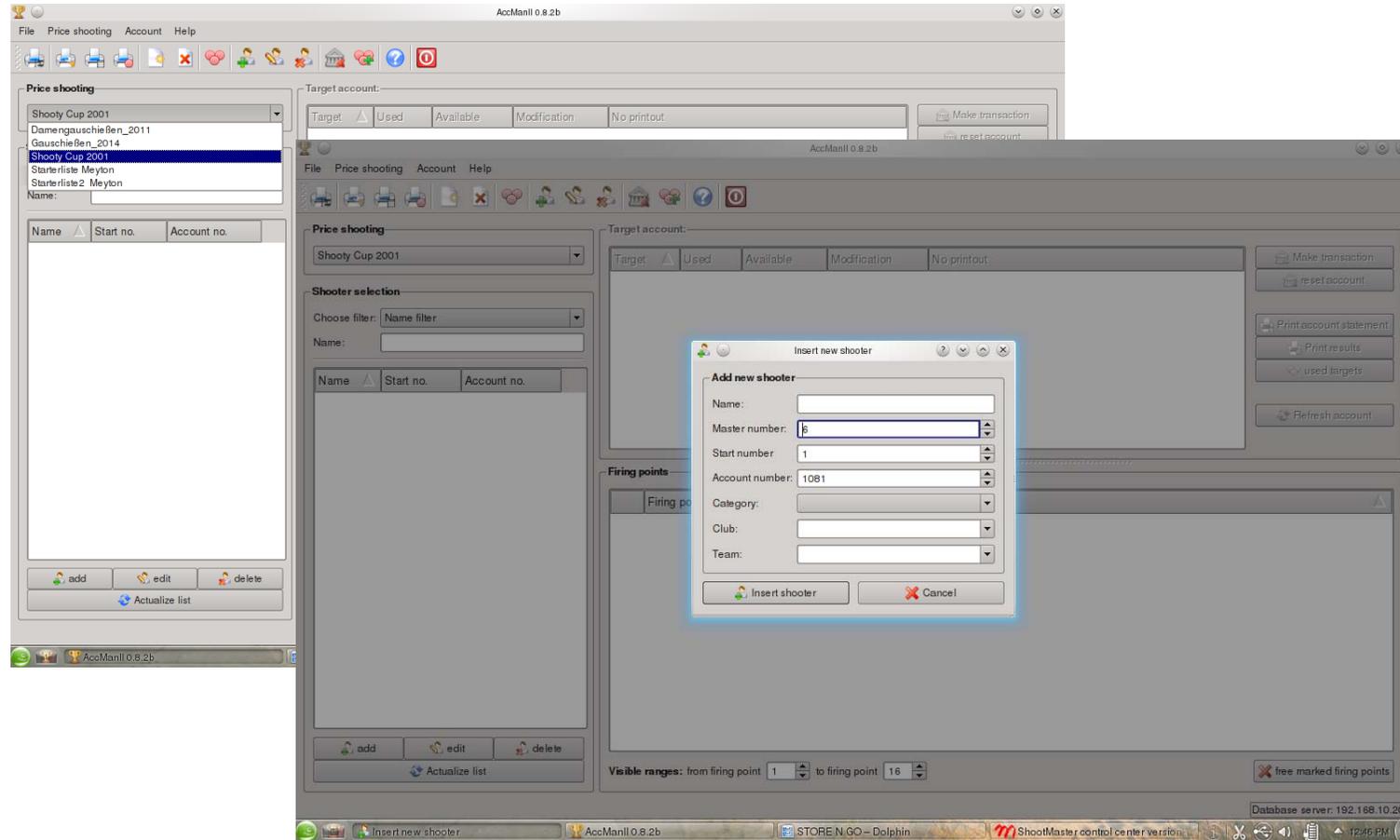
# Shootmaster II - Summary



## 5.6 Add shooter

In order to add shooters to your shooting contest, please proceed as follows:

1. If several shooting contest have been created, please select the appropriate shooting contest.
2. Confirm with the left mouse key or the „Enter“ key.



By means of  or  from the menu bar the window **“Insert new shooter“** appears.



# Shootmaster II - Summary



## 5.6.1 Insert shooter data

In order to insert shooter data, please choose one of the following options:

### a. Insert new shooter, who does not exist in the system yet.

Fill in the corresponding boxes:

- Name** Name of the shooter
- Sport pass number** Sport pass number of the shooter or other number, if the shooter does not have a sport pass number
- Start number** A consecutive number that is assigned by the system
- Account number** Is assigned by the system for the target administration
- Category** Category grouping according to the German Shooting Federation (GSF) to distinguish identical targets belonging to different categories
- Association** Association of the shooter
- Team** Team name for targets for which a team evaluation is intended (without team name no team evaluation can be effected)

Via  the shooter is transferred to the shooter selection.

### b. Shooters, who already exist in the system

- Please insert into the name box the initial letters of the required shooter. The selection list of the corresponding shooters appears at once.
- By highlighting the shooter, he or she is taken over.
- Please check or change the category.
- In case of a team evaluation, please select or insert the team.

Via  the shooter is transferred to the shooter selection.

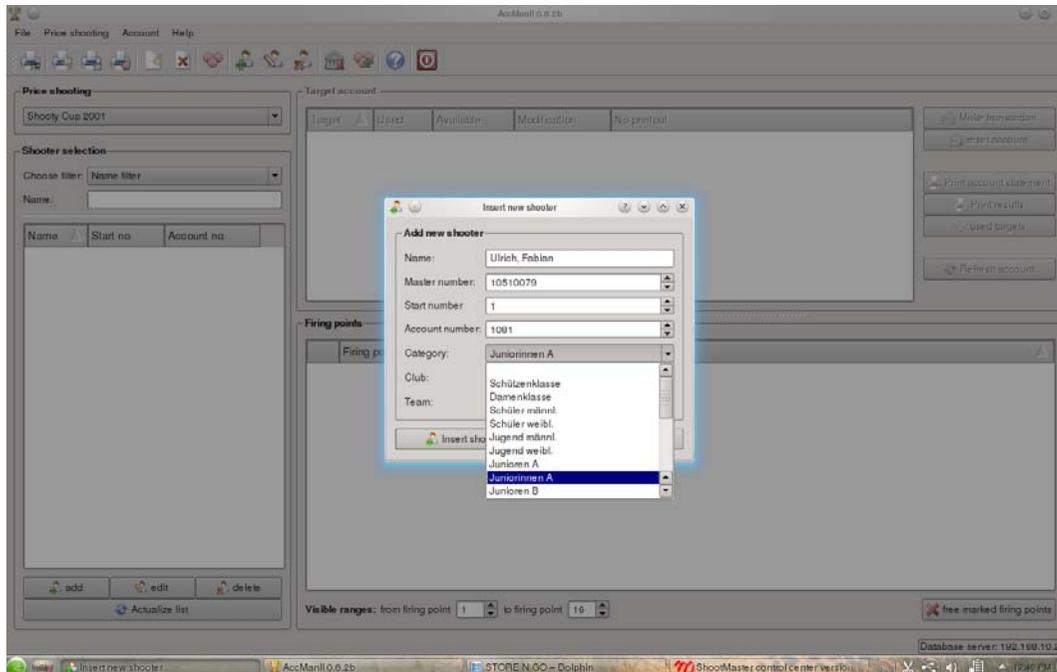


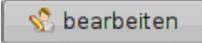
# Shootmaster II - Summary



## 5.6.2 Edit shooter data

In order to edit the data of a shooter, e.g. in case of name errors or changes of the category, association or team, please proceed as follows:



- Select the shooter.
- By means of  the subwindow „Edit master data“ appears. Please make here your modifications.
- Via  these changes are saved in the shooter master data.

### Please note:

If you change subsequently the name, the category or the team, the targets that contain previously shot hits are not displayed anymore on the result printout and under „Used targets“.

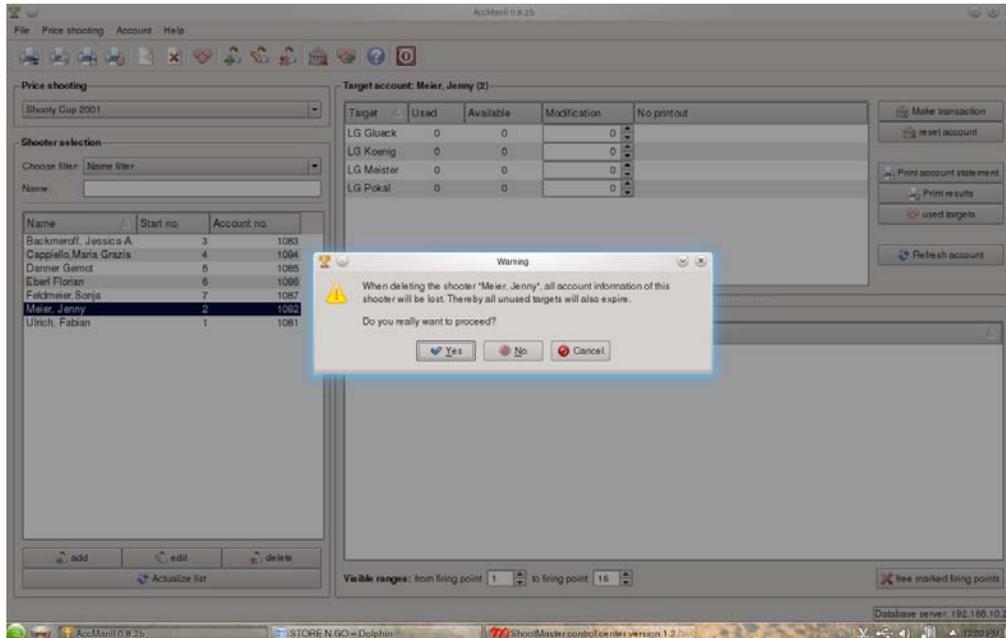


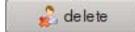
# Shootmaster II - Summary



## 5.6.3 Delete shooter

In order to delete a shooter from your shooting contest, please proceed as follows:



- **Select this shooter.**
- Via  this shooter will be deleted from the starting list / this shooting contest.
- Confirm with  that thereby all account information and unused targets get lost.



# Shootmaster II - Summary

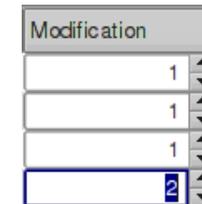


## 5.6 Assign targets

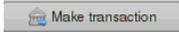
In order to assign shooting contest targets or further purchase targets to a shooter, please proceed as follows:

The screenshot shows the 'Target account: Habermann Thomas (1)' window. On the left, a 'Shooter selection' list shows 'Habermann Thomas' with account number 1 highlighted in blue. The main table lists targets with columns for 'Used', 'Available', and 'Modification'. The 'Modification' column for 'LG Fest' is set to 1. Below the table, the 'Firing points' section shows a list of points with 'Habermann Thomas' at firing point 2 highlighted. A 'Make transaction' button is visible on the right.

- Select the shooter (he or she is highlighted in blue).
- By means of the column „Modification“ and the arrow keys

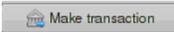


you can assign any amount of targets to the shooter

- With  these targets, which have been set under „Modification“, are made available for the user and are taken over to the account „Available“ targets.

- You can withdraw wrongly assigned or excess targets, which had been inserted by mistake, e.g. by means of -1.

Available	Modification
1	0
1	0
1	0
2	-1

Please confirm every modification with  to take over the changes.



# Shootmaster II - Summary

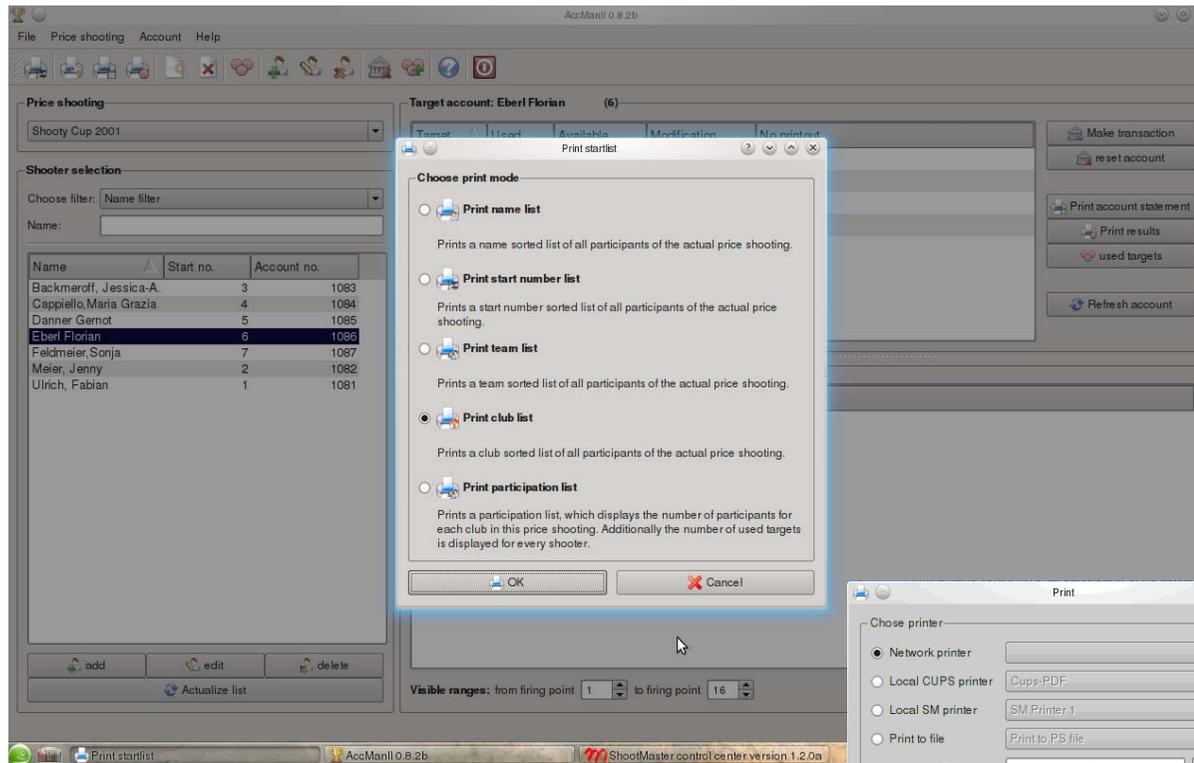


## 5.7 Print starting lists

In the AccMan shooting contest program you can print starting lists according to different criteria.

In order to print such a list, please open „Print starting lists“ via  from the toolbar or via

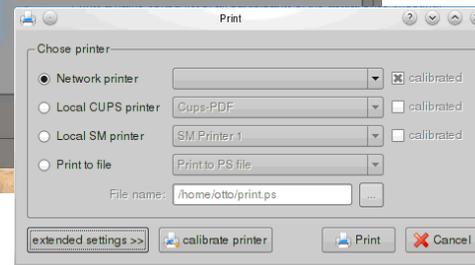
 from the menu bar under „Shooting contest“.



