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For information on how to use Help, press F1 or select Using Help from the Help menu.

Tournament Menu

The Tournament menu provides commands for creating a new tournament, opening existing tournament (.trm) files, saving tournament files, printing contents of the tournament window, and exiting the application.

<u>New</u>   Create a new tournament.
<u>Open</u>   Open an existing tournament.
<u>Close</u>   Close the current tournament.
<u>Save</u>   Save the current tournament if its contents have changed.
<u>Save As</u>   Save the current tournament with a new name.
<u>Print</u>   Print the current document for the selected tournament.
<u>Printer Setup</u>   Set printer characteristics.
<u>Exit</u>   Exit the FIDE Swiss pairing application.

Player Menu

The Player menu provides commands to add, modify or delete players.

Add Player   Add a new player to the tournament.
Edit Player   Edit an existing player in the tournament.
Delete Player   Remove a player from the tournament.
Withdraw Player   Withdraw a player from the tournament.

View Menu

The View menu provides commands to watch different listings related to the tournament contestants.

List of Participants   Players ordered after pairing numbers.
Standings   Players ordered after scored points.
Round Pairing   The pairing for the current round.
Cross Table   The pairing history up to the current round.

Search Menu

The Search menu provides commands to find a player.

Find Player   Find a player.
Find Next   Find the next match in the search for player.
Find Table   Find the table where the player is playing this round.

Pairing Menu

The Pairing menu provides commands to find a player.

Automatic Pairing   The program computes the pairings for the current
round.
Manual Pairing   A possibility to perform the pairings manually.
Results   The results are entered for the current round.
Change Round   Go to a given round.
Previous Round   Go to the previous round.
Next Round   Go to the next round.
Undo Pairing   Undo the pairings for the current round.

Rating Menu

The Rating menu provides commands to calculate rating changes and title norms.

Nota Bene : These commands are not programmed yet.

ELO Calculation   Calculate ELO changes up to the current round.
Title Norm Calculation   Calculate possibly obtained title norms.

Help Menu

The Help menu provides access to the help system and the about dialog.

Contents   Help topic contents.
About   Information about the author and the product.

Exiting

To exit the application, choose Tournament|<u>Exit</u> from the menu.

Printing

There are two commands on the Tournament menu which support printing of documents from the application.

Tournament|Printer Setup is used to select and configure a printer device.

Tournament|Print causes the current document to be printed.

Tournament |Close

The Tournament|Close command closes the currently active tournament.

Tournament |Exit

The Tournament|Exit command exits the FIDE Swiss pairing system.

If you have modified documents without saving, you'll be prompted to save before exiting.

Tournament |New

The Tournament|New command creates a new tournament.

The application prompts you to name the tournament before it is opened.
You also have to enter the number of rounds.

Tournament |Open

The Tournament|Open command displays the Open a File dialog box so you can select a tournament.

Tournament files are stored as .trm - files for each round in the tournament.

Tournament |Print

The Tournament|Print command prints the contents of the active window.

Use Tournament|<u>Printer Setup</u> to select a printer, and to set printer options.

Tournament |Printer Setup

Tournament|Printer Setup command displays the Printer Setup dialog box which allows you to select and configure the printer to be used to print documents in the application.

Tournament |Save

The Tournament|Save command saves the tournament to disk.

Each consecutive round is saved in a .trm - file.

If the tournament is called RiltonCup, the first round is saved in *rilt01.trm*, the second in *rilt02.trm* and so on.

If the tournament has 9 rounds, the final standings are saved in the *rilt10.trm* file.

Tournament |Save As

The Tournament|Save As command allows you to save the tournament with a new name, or in a new location on disk.

The command displays the Save File As dialog box. You can enter the new tournament name, including the drive and directory. If you choose an existing file name, you are asked if you want to overwrite the existing file.

Player |Add

The Player|Add command adds a new player to the tournament.

This can only be done before round 1 is paired.

Player |Edit

The Player|Edit command gives you the possibility to edit the attributes for a
player in the tournament.

Player |Delete

The Player|Delete command removes a player from the tournament.

