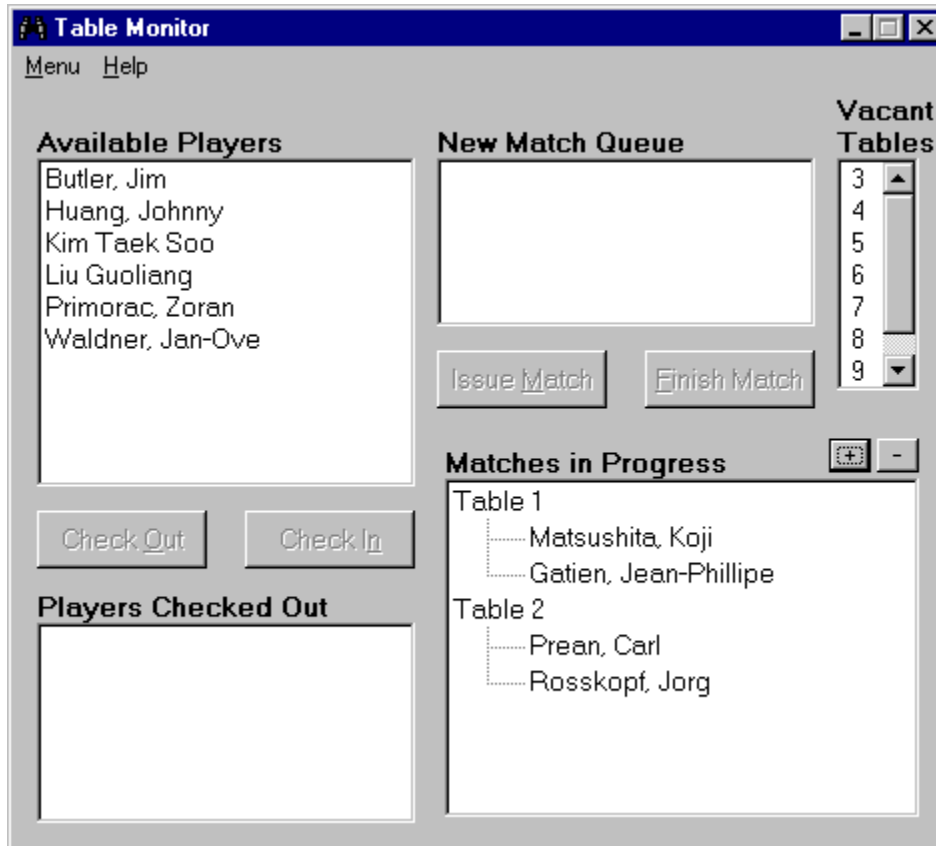


Overview

Table Monitor is a [freeware](#) application designed to assist table tennis tournament directors by simplify the process of keeping track of players and what tables they are assigned to. This application will replace the old-fashioned "[pegboard system](#)" which is commonly used for the same purpose.



[Setting up Table Monitor](#)

[Assigning players to tables](#)

[Checking players in and out](#)

[Completing a match](#)

Credits

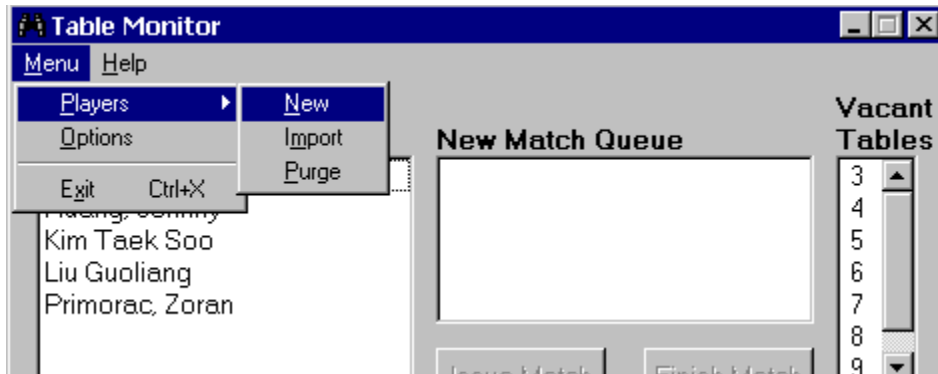
This application was developed by [Robert Mayer](#) of [DELOS Software](#).
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This help file was created with [HelpScribble](#).