In the selection window you can print the following selected options of your participants by pressing the **OK** key:

- Name list
- Start number list
- Team list
- Association list

After having pressed **OK**, the printer selection window appears additionally. Select the appropriate printer or the „Print to file“ button and a directory, if you intend to save this list in a file.





# Shootmaster II - Summary



## 5.8 Assign firing points to shooters

In order to assign firing points to shooters, please proceed as follows:

The screenshot shows the 'Price shooting' window in Shootmaster II. The 'Shooter selection' panel on the left lists various shooters, with 'Habermann Thomas' selected. The 'Target account: Habermann Thomas (1)' panel on the right shows a table of targets with columns for 'Target', 'Used', 'Available', 'Modification', and 'No printout'. The 'Firing points' panel at the bottom shows a table with columns for 'Firing point', 'Shooter', 'Aiming', 'Hit', and 'Event'. The 'Firing points' table shows that firing point 2 is assigned to 'Habermann Thomas' for the 'LG 40' event. A 'free marked firing points' button is visible at the bottom right of the firing points table.

Target	Used	Available	Modification	No printout
LG Fest	0	0	1	
LG Glueck	0	0	1	
LG Koenig	0	0	1	
LG Meister	0	0	1	
LG Pokal	0	0	0	
LG Preis	0	0	0	

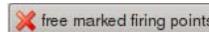
Firing point	Shooter	Aiming	Hit	Event
1	Gerstenlauer Christine	Probe	0	LG Meister
2	Habermann Thomas	Probe	0	LG 40
4	Kohl, Angelika	Probe	0	LG Meister
5	Schönecker Manfred	Probe	0	LG 40
6	Fatköther Marlene	Wertung	0	LG Fest
7	--free--	Probe	0	LG 40
8	--free--	Probe	0	LG 40

- Select a shooter.
- In case of a large number of participants, you can search individual participants with the filter selection by means of the **name** or **start number filter**. If you intend to use the name filter, please enter the first three characters of the name. In the shooter selection the corresponding names are displayed.
- Please left-click on a shooter, press and hold the key and pull the shooter to the corresponding firing point in the right selection window „Firing point“ and release the key.

The targets allotted to the shooter are now available on this firing point.

If the shooter has completed all targets, he or she will be deleted automatically after approx. 30 sec. from the firing point. This firing point will be marked as „free“.

If a shooter aborts the shooting this firing point can be cleared via (The remaining targets or shots of the shooter are conserved.)

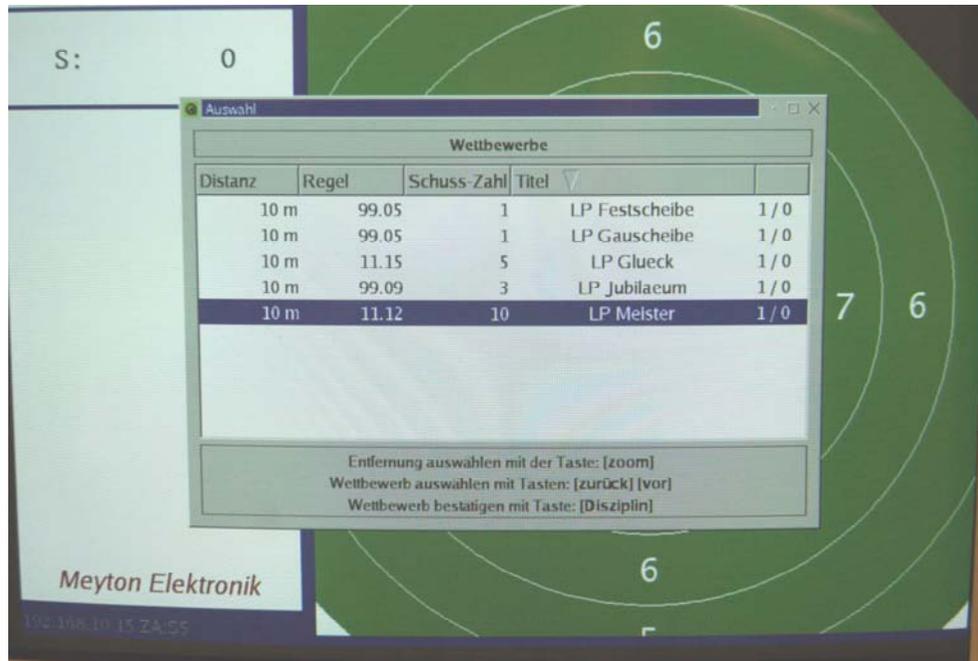




# Shootmaster II - Summary



## 5.8.1 Actions at the firing point

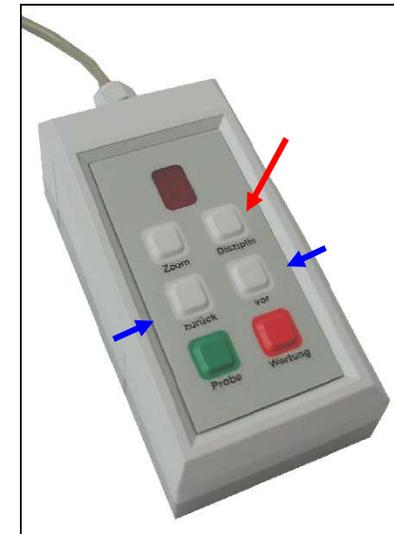


If you have assigned a firing point to a shooter, a window appears on the firing point monitor, where the assigned targets can be chosen.

**By means of the control panel keys, you can control the target selection.**

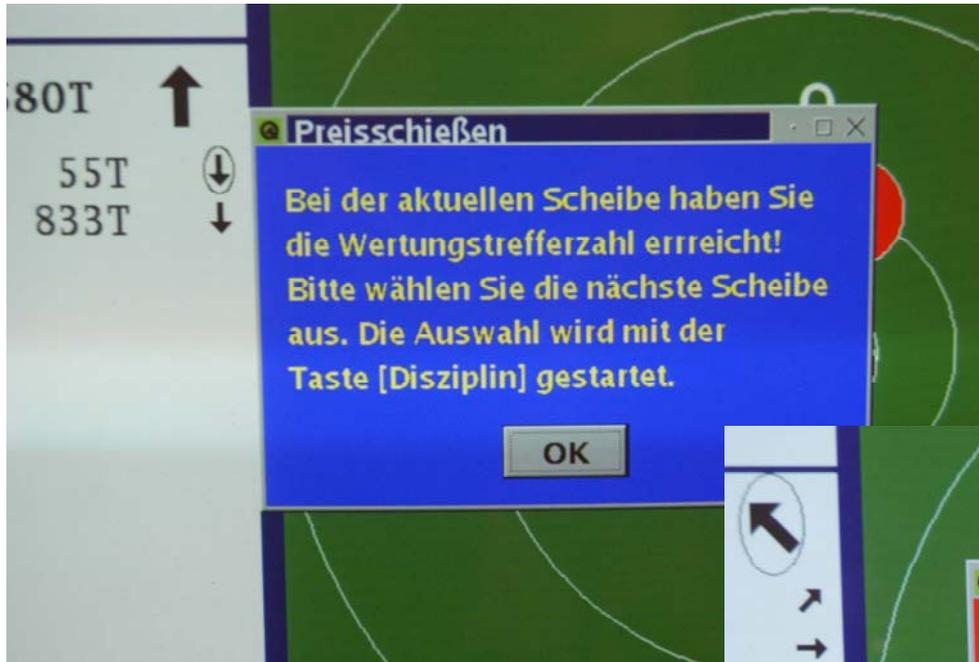
Via the keys „vor“ + „zurück“ you can select the targets.

By means of the “Dzpl” key the selected target is released for shooting (the target name is shown at the top left of the monitor).





## 5.8.2 Target is completed, all targets are completed

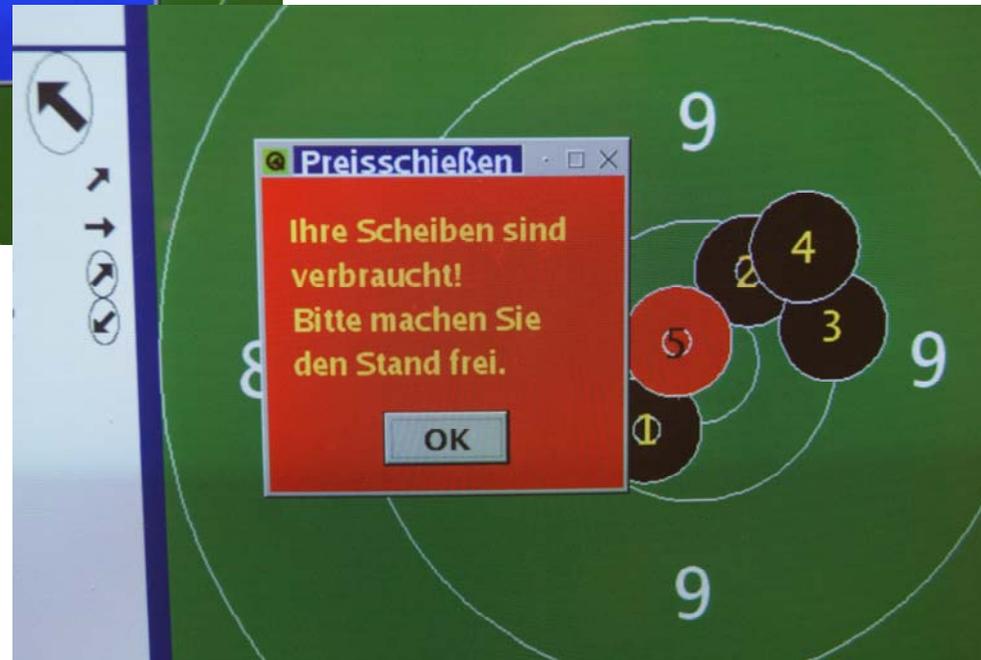


If the set hit number has been reached on the current target, you will be asked by this message to choose another target of the shooting contest in the event window by means of the „Dzpl“ key.

*If you press the „Dzpl“ key once, your whole shot pattern is displayed.  
If you press the „Dzpl“ key again the selection window with your remaining targets appears.*

If you have used up all the targets of this shooting contest, you are requested to leave the firing point.

This range will be cleared automatically after approx. 30 sec. and can be reassigned.



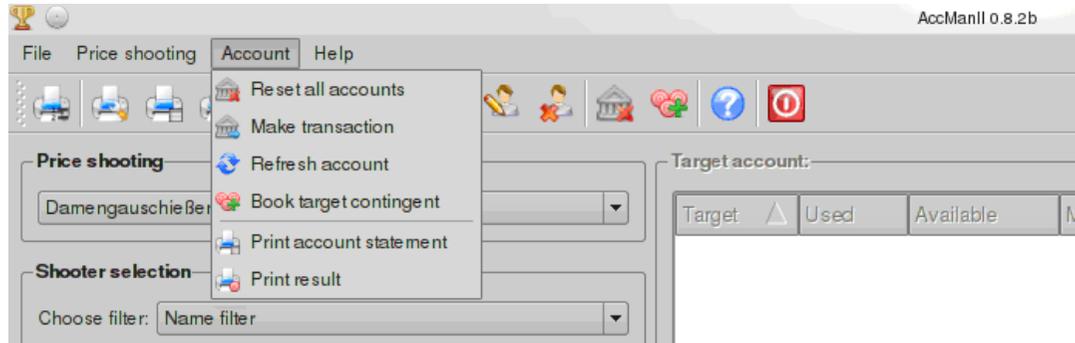


# Shootmaster II - Summary

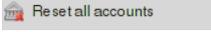


## 5.9 The menu „Account“

The menu „Account“ provides all actions in order to manage the target accounts.



### 5.9.1 Reset all accounts

With the function  in the menu bar under „Account“ or under  in the toolbar you can reuse this already existing shooting contest with all participants by resetting the target accounts (delete all used up and available targets for annually recurring shooting contests).

When clicking on this function, the warning message



informs you once again that all used up and available targets will be deleted.

Please confirm with **OK**.

#### **Important note!!**

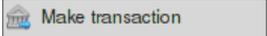
**Please make sure that all old ranking lists of this shooting contest has been deleted in the [Ranklist](#) program. Otherwise the results of the new shooting contest are stored in the old ranking lists! (See the Ranklist instruction manual.)**



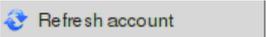
# Shootmaster II - Summary



## 5.9.2 Make transaction

The function  converts the allotted targets of the selected shooter, which have been set under „Modifications“, to available targets. (These targets are now available for the shooter). (See 6.8 „Assign targets“)

## 5.9.3 Refresh account

With  you can follow the current status of the **used up** or **available** targets of a firing point.

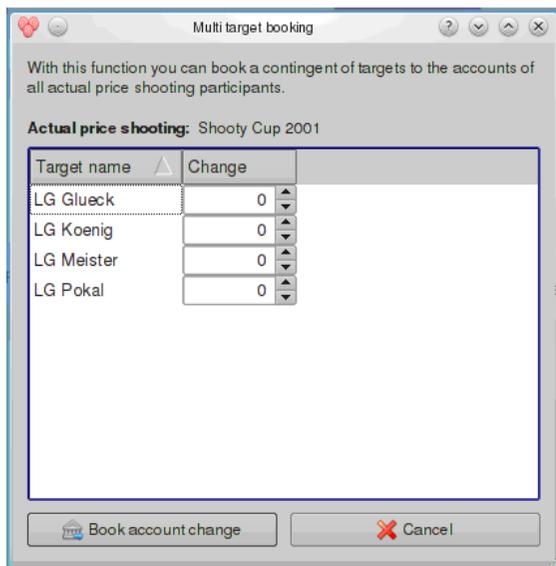
## 5.9.4 Assign number of targets

By means of this function you can assign a certain number of targets to all participants of your shooting contest or the shooting contest of the last year (the accounts must be reset).

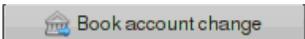
In order to assign the same number of targets to all participants of the shooting contest, please proceed as follows:

Please open the subwindow of the **multiple target assignment** via the  icon from the toolbar or via 

from the **menu bar** under „**Account**“. Here you can see the targets of your selected shooting contest.



Please enter the number of targets, which shall be assigned to all participants right from the start, in the column „Modification“.

By means of  **all** participants get this number of targets.

Subsequently you assign additional targets to individual shooters, as indicated under „**Assign targets**“.



# Shootmaster II - Summary

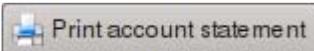


## 5.9.5 Print account statement

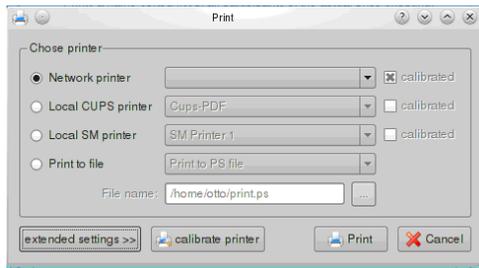
Via the action „Print account statement“ of the AccMan, you receive a printout of the assigned, used up and available targets of the selected shooter.