This can only be done before round 1 is paired.
Use Player|Withdraw when the tournament has started.

Player |Withdraw

The Player|Withdraw command withdraws a player from the tournament.

Use this command after round 1.
The player will be stalled, eg not used for pairing purposes.

If you have entered a player by mistake, for instance when you are adding
players for a new tournament, you should use Player|Delete.

View |List Of Participants

The View|List Of Participants command lists the players in the tournament window.

The players are ordered after their pairing number, which is set before the pairing of round 1.

View |Standings

The View|Standings command lists the players in the tournament window.

The players are ordered after scored points, ie their position.

View |Round Pairing

The View|Round Pairing command shows the pairings for the actual round.

In order to view the pairings you have to order the program to calculate the pairings first, see Pairing|Automatic.

View |Cross Table

The View|Cross Table lists the players in the tournament window.

You can observe the players history, ie scored points and colours.
The players are ordered by pairing number.

Search |Find Player

The Search|Find Player command searches the current listing for a player name.
The search locates a given substring in a player name.

When a match is found, it is highlighted in the listing; otherwise the user is
notified with a failure message.

Search |Find Next

The Search|Find Next command searches the current listing for the next match
of a substring in a player name.

Search |Find Table

The Search|Find Table command locates the table where a certain player is playing the actual round.

Pairing |Automatic Pairing

The Pairing|Automatic Pairing command computes the pairings for the current round.

Pairing |Manual Pairing

The Pairing|Manual Pairing command gives the user the possibility to arrange the pairings manually.

Nota Bene : This function is not programmed yet!

Pairing |Results

The Pairing|Results command requests the results of the pairings in a dialog window.

Pairing |Change Round

The Pairing|Change Round command sets the tournament variables to the data
valid for the given round.

These data are fetched from a .trm - file.

Pairing |Previous Round

The Pairing|Previous Round command sets the tournament variables to the data
valid for the previous round.

These data are fetched from a .trm - file.

Pairing |Next Round

The Pairing|Next Round command sets the tournament variables to the data valid for the next round.

These data are fetched from a .trm - file.

Pairing |Undo

The Pairing|Undo command removes the pairings for the current round.

Rating |ELO Calculation

The Rating |ELO Calculation command calculates ELO changes.

Nota Bene : The command is not implemented yet.

Rating |Title Norm Calculation

The Rating |Title Norm Calculation command calculates possibly obtained title norms.

This command can only be used after the last round.

Nota Bene : The command is not implemented yet.

Window Help table of contents

The Help|Contents displays the help contents page.

Help About

The program was crafted in 1996 by <u>Christer Hartman</u>.
The program uses the amendments to FIDE Swiss Rules up to 1995.

Nota Bene : This is a Beta test version!

The maximum number of players in the Beta test version : 20
The maximum number of rounds in the Beta test version : 9

All comments about the Beta test version are to be forwarded to the author :

    christer.hartman@mailbox.swipnet.se

The program logs tournament rounds. If you find bugs, I would be most grateful
if you could send these .trm - files to my email address!

The program is written in C++.

Christer Hartman

I am International Master in chess, but usually I am in front of my computer; programming.

This is my first attempt to construct a C++ - system on my own accord, earlier work include C programming for the computational brain of a realtime Power System Simulator.

My intention is to distribute a commercial version.
The commercial version will include ELO & Title Norm calculations.
The price for the commercial version will be around 700$.

(**If you like the beta-version** : Send 5$ to my physical address; that will enhance   the possibility for an appearance of a commercial version!)

I am possibly interested in writing similar applications on a consultant basis. If you are satisfied with the product and need a C++ - programmer (Windows), you can send some info either to my email address :

       christer.hartman@mailbox.swipnet.se

or my physical address :

       Christer Hartman
       Vallhornsgatan 24
       124 61 Bandhagen
       SWEDEN

The Toolbar

The Toolbar is a row of buttons at the top of the main window which represent application commands. Clicking one of the buttons is a quick alternative to choosing a command from the menu. Buttons on the toolbar activate and deactivate according to the state of the application.