In order to print the account statement of a shooter, please proceed as follows:

- Select the shooter.

- Via left-clicking on 

the print window appears.



- Select the printer.
- If you want to save this account statement in a file, please choose „**Print to file**“.

By clicking on  the account statement of the selected

shooter (as shown here on the right) is printed.

### Gauschießen 2001

Schützengau – Fürth  
 01.01.2001  
 Veitsbronn

Schütze: **Döllinger Ralf**  
 Verein: **VfL u. KK Sport e.V. Veitsbronn**  
 Mannschaft: **VfL Veitsbronn LuPi 1**  
 StartNr: **6**  
 KontoNr: **6**  
 Zeit: **9.02.2011 12:11:36**

Wettbewerb	verbraucht	verfügbar	neu
LG Buerger	0	0	0
LG Damenscheibe	0	0	0
LG Festscheibe	0	0	0
LG Gauscheibe	0	0	0
LG Glueck	0	0	0
LG Jubilaeum	0	0	0
LG Meister	0	0	0
LP Buerger	0	0	0
LP Damenscheibe	0	0	0
LP Festscheibe	1	0	0
LP Gauscheibe	1	0	0
LP Glueck	1	0	0
LP Jubilaeum	1	0	0
LP Meister	1	0	0



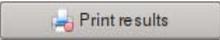
# Shootmaster II - Summary



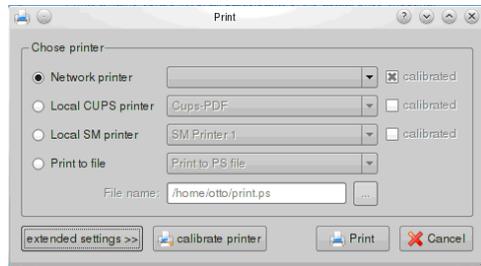
## 5.9.6 Print results

With the AccMan shooting contest program you can print the result of shooter using the AccMan window immediately after he or she has shot on the assigned targets. All hit values are of every completed target are listed in the printout.

In order to print the results of a shooter, please proceed as follows:

- Select a shooter.
- You can check once again in his or her account statement the number of the assigned and completed targets.
- By left-clicking on 

the print window appears.



- Select the printer.
- If you want to save this result in a file, please choose „Print to file“.

By clicking on  the result of the selected shooter (as shown here on the right) is printed.

### Gauschießen 2001

Schützengau – Fürth  
01.01.2001  
Veitsbronn

Schütze: **Döllinger Ralf**  
Verein: **VfL u. KK Sport e.V. Veitsbronn**  
Mannschaft: **VfL Veitsbronn LuPi 1**  
StartNr: **6**  
KontoNr: **6**

#### LP Festscheibe

9.2.2011 11:55:52 – 10 ( 10.4) [ 407.8]  
10.4 (407.8)

#### LP Gauscheibe

9.2.2011 11:56:43 – 9 ( 9.7) [1002.4]  
9.7 (1002.4)

#### LP Glueck

9.2.2011 12:03:49 – 50 ( 52.1) [ 121.0]  
10.5 (337.8)      10.4 (425.4)      10.2 (575.2)      10.2 (633.8)      10.8 (121.0)

#### LP Jubiläum

9.2.2011 11:58:06 – 29 ( 31.0) [ 55.1]  
9.9 (833.1)      10.9 (55.1)      10.2 (580.4)

#### LP Meister

9.2.2011 12:01:37 – 98 ( 103.7) [ 50.0]  
9.6 (1057.7)      10.7 (194.0)      10.8 (119.9)      10.1 (671.7)      10.3 (492.6)  
10.7 (218.3)      10.2 (631.5)      10.9 (50.0)      9.9 (866.0)      10.5 (356.9)

Der Unterzeichnende bestätigt mit seiner Unterschrift die Richtigkeit obiger Ergebnisse.  
Nachträgliche Reklamationen sind nicht mehr möglich.

Datum, Unterschrift



# Shootmaster II - Summary



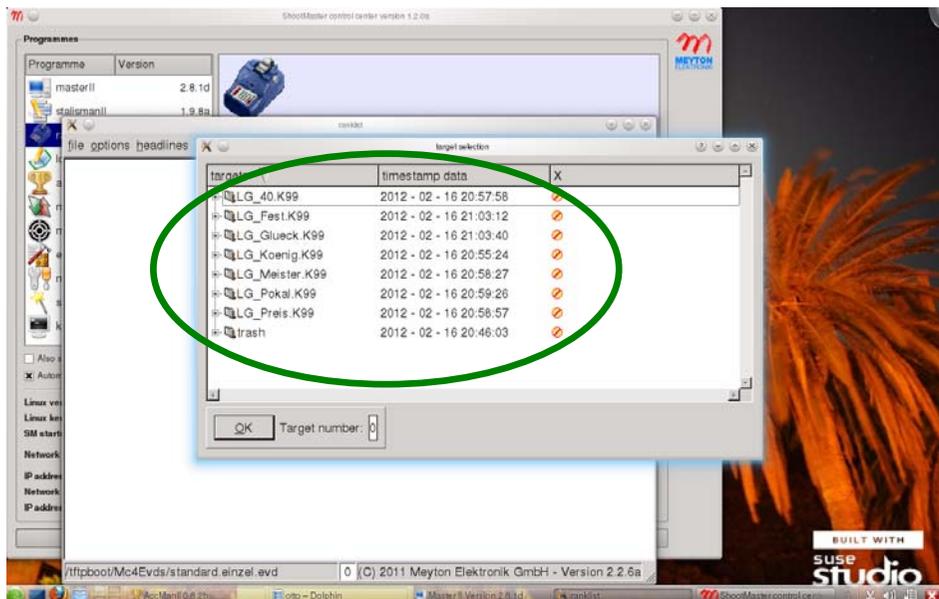
## 5.10 Create ranking lists (result lists)

In order to create result lists, please open the „Ranklist“ program.

Under

- File
- Select targets

you will find your targets under the name you have determined in the target account.



If a category had been assigned to the shooter when collecting the data, these different categories are displayed in the column „Targets“.

Here e.g. **LP Festscheibe K10**

**Der Zusatz hinter dem Scheibennamen K10 = Schützenklasse**

**Entsprechend der Klassen Nr. des DSB**

**LP Festscheibe.K11 =Damenklasse**

**LP Festscheibe.K50 =Herrn Altersklasse**

**LP Festscheibe.K60 =SeniorenA männlich**

**Usw.**

The evaluation of the targets is conducted according to the „Ranklist“ instruction manual.



# About Ranklist

**With the ranking list program (also referred to as result program) you can evaluate the results of a conducted event according to different criteria (e.g. full ring, decimal ring or 1/100 mm evaluation...). A generated result list can be printed and converted to the HTML or PDF format. Furthermore a data exchange with different championship programs can be effected.**

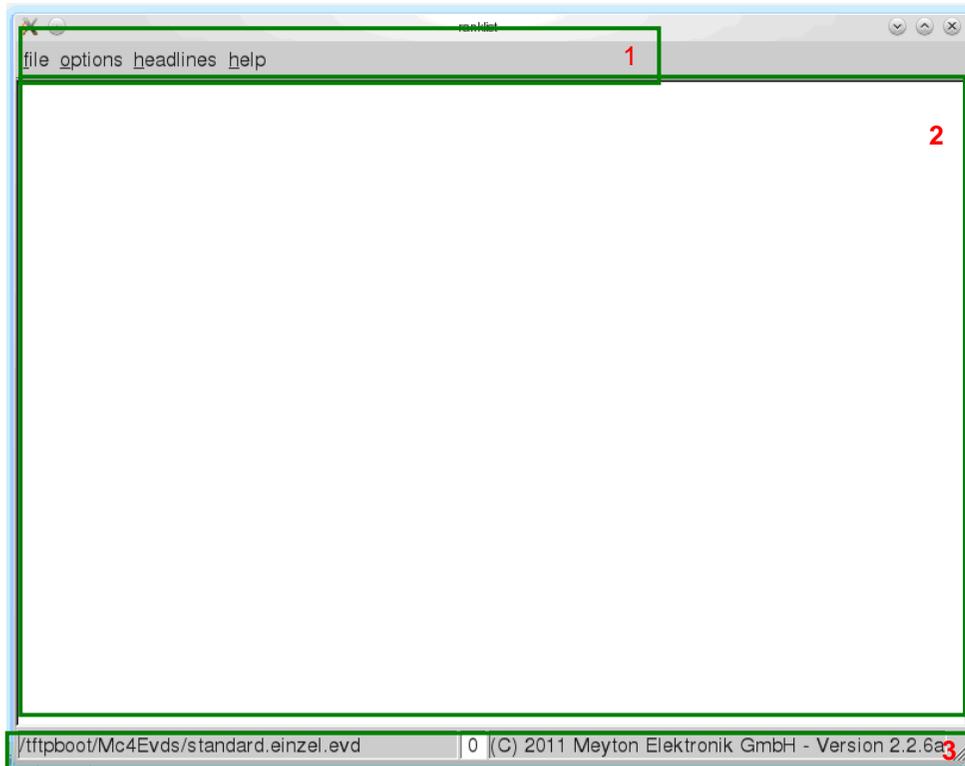
**Besides, after the end of an event, you can print certificates.**





## 6.1. The Ranklist main window

### 6.1.1 Design of the Ranklist main window



The Ranklist main window is divided into three different zones:

- 1. Menu bar;** provides access to all setting and actions.
- 2. Information area;** in the middle zone of the window the result list is displayed after the ranking list and the evaluation descriptions have been selected.
- 3. Status bar;** in the lower zone of the window information concerning the different menu items is displayed.



# Shootmaster II - Summary



## 6.2. Menu bar

The menu bar contains four menu items.

In the menu „File“ the following program setting are grouped:

ranklist	
file options headlines help	
select targets	Ctrl+A
open evaluation description	Ctrl+B
calculate ranking list	Ctrl+R
save ranking list as HTML	Ctrl+W
print ranking list	Ctrl+P
print certificate(s)	Ctrl+U
print DSB certificate(s)	Ctrl+D
save certificate data in CSV file	Ctrl+S
printer settings ...	
create PDF files from selected targets	Ctrl+F
create David21 file from selected targets	Ctrl+V
export results to (JS)	Ctrl+X
export results to (MS)	Ctrl+Y
save selected targets in MySQL-SSMDB	Ctrl+M
Delete the stored data in the MySQL SSMDB	
exit	Ctrl+Q

- **Select target:** Opens the window “Target selection” with the targets that have been saved in the result list.
- **Open evaluation description:** Opens the window „Loading evaluation description“ with those evaluation possibilities that have been determined in the EvalDesc.
- **Calculate ranking list:** Calculates the ranking list according to the entered settings.
- **Save ranking list as HTML:** Saves the ranking list in the HTML format.
- **Ranking list printout:** Prints the selected ranking list.
- **Certificate printout:** Prints the certificate text on certificate template according to the settings under “Options” - “Certificate text”.
- **GSF certificate printout:** Prints certificates in compliance with the templates of the German Shooting Federation (GSF) and according to the settings under “Options” – “Certificate text”.
- **Saves certificate data in CSV file:** Saves the certificate data in the csv text format.
- **Printer settings:** Choice of the connected printer or print to file.
- **Create PDF files of selected targets:** Saves the selected targets with shot pattern and shot data in the PDF format.
- **Create David21 file of selected targets:** Saves the selected targets in order to transfer them to the David21 championship program.

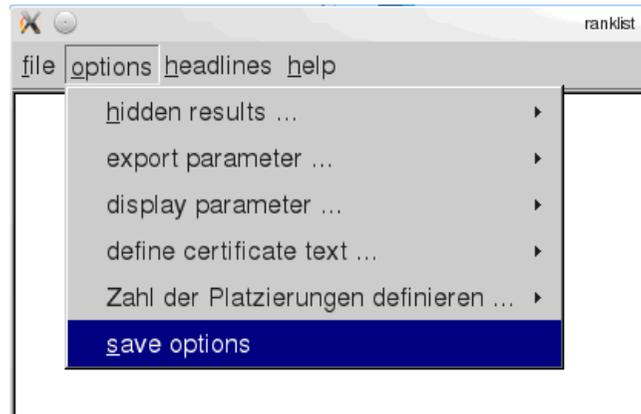
- **Export results to (JS):** Provides results for other championship programs.
- **Export results to (MS):** Provides results for other championship programs.
- **Save selected targets in MySQL-SSMDB:** Saves target data to a MySQL database.
- **Delete saved targets in MySQL-SSMDB:** Deletes saved data from a MySQL database.
- **Quit:** Quits the Ranklist program.



# Shootmaster II - Summary

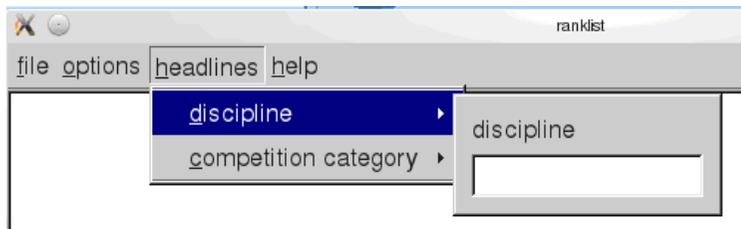


In the menu „**Options**“ the following program settings are grouped:



- **Hidden results:** Here you can set how many ranks shall be displayed without result in case of a shooting contest, for example.
- **Export parameters:** Selection of the directory, where the result lists shall be stored according to the discipline ID or ranking list name.
- **Output parameters:** Selection of the directory, where the result lists can be read out as html parameters or according to the discipline ID or ranking list name, as well as the pdf or the David21 directories.
- **Define certificate text:** Input window for certificate text and parameters.
- **Define number of ranks:** Defines the ranklist hat shall be shown and printed.
- **Save options:** Saves the settings.

In the menu „**Titles**“ the following settings can be chosen:



- **Discipline:** Under „Title“ you can enter the discipline abbreviation or a user-defined discipline name for the result printout.
- **Competition category:** Under „Title“ you can enter the competition category according to the result list for the result printout.

The menu „**Help**“ does not have a function at the moment.



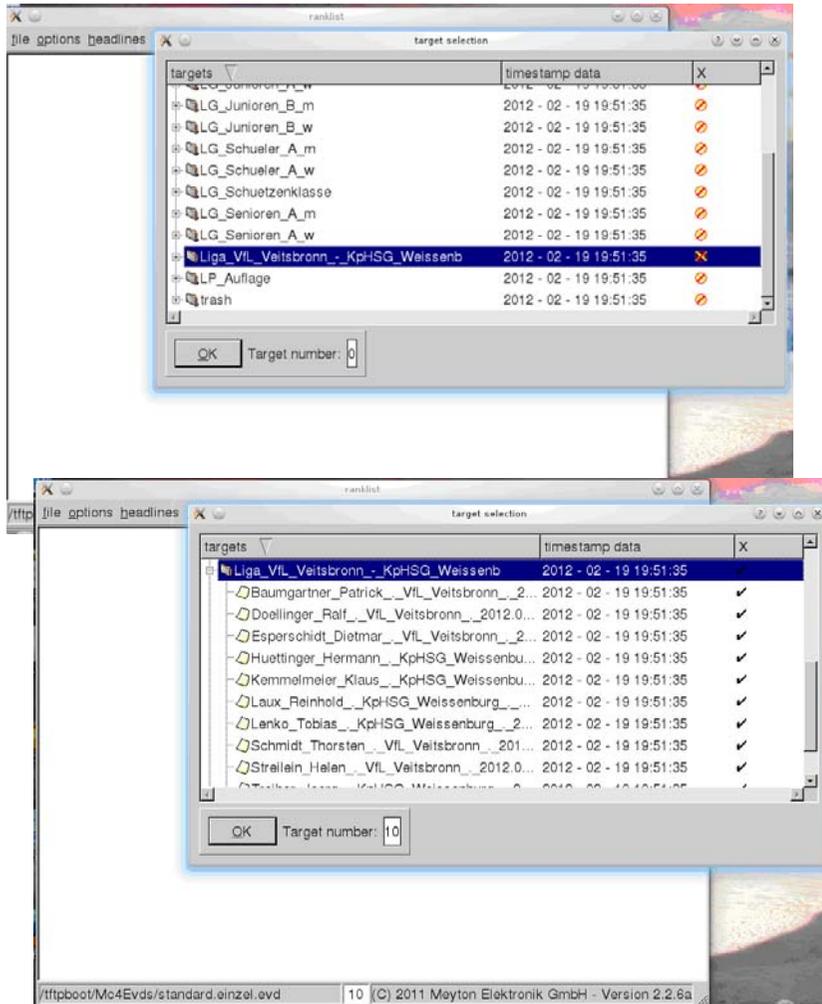
# Shootmaster II - Summary



## 6.3. Create ranking or result list

### 6.3.1 Select targets:

In order to create a result list, please proceed as follows:



1. Under „File“ -> „Select target“ the target selection appears with the target descriptions that have been entered into the starting lists under „Result list“.
2. By double-clicking on the chosen result list (here **z.B. Liga\_VfL Veitsbronn...**) this result list with all participants appears.
3. By clicking on  in the line „Aufstieg\_Liga\_vfL Veits...“ the sign changes
4. to  for all shooters of this list. This means that all shooters, who are marked with a checkmark, are selected.
5. Shooters of this list that shall **not** be evaluated, can be excluded from the evaluation by clicking on the checkmark. They will be marked with the  symbol and not included in the evaluation.
6. In the number of targets the number of the selected shooters is displayed.
7. Confirm with **OK**.



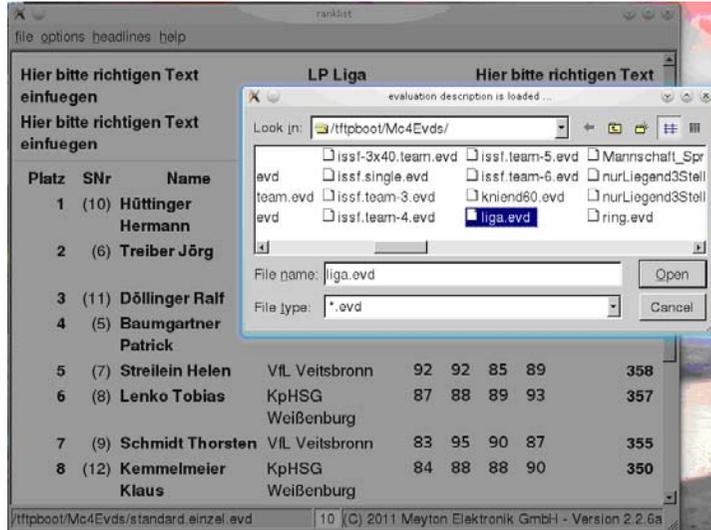
# Shootmaster II - Summary



## 6.3.2 Load evaluation description

After having chosen the targets, you have to determine how the targets shall be evaluated.

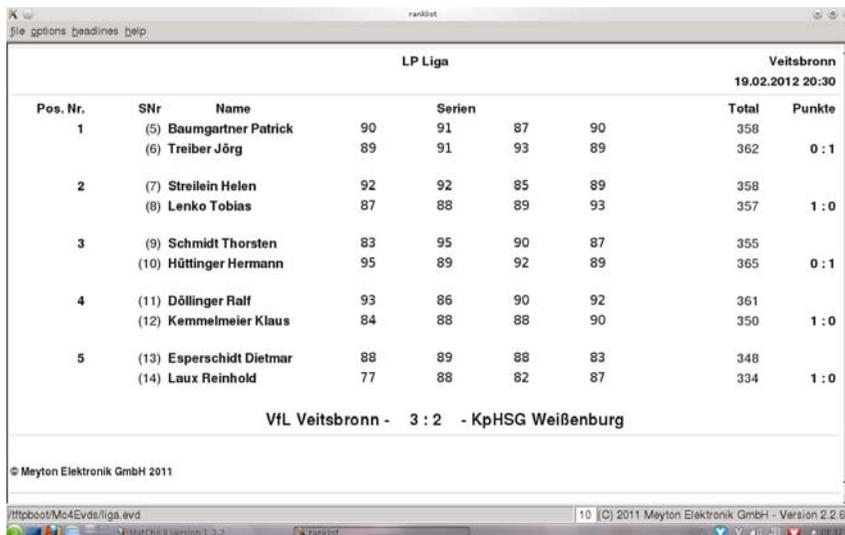
By means of „File“ -> „Open evaluation description“ the window „Loading evaluation description“ appears.



Here you can determine the evaluation type of the result list by selecting the appropriate evaluation description (as defined in the EvalDesc):

- Individual evaluation
- Team evaluation (mit unterschiedlicher Mannschaftsstärke)
- League evaluation
- Finale evaluation
- Series evaluation
- 1/100 mm evaluation

After the selection, please confirm with **Open** .



**In the Ranklist main window your result list appears.**

(here **Auswertung\_Liga.evd**)

**The titles of the result list are here:**

**LP Liga** – is defined via „Options“ -> „Certificate text“

**LG 40 1.10** - is defined via „Titles“ -> „Discipline ID“

**Date / time** – is determined by the system when creating the printout

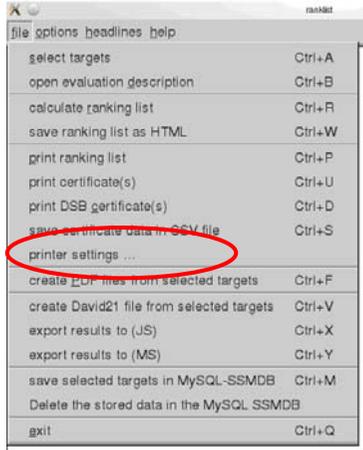


# Shootmaster II - Summary



## 6.4. Print result list

The displayed result list can be printed by means of „Printout ranking list“.



Please note the following points of the menu item „Printer settings“:

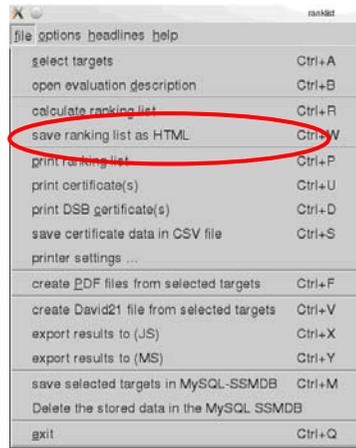


- Name of the activated printer
- Print to file (Must not be activated!)
- In case of modifications, **save** settings

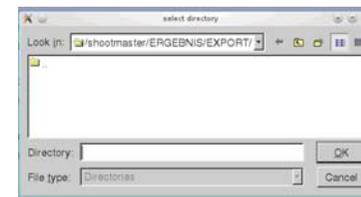
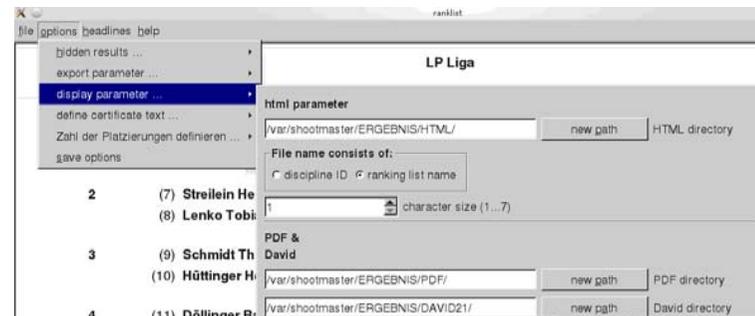
## 6.5. Save ranking list

The created ranking or result list can be saved in a directory under „Save ranking list as HTML“.

Select directory path:



Under: “Options” -> “Export parameters” -> “New path” the following window appears:



- **Select directory** – here you can choose a directory or create a new one.



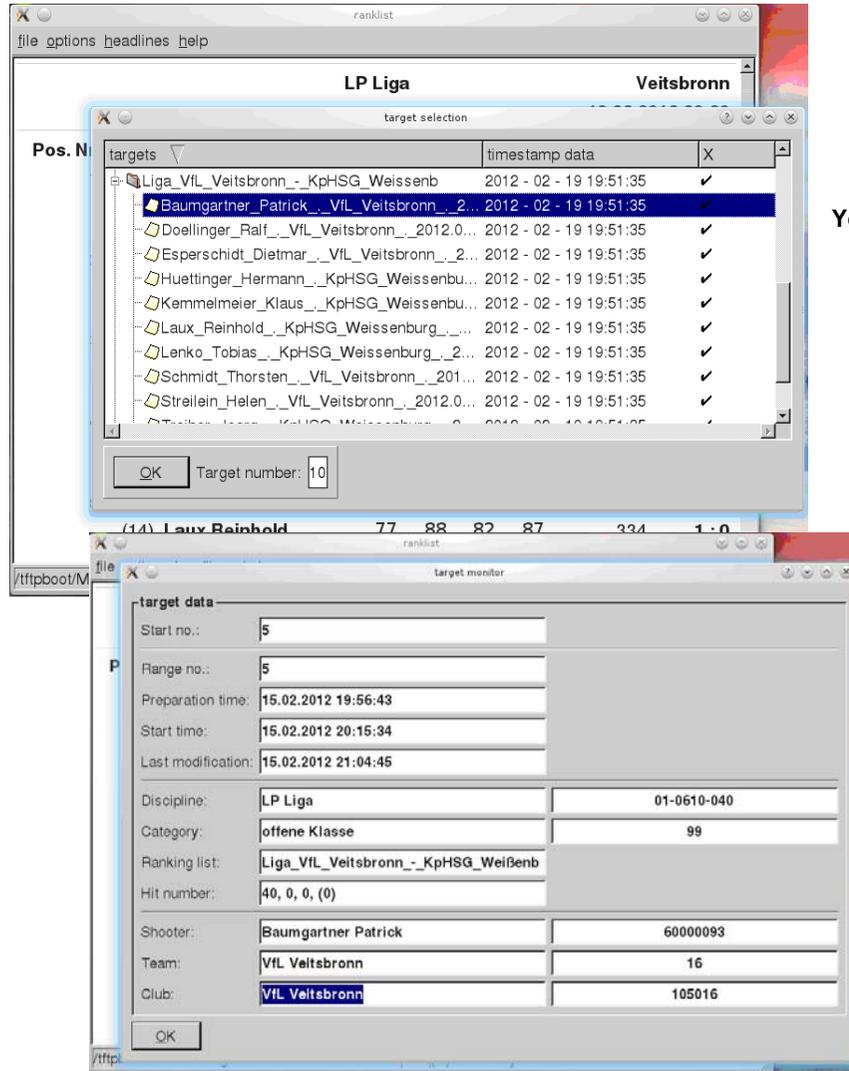
# Shootmaster II - Summary



## 6.6 Change shooter data

Possibly it will be necessary to correct shooter data due to inaccurate entries of the name, team or association.

Please proceed as follows:



- Open the target selection.
- Open the ranking list by left-clicking on it. All shooters of this ranking list are displayed.
- By clicking on the shooter to be changed the target monitor appears.

### You can change:

- Category
- Ranking list
- Shooter (names)
- Team
- Association

Every change of a line must be confirmed with the „ENTER” key.

Consequently, the result list can be corrected.

These modifications have no impact on the starting list.



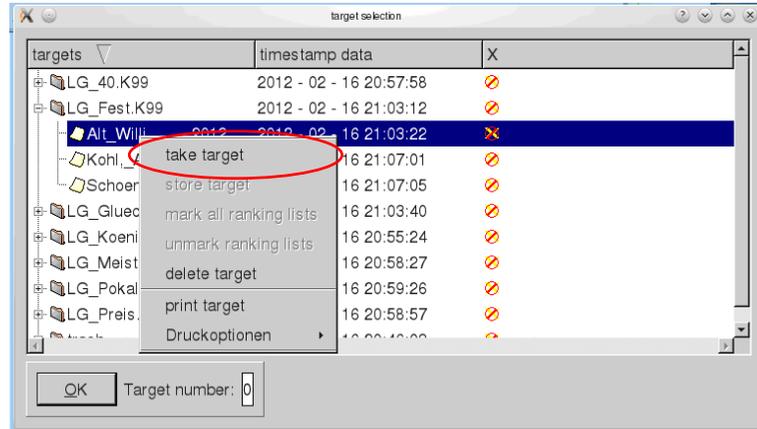
# Shootmaster II - Summary



## 6.7 Move shooters to another ranking list

By entering the wrong ranking list name in a starting list, this name is a wrong list and has to be moved.

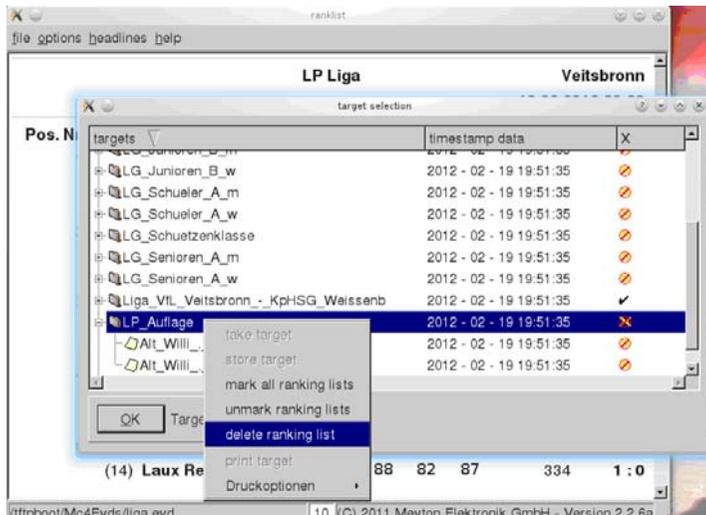
Please proceed as follows:



- Select the shooter with the **right mouse key**.
- The window with **“Include target”** appears
- Please click on **“Include target”**
- The file symbol changes to a letter symbol: .
- Select with the **right mouse key** the ranking list shooters shall be inserted to.
- In the window **„Insert target“** appears.
- Confirm this action by clicking on „Insert target“
- Now this shooter is in the ranking list. The shooter can be included in the result preparation.