Button	**Action**	**Menu Equivalent**
	Create a new tournament	Tournament|New
	Open a tournament	Tournament|Open
	Save the tournament to disk	Tournament|Save
	Print the active tournament listing	Tournament|Print
	Go to the previous round	Pairing|Previous Round
	Go to the next round	Pairing|Next Round
	Compute the pairings	Pairing|Automatic Pairing
	Undo the computed pairings	Pairing|Undo Pairing
	Search for player	Search|Find Player
	Repeat last Find Player operation	Search|Next
	View standings	View|Standings
	Display help file contents	Help|Contents

Windows Keys

Cursor Movement Keys

Key(s)	Function
Arrow key	Moves the cursor left, right, up, or down in a field.
End or Ctrl+Right Arrow	Moves to the end of a field.
Home or Ctrl+Left Arrow	Moves to the beginning of a field.
Pape Up or Page Down	Moves up or down in a field, one screen at a time.

Dialog Box Keys

Key(s)	Function
Tab	Moves from field to field (left to right and top to bottom).
Shift+Tab	Moves from field to field in reverse order.
Alt+letter	Moves to the option or group whose underlined letter matches the one you type.
Arrow key	Moves from option to option within a group of options.
Enter	Executes a command button. Or, chooses the selected item in a list box and executes the command.
Esc	Closes a dialog box without completing the command. (Same as Cancel)
Alt+Down Arrow	Opens a drop-down list box.
Alt+Up or Down Arrow	Selects item in a drop-down list box.
Spacebar	Cancels a selection in a list box. Selects or clears a check box.
Ctrl+Slash	Selects all the items in a list box.
Ctrl+Backslash	Cancels all selections except the current selection.
Shift+ Arrow key	Extends selection in a text box.
Shift+ Home	Extends selection to first character in a text box.
Shift+ End	Extends selection to last character in a text box

Editing Keys

Key(s)	Function
Backspace	Deletes the character to the left of the cursor. Or, deletes selected text.
Delete	Deletes the character to the right of the cursor. Or, deletes selected text.

Help Keys

Key(s)	Function
F1	Gets Help and displays the Help Index for the application. If the Help window is already open, pressing F1 displays the "Using Windows Help" topics. In some Windows applications, pressing F1 displays a Help topic on the selected command, dialog box option, or system message.
Shift+F1	Changes the pointer to so you can get Help on a specific command, screen region, or key. You can then choose a command, click the screen region, or press a key or key combination you want to know more about. (This feature is not available in all Windows applications.)

Menu Keys

Key(s)	Function
Alt	Selects the first menu on the menu bar.
Letter key	Chooses the menu, or menu item, whose underlined letter matches the one you type, when a menu has focus.
Alt+Letter key	Pulls down the menu whose underlined letter matches the one you type.
Left or Right Arrow	Moves among menus of the main menu bar.
Up or Down Arrow	Moves among menu items within a drop-down menu.
Enter	Chooses the selected menu item.

System Keys

The following keys can be used from any window, regardless of the application you are using.

Key(s)	Function
Ctrl+Esc	Switches to the Task List.
Alt+Esc	Switches to the next application window or minimized icon, including full-screen programs.
Alt+Tab	Switches to the next application window, restoring applications that are running as icons.
Alt+PrtSc	Copies the entire screen to Clipboard.
Ctrl+F4	Closes the active window.
F1	Gets Help and displays the Help Index for the application. (See Help Keys)

Window Keys

Key(s)	Function
Alt+Spacebar	Opens the Control menu for an application window.
Alt+Hyphen	Opens the Control menu for a document window.
Alt+F4	Closes a window.
Alt+Esc	Switches to the next application window or minimized icon, including full-screen programs.
Alt+Tab	Switches to the next application window, restoring applications that are running as icons.
Alt+Enter	Switches a non-Windows application between running in a window and running full screen.
Arrow key	Moves a window when you have chosen Move from the Control menu. Or, changes the size of a window when you have chosen Size from the Control menu.