## 6.8 Delete ranking list

You can delete ranking lists that are not required anymore. To be on the safe side, the result lists of this ranking list can be saved (see 5. Save ranking list).



In order to delete a ranking list, please:

- select the ranking list to be deleted,
- **right-click** on the selected ranking list to open the selection window,
- click on **“Delete ranking list”** and
- confirm the dialog box **„Do you want to delete this ranking list“** with **“Yes“**.

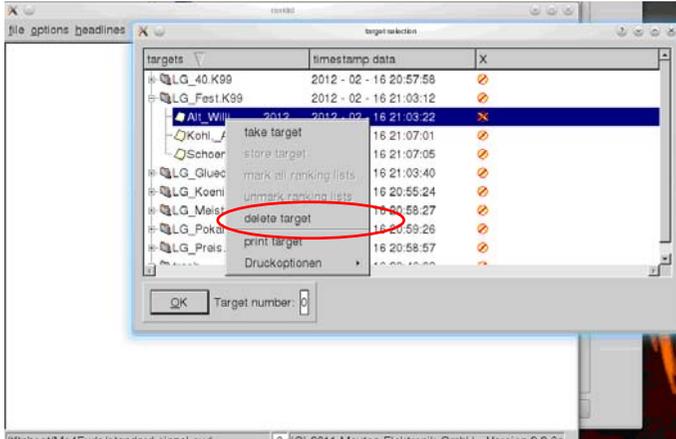


# Shootmaster II - Summary



## 6.9 Delete shooter

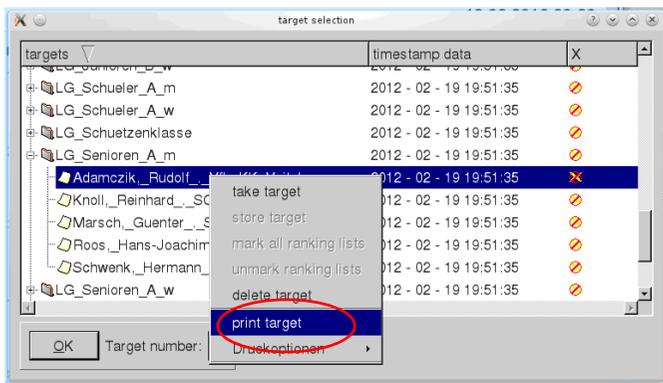
In order to delete shooters from the ranking list in case of disqualification or wrong assignment, please proceed as follows:



- Open the appropriate ranking list with a double click.
- Select the shooter.
- **Right-click** on the selected shooter to open the selection window.
- Click on „Delete target“.
- Confirm the following dialog box „Do you really want to delete the target“ with „Yes“.

## 6.10 Print target

In order to print subsequently the shot pattern with the shot data of a shooter once again, please proceed as follows:



- Open the appropriate ranking list by double-clicking on it.
- Select the shooter.
- **Right-click** on the selected shooter to open the selection window.
- Click on „Print target“.
- The target is being printed.

Additionally you have the following choice under “Print format”:

- Ring – Print target data in full ring.
- Decimal ring – Print target data in decimal ring.
- Hit circle – Print target data concentrated on the center.
- 1/100 mm – Print target data as 1/100 mm.

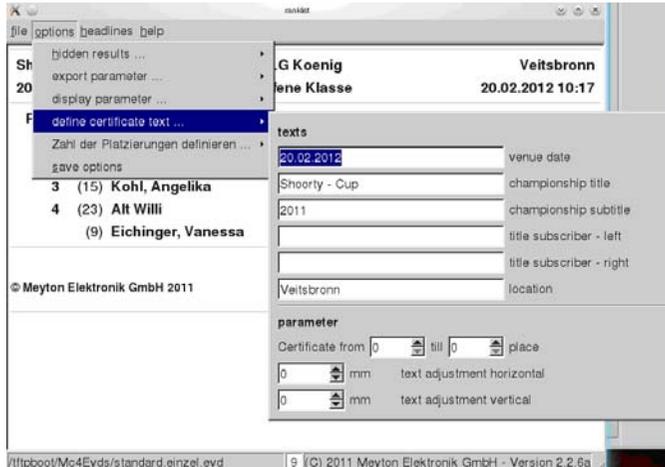


# Shootmaster II - Summary



## 6.11 Certificate text

In order to print titles on event result lists and for result printouts via the AccMan (Shooting contest) or to print certificates with rankings and results directly after the events, you can design them under „Certificate text“ depending on the purpose.



With:

- Date of event**
- Championship title**
- Championship subtitle**
- Title undersigned – left** (only for certificates)
- Title undersigned – right** (only for certificates)
- Place**

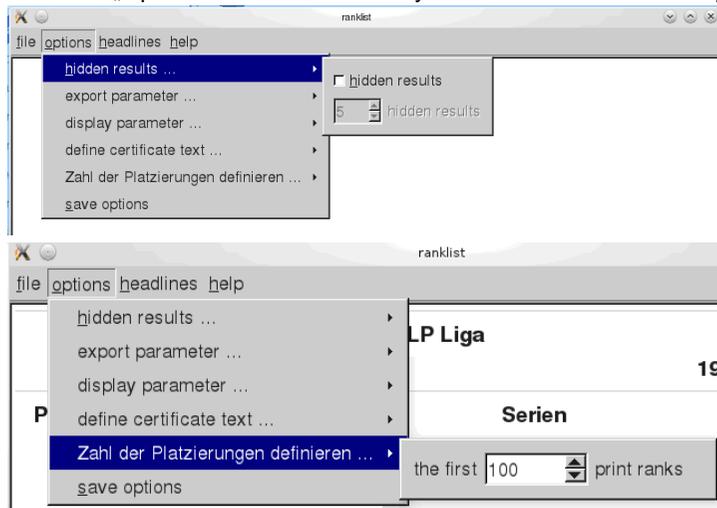
The filed „**Parameter**“ is only used for certificates.

- Certificates from rank – to rank**
- Horizontal text shifting** (text adjustment to certificate templates)
- Vertical text shifting** (text adjustment to certificate templates)

After having inserted the text, please save with „**Save options**“.

## 6.12 Define hidden results, number of ranks

Under „Options“ – “Hidden results“ you can determine how many results shall not be displayed at the top (advantageous for shooting contests)



- Activated, if checkmark  has been set.
- The hidden results are shown as **\*\*\***.
- The names of the shooters are listed in alphabetical order.

Under “**Define number of ranks**“ you can enter the number of ranks of the result lists to be printed or displayed.



Chapter 7

# About EvalDesc

**With the EvalDesc (Evaluation Description) user-defined evaluation descriptions can be created.**

**By means of evaluation descriptions you can determine according to which criteria the shots measured during a competition shall be evaluated (e.g. full ring, decimal ring, 1/100 mm evaluation, ... ).**

**Furthermore, you can set which targets and series shall be evaluated.**

**An evaluation description created with the EvalDesc can be loaded to evaluate a shooting with the ranklist program (result program).**



## 7.1 The EvalDesc window

### Design of the EvalDesc window

The EvalDesc window is subdivided into 5 zones. In the upper zone you will find the menu bar. The largest part of the window belongs to the evaluation description.

The screenshot shows the 'evaldesc' window with the following sections and highlighted areas:

- 1. Menu bar:** Located at the top, containing 'Datei' and 'Hilfe'.
- 2. Auswertungsmodus:** Contains radio buttons for 'Einzel', 'Mannschaft' (selected), 'Einale', and 'Liga'. It also includes 'Wertung nach:' options: 'ISSF', 'DSB' (selected), 'Vorderlader', and 'DSB-Qual'. There are checkboxes for 'Stechen' and 'Liga mit Mannschaftsergebnis statt der "letzten" Paarung'.
- 3. Trefferauswahl:** Includes a text field 'auszuwertende Treffer:' with '1-400'. Radio buttons for 'alle Treffer des Bereiches' (selected), 'nur die', 'Zehnerserie + erster Nichtzehner nach Serie; max.', and 'Serien, mit'. Four dropdown menus for 'Serienzahl', 'besten Treffer', 'Zehner', and 'Treffer'.
- 4. Trefferberechnung:** Radio buttons for 'Ganzring' (selected), 'Zehntelring', and 'Teiler'. Checkboxes for 'mit Teilerwertung bei Gleichheit' and 'mit Zehntelring Wertung bei Gleichheit'. A text field for 'LuPI-Faktor x 0.01' with '100'.
- 5. Scheibenauswahl:** Radio buttons for 'die erste Scheibe' (selected), 'die beste(n) Scheibe(n)', 'die letzte Scheibe', and 'Mittelwert aller Scheiben'. Checkboxes for 'Stellung 1 (liegend)', 'Stellung 2 (stehend)', 'Stellung 3 (kniend)', and 'Probe'.

The EvalDesc window

1. Menu bar
2. Evaluation mode
3. Hit selection
4. Hit calculation
5. Target selection



# Shootmaster II - Summary



## 7.2 The menu bar in the upper part of the window contains two menu items.

The menu **“File”** provides the following possibilities:

- **New** : Opens a new window where a new evaluation description can be created.
- **Open**: Opens the selection window of already saved evaluation descriptions.
- **Close**: Closes the selection window.
- **Save**: Saves the changed settings in the previously opened evaluation description.
- **Save as**: Stores the newly created evaluation description under the inserted file name.
- **Quit**: Quits the EvalDesc program.

The menu **Help** offers the following options:

- **Content**: Shows the EvalDesc online help.
- **About EvalDesc**: Displays information concerning the current program version.

## 7.3 Evaluation mode

The **evaluation mode** provides the following settings:

**Auswertungsmodus**

Einzel

Mannschaft

Finale

Liga

**Wertung nach:**  ISSF  DSB

Vorderlader  DSB-Qual

Stechen

Liga mit Mannschaftsergebnis statt der "letzten" Paarung

- **Individual**: Individual score, every participant of the selected result list is valued separately
  - **Team**: Team score with any number of team participants
  - **Finale**: Fixed final score according to the GSF (German Shooting Federation)
  - **League**: Fixed league score according to the GSF (German Shooting Federation)
- Score according to:**
- **ISSF**: Score according to inner tens
  - **GSF**: Score according to last series
  - **Muzzle loader**: Score according to center evaluation.
  - **GSF qual.**: Score according to the GSF



## 7.4 Hit selection

The hit selection provides the following possibilities:

**Trefferauswahl**

auszuwertende Treffer:

<input checked="" type="radio"/> alle Treffer des Bereiches	<input type="text" value="0"/>	Serienzahl
<input type="radio"/> nur die	<input type="text" value="5"/>	besten Treffer
<input type="radio"/> Zehnerserie + erster Nichtzehner nach Serie; max.	<input type="text" value="5"/>	Zehner
<input type="radio"/> Serien, mit	<input type="text" value="1"/>	Treffern

**All hits of this area:** All hits of a targets are evaluated.

**Only the:** Only the best set hits are evaluated.

**Series of tens + first non-ten after series; max.:** The maximum number of possible shots.

**Series with:** According to the set number of series and hits.

## 7.5 Hit calculation

With the hit calculation you can evaluate the hits:

**Trefferberechnung**

<input checked="" type="radio"/> Ganzring	<input type="checkbox"/> mit Teilerwertung bei Gleichheit
<input type="radio"/> Zehntelring	<input type="checkbox"/> mit Zehntelring Wertung bei Gleichheit
<input type="radio"/> Teiler	<input type="text" value="100"/> LuPI-Faktor x 0,01

**as full rings.**

**as decimal rings** (all hits are calculated in 0,1 rings).

**as 1/100 mm.**

**with 1/100 mm score in case of a tie** (full ring for hit evaluation).

**with decimal score in case of a tie** (full ring for hit evaluation).

**with an AP divider** (here you can set the divider by means of which the air pistol results are adjusted to the air rifle results in order to achieve a balanced valuation).



# Shootmaster II - Summary



## 7.6 Target selection

The target selection provides the following possibilities:

Scheibenauswahl	
<input type="radio"/> die erste Scheibe	<input type="checkbox"/> Stellung 1 <input checked="" type="checkbox"/> Stellung 1 (liegend)
<input type="radio"/> die beste(n) Scheibe(n)	<input type="checkbox"/> Stellung 2 <input checked="" type="checkbox"/> Stellung 2 (stehend)
<input type="radio"/> die letzte Scheibe	<input type="checkbox"/> Stellung 3 <input checked="" type="checkbox"/> Stellung 3 (kniend)
<input type="radio"/> Mittelwert aller Scheiben	<input type="checkbox"/> Probe

**The first target:** Only one target will be valued.

**The best target(s):** If several targets of a shooter are on hand (shooting contest), the best targets are valued.

**The last target:** The last target will be valued.

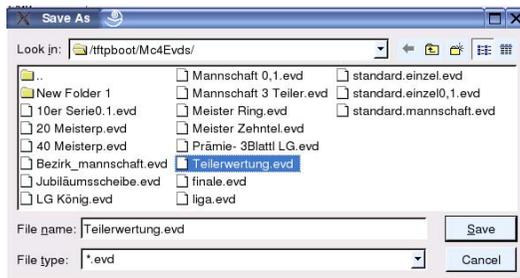
**Arithmetical mean of all targets:** The arithmetical mean of all targets that shall be evaluated is determined.

Please tick every box of the positions 1 – 3, in order that the evaluation of all positions can be effected.

## 7.7 Save evaluation description

You can save the generated evaluation description in the menu „File”->„Save as”:

The following window appears:



Under:

- **File name** – Name of your evaluation description.
- **File type** – .evd
- **Save**

You can change and save again at any time defective evaluation descriptions or descriptions that do not lead to the desired success.



Chapter 8

# About LogMan

The LogMan program (Log Manager) serves to evaluate log files, in which every shot measured by the system is recorded. By means of the log files the course of a shooting can be precisely comprehended after the event. Furthermore, in the log special incidents, as the deletion or insertion of hits and modifications of the hit status are recorded.

In addition, a log protocol and a full-scale target pattern can be printed with the LogMan. Thereby potential deviations between the hits measured by the system and the hits on the control target could be detected.

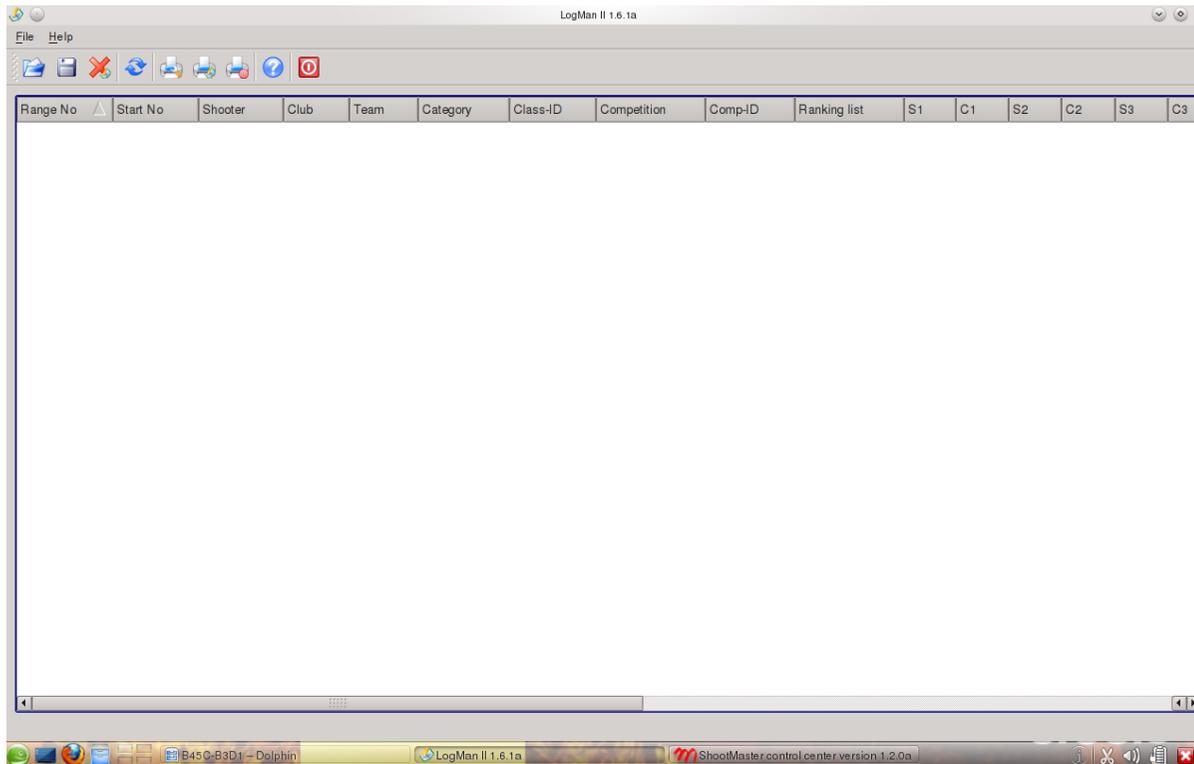
Furthermore you can create user-defined text files in a csv format from the log information, which can be used for a subsequent processing with evaluation programs.



## 8.1 The LogMan main window

### Design of the LogMan main window

The LogMan main window can be subdivided into four different zones. In the upper part of the window you will find the menu bar that provides access to all relevant settings and program actions. Below, a toolbar is situated that facilitates the access to the most important program actions.



In the middle of the window you will find a table that contains a short summary of the most important data of every target, which exists in the individual opened log files.

At the lower end of the window you will find the status bar, where information about the individual menu items is displayed, which are shown in the toolbar, if the mouse goes over the icons of the toolbar.



# Shootmaster II - Summary



## 8.2 Menu bar

The menu bar in the upper area of the window contains two menu items.

The menu “**File**” provides the following selection possibilities:

- **Open log file(s):** Opens a window, where you can choose those firing points, whose target or hit data shall be displayed. This function is also accessible via the key combination **Ctrl+O**.
- **Export hit data:** Opens a window, where the hit data (such as position, heat, hit time) of one or more targets that have been selected in the target table in the main window of the LogMan can be exported to a csv (character separated value) text file. Text files that have been created via this function can serve as a data basis for evaluation or championship programs or can be processed with OpenOffice Calc or Microsoft Excel, for example. This function is also accessible via the key combination **Ctrl+E**.
- **Delete all log files:** Deletes all log files that exist on the system and consequently all recorded target data, too. This function is also accessible via the key combination **Ctrl+D**.
- **Refresh target table:** Refreshes the target table that is displayed in the main window of the LogMan. All shots that have been recorded since the last loading of the log files are added. This function is also accessible via the key combination **Ctrl+R**.
- **Print log:** Prints a list of all hits of all sighting and competition heats for every target that has been selected in the target table. This function is also accessible via the key combination **Ctrl+L**.
- **If only the hits of particular positions shall be printed, please use the print function of the target administration window (see [“Print target data”](#)).**
- **Print target:** Prints a target image of every target selected in the target table for every single sighting and competition heat of the shot disciplines. The target image displays the hits on the target of every single heat in original size. This function is also accessible via the key combination **Ctrl+T**. **If, in case of large targets (e.g. muzzle loaders or Olympic RFP), you intend to print only a particular area of the target or hits from different heats on one target or only a target of particular heats, please use the print function of the target administration window (see [“Print target data”](#)).**
- **Quit program:** Quits the LogMan program. This function is also accessible via the key combination **Ctrl+Q**.

The menu „**Help**“ offers the following selection options:

- **Help:** Displays the LogMan online help. This function is also accessible via the **F1** key.
- **About:** Shows information about the current program version.



# Shootmaster II - Summary



## 8.3 Toolbar

The toolbar in the upper part of the window provides the following functions via the displayed icons:



Opens a window, where you can select those firing points, whose target or hit data shall be displayed. This function is also accessible via the key combination **Ctrl+O**.



Opens a window, where the hit data (such as position, heat, hit time) of one or more targets that have been selected in the target table of the LogMan main window can be exported to a csv (character separated value) text file. The text files that have been created via this function can serve as a data basis for evaluation or championship programs or can be processed with OpenOffice Calc or Microsoft Excel, for example. This function is also accessible via the key combination **Ctrl+E**.



Deletes all log files that exist on the system and consequently all recorded target data, too. This function is also accessible via the key combination **Ctrl+D**.



Refreshes the target table that is displayed in the main window of the LogMan. All shots that have been recorded since the last loading of the log files are added. This function is also accessible via the key combination **Ctrl+R**.



Prints a list of all hits of all sighting and competition heats for every target that has been selected in the target table. This function is also accessible via the key combination **Ctrl+L**.

If only the hits of particular positions shall be printed, please use the print function of the target administration window.



Prints a target image of every target selected in the target table for every single sighting and competition heat of the shot disciplines. The target image displays the hits on the target of every single heat in original size. This function is also accessible via the key combination **Ctrl+T**.

If, in case of large targets (e.g. muzzle loaders or Olympic RFP), you intend to print only a particular area of the target or hits from different heats on one target or only a target of particular heats, please use the print function of the target administration window (see "[Print target data](#)").



Displays the LogMan online help. This function is also accessible via the **F1** key.



Quits the LogMan program. This function is also accessible via the key combination **Ctrl+Q**.



# Shootmaster II - Summary



## 8.4 Target table

The target table takes the largest part within the main window of the LogMan program. Here, the summarized data of all targets are shown that are available in the loaded log files.

Range No	Start No	Shooter	Club	Team	Category	Class-ID	Competition	Comp-ID	Ranking list	S1	C1	S2	C2
0014	0	--free--			offene Klasse	99	LG 40	10110040		1	0	0	0
0014	1	Habermann Thomas	VfL Veitsbronn		offene Klasse	99	LG Koenig	11017005		0	1	0	0

For every target the following data are displayed:

- **Firing point no.:** Number of the firing point that has measured the shots.
- **Start no.:** Start number of the shooter who has shot on this firing point.
- **Shooter:** Name of the shooter.
- **Association:** Association name of the shooter.
- **Team:** Team name of the shooter.
- **Category:** Competition category the shooter was competing in.
- **C. ID:** Unique category identification number of the GSF competition category (see 0.7.1.1.2 of the rules and regulations of the German Shooting Federation) or another category.
- **Event:** Name of the event that was conducted on this target.
- **E. ID:** A unique event identification number that consists, amongst others, of the GSF rule number (number of the rules and regulation of the GSF) and the number of shots.
- **Ranking list:** Name of the ranking list (result list) where the data of this target are stored.
- **S1-S8:** Number of hits in the sighting heats 1-8. An entry with a minus sign, such as 15-3, means that within a heat 15 hits had been counted, but 3 had been deleted due to cross-fires, for example.
- **C1-C8:** Number of hits in the competition heats 1-8. An entry with a minus sign, such as 15-3, means that within a heat 15 hits had been counted, but 3 had been deleted due to cross-fires, for example.
- **Start date:** Date of the first hit on the target.
- **Start time:** Time of the start date when the first shot has been fired on this target.
- **Stop date:** Date of the last hit on the target.
- **Stop time:** Time of the stop date when the last shot has been fired on this target.
- **Target ID:** MEYTON-related unique identification number of every target.

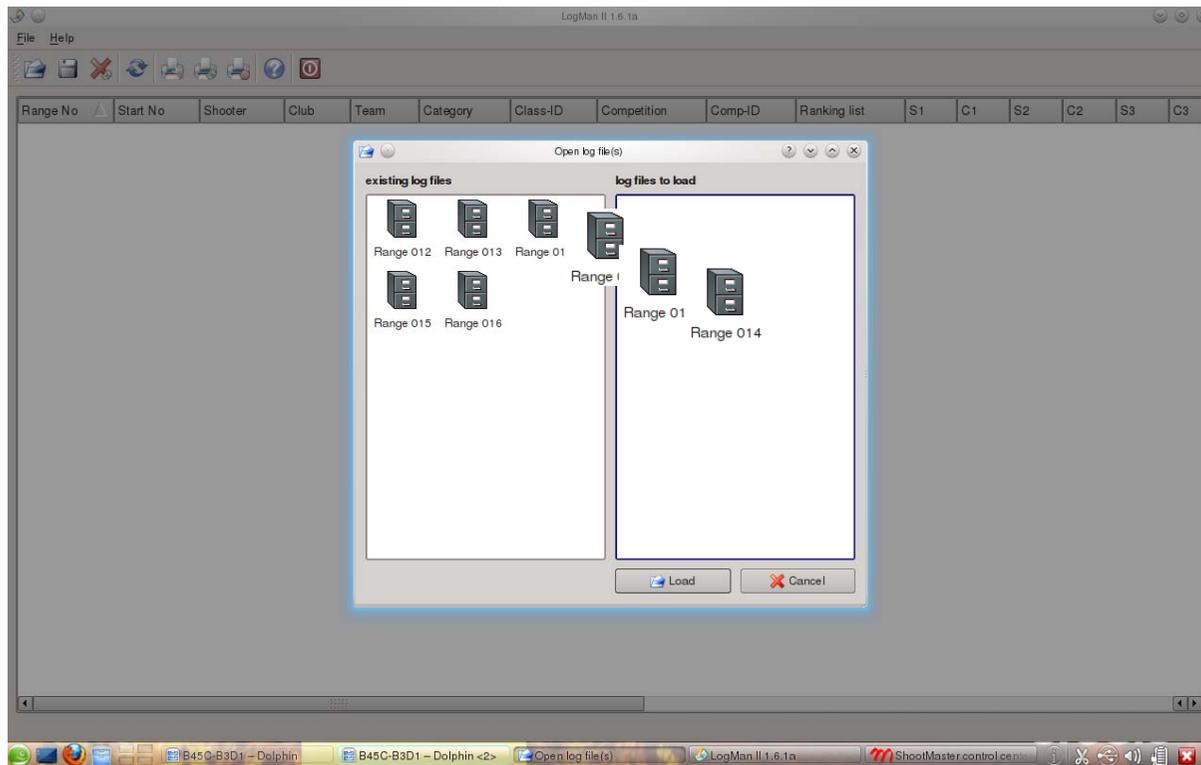


## 8.5 Process log files

### Load log files

In order to load the log files of one or more firing points by means of the LogMan, please proceed as follows:

1. Please click in the LogMan main window on the  icon in the toolbar or use the entry “File“->“Open log file(s)” from the menu bar or use the key combination **Ctrl+O**. Then, the following window appears.



2. On the left side of this window all firing points with available log files are displayed. In order to select the log file of a firing point to load it, please left-click in the left part of the window on the symbol of the firing point that shall be loaded and hold the left mouse key. Keep holding the key, pull the symbol from the left to the right part of the window and release the key. The log file to be loaded appears now in the right part of the window as an opened filing cabinet icon. If you want to open several log files for loading, you can also selected several firing point icons in the left part of the window by left-clicking on them while holding the “**Ctrl**” key and pulling them to the right part of the window. By pressing and holding the „**Shift**“ key, you can select continuous firing points.
3. In order to complete the action and load the log files of the selected firing points, please click on the „**Load**“ button.



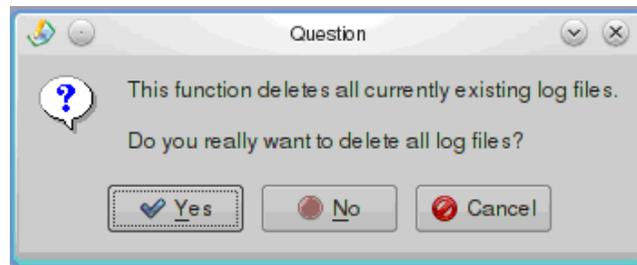
## Shootmaster II - Summary



### 8.6 Delete log files

**This function deletes all log files of the system and consequently all recorded target data!!!!!!!!!!!!!!!**

In order to delete all log files of the system, please click in the LogMan main window on the  icon in the toolbar or use the entry “File”->“Delete all log files” from the menu bar or use the key combination **Ctrl+D**. Subsequently, a confirmation prompt appears, where you have to confirm the action with the “Yes” button.





## 8.7 Detailed target analysis

In addition to information of the target table in the main window of the program, the LogMan offers the possibility to retrieve more detailed information concerning the targets that are contained in the log files. This includes, inter alia, the hit data of all hits that have been recorded on the target during the different heats of the event as well as exceptional situations that occurred in the course of shooting on the competition target (e.g. the deletion of hits, modification of the shooter or team name, information about too many or too few shot hits within a heat, ...). You can access this information via the target administration window.

### 8.7.1 Open target analysis window

In order to open the target analysis window, please proceed as follows.

Hit no.	Heat	Series	Value	IZ	Pos.	Activity	Status	x [mm]	y [mm]	Dist. [mm]	Date
001	Wertung	1	9.0				*	+11.25	+10.46	15.36	16.02.201
002	Wertung	1	7.9			D	~	-5.75	+23.63	24.31	16.02.201
002	Wertung	1	9.3				*	+1.74	+13.24	13.35	16.02.201
003	Wertung	1	10.0				*	-0.67	+7.97	7.99	16.02.201
004	Wertung	1	10.5				*	+2.42	+2.95	3.81	16.02.201
005	Wertung	1	0.0			F	*	+3.31	+6.97	7.71	16.02.201
006	Wertung	1	10.0			D	~	+3.31	+6.97	7.71	16.02.201
006	Wertung	1	9.7				*	-0.44	-10.13	10.13	16.02.201
007	Wertung	1	9.8				*	-5.06	-7.79	9.28	16.02.201
008	Wertung	1	0.0			FI	*	0.00	0.00	77.75	16.02.201
009	Wertung	1	9.5				*	-2.65	-11.71	12.00	16.02.201
010	Wertung	2	9.6				!	+10.10	+4.10	10.90	16.02.201
011	Wertung	1	9.6				*	+0.42	+11.20	11.20	16.02.201

1. Please double-click with the left mouse key in the target table in the LogMan main window on the target dataset, whose hit data and target pattern you want to view.

The target analysis window appears.



# Shootmaster II - Summary



## 8.7.2 General target data

In the upper part of the target analysis window the general data of the currently loaded target are displayed.

Target evaluation <2>			
<b>Range number:</b>	15	<b>Team:</b>	LP Auflage 30
<b>Shooter:</b>	Alt Willi (60000085)	<b>Club:</b>	VfL Veitsbronn
<b>Start number:</b>	9	<b>Category:</b>	offene Klasse (99)
		<b>Competition ID:</b>	10920030
		<b>Target ID:</b>	c334078f



The following items are shown:

- **Firing point number:** Number of the firing point that has measured the shots.
- **Shooter:** Name of the shooter.
- **Start number:** Start number of the shooter who has shot on the target of this firing point.
- **Team:** Team name of the shooter.
- **Association:** Association name of the shooter.
- **Category:** Competition category the shooter was competing in.
- **Event:** Name of the event that was conducted on this target.
- **Event ID:** A unique event identification number that consists, amongst others, of the GSF rule number (number of the rules and regulation of the German Shooting Federation) and the number of shots.
- **Target ID:** MEYTON-related unique identification number of every target.



## 8.7.3 Hit data and hit pattern

In the central-left part of the target analysis window (**Hits**) all hits of one heat of the competition, which has been conducted on this target, are shown in tabular form. Furthermore, the target of the currently active heat is displayed.

By means of the selection box „**Heat**“ you can choose the competition heat, whose hits shall be displayed in the hit table.

The hit table contains the following information of every hit:

The screenshot shows the 'Hits' window in the Shootmaster II software. It features a 'Hits / Warnings' tab and a 'Print' button. Below the tab is a 'Hits' section with a 'Heat:' dropdown menu set to 'Wertung'. The main part of the window is a table with the following columns: Hit no., Heat, Series, Value, IZ, Pos., Activity, Status, x [mm], y [mm], Dist. [mm], and Date. The table contains 11 rows of data. To the right of the table is a target diagram with concentric rings and a central bullseye. The target diagram shows several colored dots representing hits. Below the target diagram are three radio buttons: 'single hit', 'all hits' (which is selected), and 'Series'.

Hit no.	Heat	Series	Value	IZ	Pos.	Activity	Status	x [mm]	y [mm]	Dist. [mm]	Date
001	Wertung	1	9.0		↗	I	*	+11.25	+10.46	15.36	16.02.201
002	Wertung	1	7.9		↗	D	~	-5.75	+23.63	24.31	16.02.201
002	Wertung	1	9.3		↗	I	*	+1.74	+13.24	13.35	16.02.201
003	Wertung	1	10.0		↗	I	*	-0.67	+7.97	7.99	16.02.201
004	Wertung	1	10.5	☉	↗	I	*	+2.42	+2.95	3.81	16.02.201
005	Wertung	1	0.0		↗	I	F	+3.31	+6.97	7.71	16.02.201
006	Wertung	1	10.0		↗	D	~	+3.31	+6.97	7.71	16.02.201
006	Wertung	1	9.7		↘	I	*	-0.44	-10.13	10.13	16.02.201
007	Wertung	1	9.8		↘	I	*	-5.06	-7.79	9.28	16.02.201
008	Wertung	1	0.0		→	I	Fl	0.00	0.00	77.75	16.02.201
009	Wertung	1	9.5		↘	I	*	-2.65	-11.71	12.00	16.02.201
010	Wertung	2	9.6		↘	I	*!	+10.10	+4.10	10.90	16.02.201
011	Wertung	1	9.6		↗	I	*	+0.42	+11.20	11.20	16.02.201

- **Hit no.:** Consecutive number of the respective hit. Please note that several hits may have the same hit number, e.g. if a hit has been deleted from a target. A deleted hit can be identified by a "D" in the status and has the same hit number as the hit that has obtained later on the place of the deleted hit.
- **Heat:** Name of the event heat where the hit has been measured.
- **Series:** Number of the series the hit is belonging to.
- **Value:** Value of the hit with a decimal ring accuracy.



## Shootmaster II - Summary



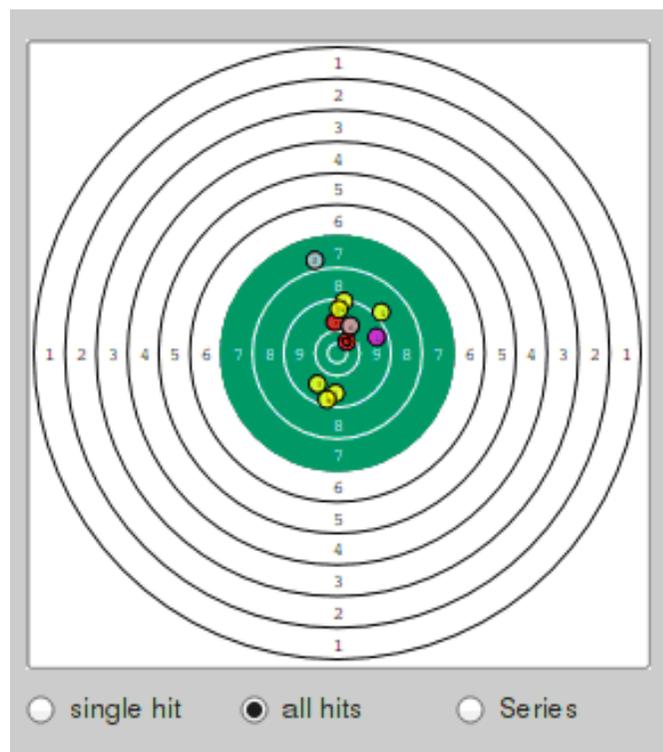
- **IT:** If the  icon appears in this column, the hit is an inner ten.
- **Position:** Indicates the direction of the hit in reference to the target center.
- **Status:** Displays to what type of hit the current hit is belonging to. An "A" stands for „Append“ which means that a hit has been appended to the existing hit list. This is the normal case. A "C" stands for „Change“ which means that an already existing hit has been overwritten by the current hit. The "D" stands for „Delete“ which means that the hit with the hit number of the current hit has been deleted. The "I" stands for „Insert“ which means that the current hit has been inserted into the hit data at the position of its hit number.
- **x [mm]:** Indicates the x-direction deviation (horizontal axis) of the hit position in reference to the target center in [mm]. **Please note that the origin of the utilized coordinate system is situated in the center of the target.**
- **y [mm]:** Indicates the y-direction deviation (vertical axis) of the hit position in reference to the target center in [mm]. **Please note that the origin of the utilized coordinate system is situated in the center of the target.**
- **Dist [mm]:** Distance between the target center and hit center (1/100 mm) in the unit [mm].
- **Date:** Date on which the hit has been measured on the Control PC of the firing point.
- **Time:** Time at which the hit has been measured on the Control PC of the firing point.
- **Diff [s]:** Difference time between the shots of one series (at the moment this information is only used for certain dynamic disciplines, such as Olympic RFP). Otherwise a „0“ is displayed.



## Shootmaster II - Summary



In the right part of the zone „Hit“ in the target display of the selected heat you can effect the following settings and actions:



- **single hit:** If this setting is active, only the hit that has currently been selected in the hit table is shown in the target display.
- **all hits:** If this setting is active, all hits of the currently selected heat are displayed on the target.



## 8.7.4 Warnings

In the lower part of the target analysis window warnings for sighting and competition heats are displayed. Warnings indicate exceptional situations that occurred during the shooting on this target.

Warnings	
Sighting	
Status	Event
🚫 00000001	Missing hits in heat 'Probe'

Competition	
Status	Event
🚫 00000001	Missing hits in heat 'Wertung'
🟢 00010000	Inserted hit manually in heat 'Wertung'
🟢 00100000	Inserted missing hit in heat 'Wertung'
🚫 01000000	Hit deleted in heat 'Wertung'

The following warnings can appear:

- 🚫 **Missing hits in heat "...":** In the "..." heat less hits have been shot than the maximum number of hits indicates for this heat.
- 🚫 **Hit deleted in heat "...":** In the "..." heat one or more hits have been deleted (e.g. due to cross-fires).
- 🟢 **Too many hits in heat "...":** In the "..." heat more hits have been shot than the maximum number of hits indicates for this heat.
- 🟢 **Hit inserted in heat "...":** In the "..." heat one or more hits have been inserted. This may be the case, for example, if the shooter has missed the measuring frame and therefore a miss with the value 0.0 has been inserted.
- 🔄 **Hit overwritten in heat "...":** In the "..." heat one hit has been overwritten by another hit. This case may occur, for example, if a hit from a repetition series is taken over to the initial series (series repetition of dynamic disciplines, e.g. Olympic RFP).
- 🔄 **Category changed in heat "...":** In the "..." heat the competition category of the shooter has been changed.
- 🔄 **Shooter information changed in heat "...":** In the "..." heat the data of the shooter (shooter name, association, team) have been changed.
- 🔄 **Event changed in heat "...":** In the "..." heat the currently conducted event has been changed.



# Shootmaster II - Summary



## 8.8 Export hit data

With the LogMan program you can export the hit data (such as position, heat, hit time, ...) of one or more targets of any number of firing points to a csv (character separated value) text file. csv files are text files where the data of a dataset are marked with specific separators (in our case with semicolons ";") and where dataset are marked among each other with line breaks.

Log files that have been exported in this format can serve as a data basis for evaluation or championship programs or can be processed, for example with OpenOffice Calc or Microsoft Excel.

### Open export window

In order to store the hit data of one or more targets that are shown in the LogMan main window to a csv file, you have to open the export window at first. To do so, please proceed as follows:

1. Select in the target table in the main window of the LogMan program those targets, whose hit data you intend to export to a csv file, by left-clicking on the appropriate table entries while pressings and holding the „**Ctrl**“ key. By pressing and holding the „**Shift**“ key, you can select continuous targets. If you want to export the hit data of only one target, you do not need to press the “**Ctrl**” key. The targets whose hit data shall be exported are now highlighted in blue in the table.

Range No	Start No	Shooter	Club	Team	Category	Class-ID	Competition	Comp-ID	Ranking list	S1	C1	S2
0012	0	--free--			offene Klasse	99 LG 40		10110040		1	0	
0012	23	Alt Willi	VfL Veitsbronn		offene Klasse	99 LG 40		10110040	Shoorty - Cup	1	0	
0012	23	Alt Willi	VfL Veitsbronn		offene Klasse	99 LG Preis		11016005		0	5	
0012	23	Alt Willi	VfL Veitsbronn		offene Klasse	99 LG Pokal		11012005		0	5	
0012	23	Alt Willi	VfL Veitsbronn		offene Klasse	99 LG Fest		11012001		0	1	
0012	23	Alt Willi	VfL Veitsbronn		offene Klasse	99 LG Glueck		11012003		0	3	
0013	0	--free--			offene Klasse	99 LG 40		10110040		1	0	
0013	9	Eichinger, Vanessa	RWS Franken		offene Klasse	99 LG Meister		10110020		1	0	
0014	0	--free--			offene Klasse	99 LG 40		10110040		1	0	
0014	1	Habermann Thomas	VfL Veitsbronn		offene Klasse	99 LG Koenig		11017005		0	1	
0015	9	Alt Willi	VfL Veitsbronn		offene Klasse	99 LP Auflage 30		10920030		0	13-2	
0015	15	Kohl, Angelika	SSG Dynamit Furth		offene Klasse	99 LG Fest		11012001		0	1	
0016	0	--free--			offene Klasse	99 LG 40		10110040		1	0	
0016	20	Schönecker Manfred	VfL Veitsbronn		offene Klasse	99 LG Fest		11012001		0	1	

2. Please click in the LogMan main window on the  icon in the toolbar or use the entry “**File**“->“**Export hit data**“ from the menu bar or use the key combination **Ctrl+E**. Subsequently, the following window appears.



## 8.8.1 Select the hit data to be exported

In this step you have to determine which data of the hits of the selected targets shall be transferred to the csv export file. In order to select the data to be exported, please use the entry mask “**Data selection**” in the left part of the export window.

In order to choose the desired hit data to export them, activate the corresponding check boxes by left-clicking on them. The following hit data are available:

The screenshot shows the 'export hit data' dialog box. On the left, under 'data selection', the following checkboxes are checked: Range number, Target number, Start number, Competition name, Competition ID, Heat name, Heat index, Name of shooter, Shooter ID, Name of club, Name of team, Name of category, Ranking list name, Hit No., Hit difference time [s], Shot value [0.1 Rings], X-coordinate [0.01 mm], Y-coordinate [0.01 mm], Distance [0.001 mm], Trefferstatus (Flags), Series No., Total result [0.1 Rings], and Target ID. On the right, under 'select directory and file name', the 'other directory' radio button is selected. The 'directory' field is empty, and the 'File name' field contains 'logExport\_20.02.2012\_12.13.csv'. Below this is an 'Export' button with a 'Start export' label and a progress bar showing 0%.

- **Firing point number:** Number of the firing point that has measured the shot.
- **Start number:** Start number of the shooter who has shot on the target.
- **Event title:** Name of the event where the hit has been measured.
- **Event ID:** A unique event identification number of every event that consists, amongst others, of the GSF rule number (number of the rules and regulation of the German Shooting Federation) and the number of shots.
- **Heat title:** Name of the heat where the hit has been measured.
- **Heat index:** MEYTON-related number that indicates the heat where the shot has been measured. Sighting heats have even position indices (0,2,4,...), competition heats have uneven position indices (1,3,5,...).
- **Shooter name:** Name of the shooter who has shot the hit.
- **Shooter ID:** Unique identification number of the shooter (sport pass number).

- **Association name:** Association name of the shooter.
- **Team name:** Team name of the shooter.
- **Category name:** Name of the competition category the shooter is competing in.
- **Category ID:** Unique category identification number of the GSF competition category (see 0.7.1.1.2 of the rules and regulations of the German Shooting Federation) or another category.
- **Ranking list name:** Name of the ranking list (result list) where the hit data for the current shooter are stored.



## Shootmaster II - Summary



- **Hit no.:** Consecutive number of the current hit. **Please note that this number indicates the hit number at the time of the entry of this hit into the log file. Therefore, this is only a snapshot. Therefore, the hit number does not necessarily correspond to the final hit number after the completion of the shooting, as the hit number can change due to a insertion or deletion of hits.**
- **Time:** Time at which the hit has been measured on the Control PC of the firing point.
- **Date:** Date on which the hit has been measured on the Control PC of the firing point.
- **Hit value:** Value of the hit in the unit [0.1 rings].
- **X-coordinate:** X-coordinate of the hit in the unit [0.01 mm]. **Please note that the origin of the utilized coordinate system is situated in the center of the target.**
- **Y-coordinate:** Y-coordinate of the hit in the unit [0.01 mm]. **Please note that the origin of the utilized coordinate system is situated in the center of the target.**
- **Distance:** Distance between the target center and hit center (1/100 mm) in the unit [0.001 mm].
- **Inner tens:** Displays whether the current hit is an inner ten or not. If the hit is an inner ten, the symbol "IT" appears in the export file. If not, the symbol "-" is displayed.
- **Repetition hit:** Shows, if the current hit comes from a repetition series. If the hit comes from a repetition series, an "R" appears in the export file. If not, the symbol "-" is displayed. Repetition series are shot, for example, in case of a recognized malfunction at dynamic 25 m disciplines.
- **Series no.:** Displays the number of the series of the current heat the hit is belonging to.
- **Series result:** Current result of this series the current shot is belonging to in the unit [0.1 rings].
- **Total result:** Current total result of the event the current hit has been measured in in the unit [0.1 rings].
- **Target ID:** Shows the MEYTON-related unique identification number of the target, on which the hit has been measured.
- **Action:** Displays to what type of hit the current hit is belonging to. An "A" stands for „Append“ which means that a hit has been appended to the existing hit list. This is the normal case. A "C" stands for „Change“ which means that an already existing hit has been overwritten by the current hit. The "D" stands for „Delete“ which means that the hit with the hit number of the current hit has been deleted. The "I" stands for „Insert“ which means that the current hit has been inserted into the hit data at the position of its hit number.
- **Dataset write time:** Displays the time when the dataset of the current hit has been written to the log file.



## 8.8.2 Select export directory and file name

In the next step you have to define the directory the export file shall be created in and the file name of the export file. These settings are made by means of the entry mask “**Select directory and file name**” in the upper right part of the export window.

select directory and file name

Desktop  
 Home directory  
 Temp directory  
 other directory

directory

File name  
logExport\_20.02.2012\_12.13.csv

Export

Start export

Progress  
0%

Saves the selected hit data of the marked targets in the main window as a file.

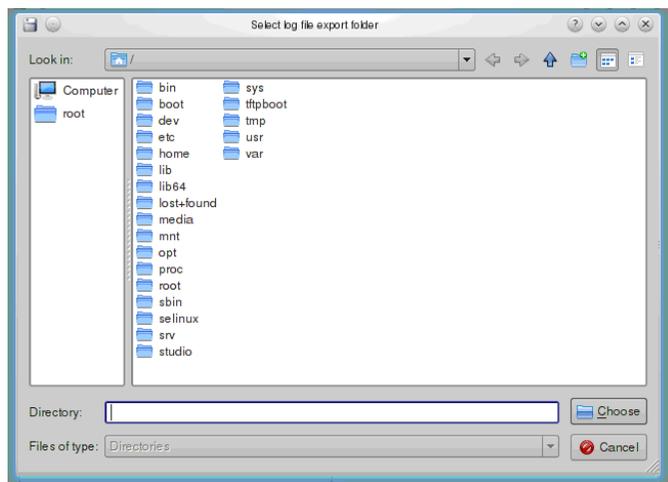
Please proceed as follows:

1. At first you have to choose the directory the export file shall be saved to. The entry mask offers one of the three standard storage paths (desktop, home directory or temp directory) or a possibility to choose a user-defined storage location to select a directory.

To do so, just click on the corresponding selection button. If you activate the option „**other directory**“, a window appears where you can select any storage directory. After having chosen the storage directory, the selected directory name appears in the field “**Directory**”.



## Shootmaster II - Summary



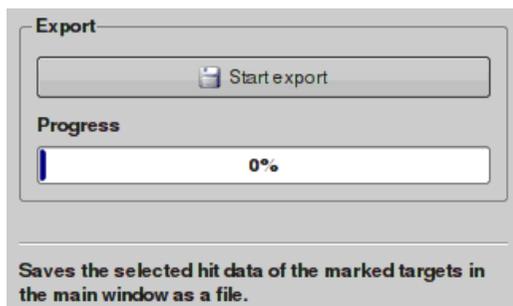
2. Then please define the export file name. Use the entry box **“File name”** for this purpose. By default, the LogMan offer a file name on the basis of the following scheme: **logExport\_<Date>\_<Time>.csv**

However, you can change this file name according to your wishes.

### 8.8.3 Start export procedure

In order to complete the export procedure and create the export file, please proceed as follows:

Please click in the center left zone of the export window in the section **„Export“** on the button **„Start export“**. The export procedure is being started. By means of the progress bar under the button you can follow the progress of the export procedure.





# Shootmaster II - Summary



## 8.9 Print target data

The LogMan offers two different possibilities to print target data. On the one hand, you can create a so-called **Log printout**, which contains, in tabular form, the data of the individual hits that have been measured in the different heats of the events.

On the other hand you can print the targets of the individual heats including their hits in original size. This **target printout** can be compared to the control target of the firing point in case of a protest or other disagreements in order to determine if the hits on the control target conform to the measured hits and if all hits had been measured accurately.

**Logfile print range 0015**

**Range number:** 0015  
**Competition:** LP Auflage 30 (10920030)  
**Shooter:** Alt Willi (60000085)  
**Club:** VfL Vellbrunn  
**Team:**  
**Category:** offene Klasse  
**Ranking list:**  
**Target ID:** c334078f  
**Time of first hit:** 16.02.2012, 20:06:29.060  
**Time of last hit:** 16.02.2012, 20:19:55.470  
**Heats:**  Probe  Wertung  
**Program version:** LogMan II Version 1.6.1a



Position	HitNo	Value	X [mm]	Y[mm]	Dist. [mm]	Time	Action <sup>1</sup>	Status <sup>2</sup>
Wertung	1	9.0	+11.25	+10.46	15.36	20:06:29.06	I	*
Wertung	2	7.9	-5.75	-20.63	24.31	20:06:47.79	D	*
Wertung	2	9.3	+1.74	+13.24	13.35	20:07:05.62	I	*
Wertung	3	10.0	-0.67	+7.97	7.99	20:07:26.54	I	*
Wertung	4	10.5	+2.42	+2.95	3.81	20:07:53.45	I	*
Wertung	5	0.0	+3.31	+6.97	7.71	20:08:22.56	I	F
Wertung	6	10.0	-3.31	-6.97	7.71	20:08:22.56	D	*
Wertung	6	9.7	-0.44	-10.13	10.13	20:08:47.75	I	*
Wertung	7	9.8	-5.08	-7.79	9.28	20:09:10.79	I	*
Wertung	8	0.0	F	F	F	20:18:11.10	I	FI
Wertung	9	9.5	-2.65	-11.71	12.00	20:09:34.20	I	*
Wertung	10	9.6	+10.10	+4.10	10.90	20:19:55.47	I	*
Wertung	11	9.6	+0.42	+11.20	11.20	20:09:57.29	I	*

<sup>1</sup> Actions: I = hit inserted; D = hit deleted  
<sup>2</sup> Status: \* = hit valid; \*\* = hit invalid; 30 = hit of special series; - = hit before green light  
 = hit after red light; N = hit out of shooting time; F = hit in a failure; D = disqualifying hit  
 P = passing of series; I = inserted missing hit; ! = inserted hit by jury

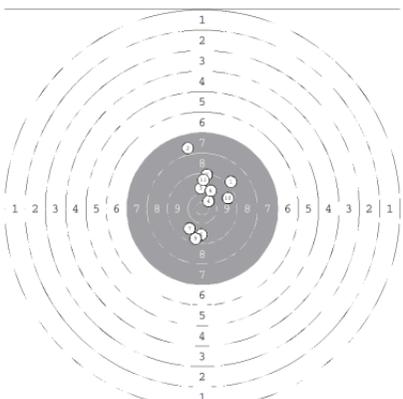
-- Seite 1 --

Log printout

**Target print range 0015**

**Range number:** 0015  
**Competition:** LP Auflage 30 (10920030)  
**Shooter:** Alt Willi (60000085)  
**Club:** VfL Vellbrunn  
**Team:**  
**Category:** offene Klasse  
**Ranking list:**  
**Target ID:** c334078f  
**Number of hits:** 13  
**Time of first hit:** 16.02.2012, 20:06:29.060  
**Time of last hit:** 16.02.2012, 20:09:57.290  
**Heat:** Wertung  
**Version:** LogMan II Version 1.6.1a





-- Seite 1 --

Target printout





# Shootmaster II - Summary



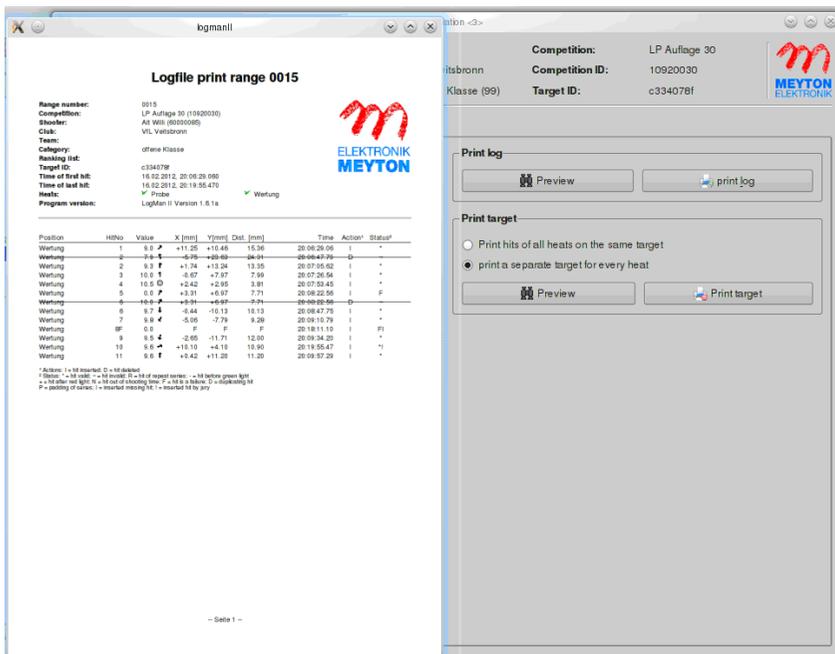
## 8.9.2 Print log

In order to print a log printout of the currently opened target, please proceed as follows:

1. Open the print window (see ["Open print window"](#)).



2. Please select in the zone „**Heat selection**“ the event heats, whose hits shall be included in the log printout. For every event only the actually existing heats are displayed. If you want to see a preview of the log printout and / or print particular pages of the log, please click on the button „**Preview**“ in the zone „**Print log**“. In the lower left part of the window in the zone „**Preview**“ a print preview appears.



3. With the and buttons you can switch between the available preview pages. By

means of the icon you can enlarge the target preview. Furthermore you can print a particular page of the Log if you select the page to be printed in the page preview and click on the icon.

4. If you want to **print all pages of the log**, please click on the button **“Print log”** in the upper right part of the window. If want to **print only one particular log page**, please start the preview, select the appropriate page and click on the button that is situated on the right hand of the page preview image (see part 3).



# Shootmaster II - Summary



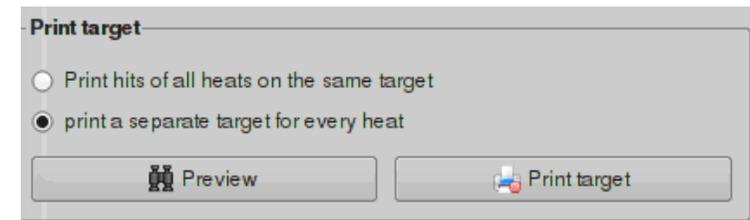
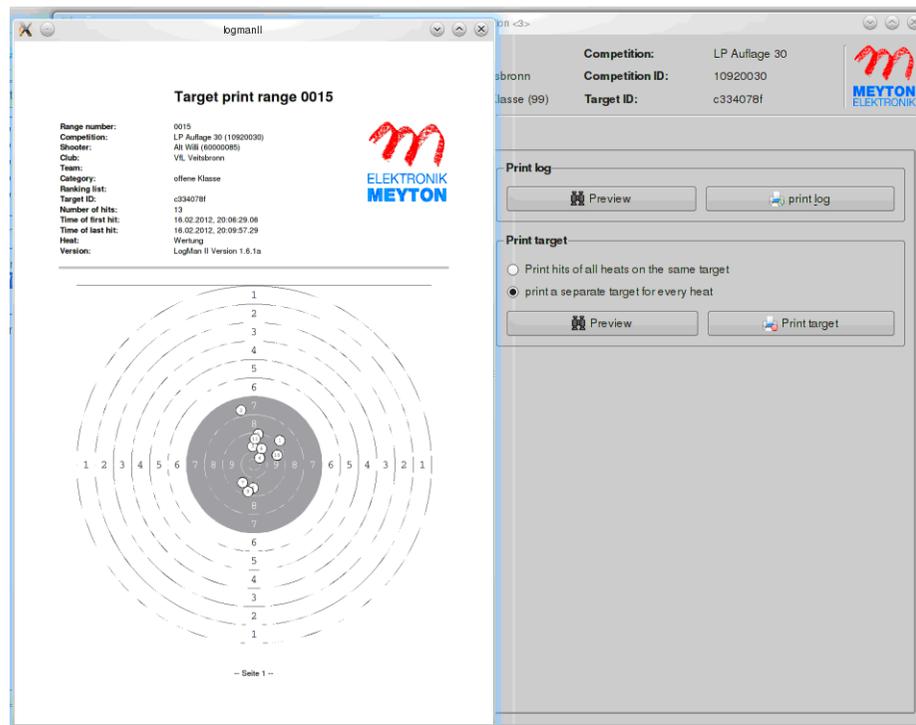
## 8.9.3 Print target

In order to print a target image of the currently opened target, please proceed as follows:



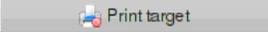
1. Open the print window.
2. Please select in the zone „**Heat selection**“ the event heats, whose hits shall be included in the target printout. For every event only the actually existing heats are displayed.
3. Please choose by means of the selection button in the area „**Print target**“, if all hits of the selected heats shall be printed on one combined target, or if you want to print an own target for each heat.

4. If you want to see a preview of the target printout and / or print particular pages of the target image (especially useful in case of large targets), please click on the button „**Preview**“ in the zone “**Print target**”. In the lower left part of the window in the zone “**Preview**” a print preview appears.



With the  and  icons buttons you can switch between the available preview pages. By means 

of the  icon you can enlarge the target preview. Furthermore you can print a particular page of the target image, if you select the page to be printed in the page preview and click on the button.

5. If you want to **print all pages of the target image**, please click on the button “**Print target**” in the central left part of the window. If want to **print only one particular page of the target image**, please start the preview, select the appropriate page and click on the  icon, that is situated on the right hand of the page preview image.

Vom Anfänger bis zum Profi



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