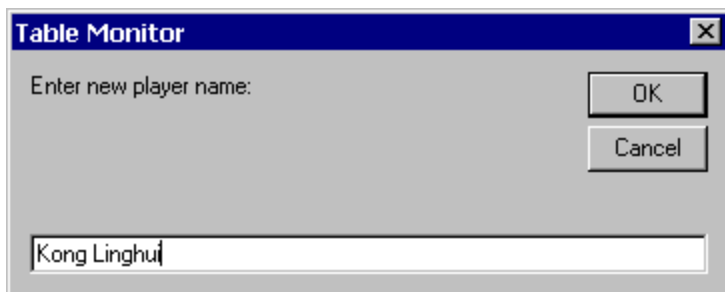
Setting up Table Monitor

Adding players to the tournament

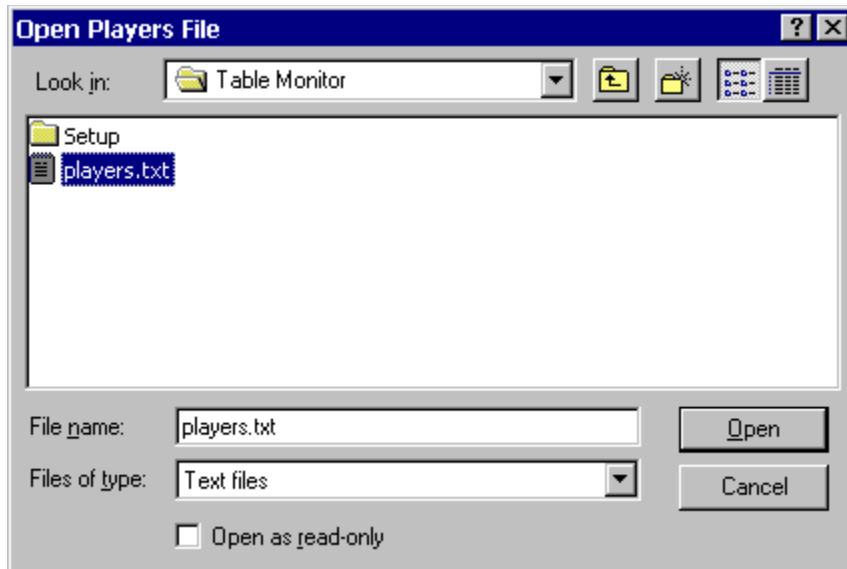
Players can be added in one of two ways: either one at a time, or by importing a list of players all at once.



From the "Menu" option at the top of the screen, choose "Players", then "New" to add a single new player.

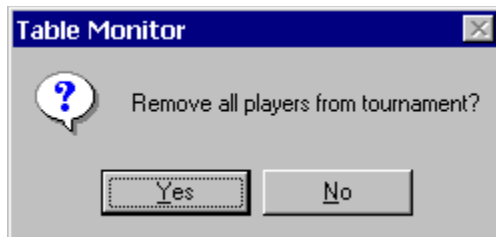


In the same menu beneath "New", you can choose "Import" to add a prepared list of players. The player names must be imported from an ASCII text file with one player name per line. PLAYERS.TXT is a sample file included with the application and includes the names of the players used in the screen shots.

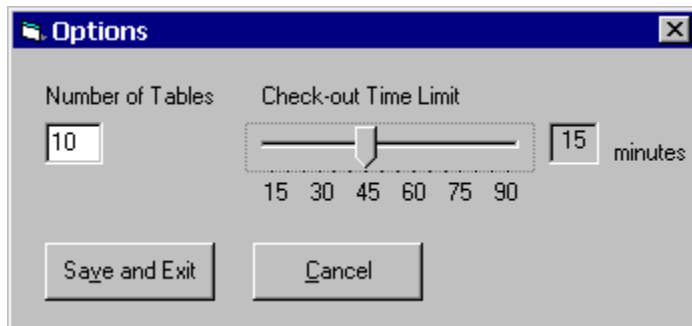


Purging players from the tournament

In the same menu beneath "Import", you can choose "Purge" to remove all of the players from the tournament. You will be prompted to confirm the purge before proceeding.



Configuring options



First you need to indicate the number of tables to be used for the tournament. Enter a number between 1 and 99 in the text box provided. Next, set the time interval you want to allocate for players temporarily checking out, to eat lunch, for example. Adjust the slider bar to a value between 15 and 90 minutes. During the tournament, when a player has been checked out for the maximum time interval, a prompt will appear on the screen asking if you want to automatically check the person back in.

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Assigning players to tables

The "Available Players" listbox will display the names of all players who are currently not assigned to a table. By double-clicking on one of the names in the list, the player will be moved into the "New Match Queue" listbox. Repeat this process until you have got all of the desired players you want to assign to a table. Obviously you need at least two names and no more than six names (you can have more than two players for doubles matches and round-robin groups). Once all of the players are queued, select a table number from the "Vacant Tables" listbox and then click the "Issue Match" button. The selected table number will be removed from the "Vacant Tables" listbox and a new table entry will then appear in the "Matches in Progress" treelist box with the names of the queued players moved underneath it.

Above the upper right corner of the treelist box, there are two buttons which can be used to expand or collapse the "Matches in Progress" view. Clicking the Expand button, denoted by "+", will make the player names visible beneath the table numbers to which they are assigned. Clicking the Collapse button, denoted by "-", will collapse the view so that only the table numbers are visible.

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Checking players in and out

Checking out

Select a player name from the "Available Players" list and then click on the "Check Out" button. This will cause the player to be moved into the "Players Checked Out" listbox.

Checking in

Select a player name from the "Players Checked Out" list and then click on the "Check In" button. This will cause the player to be moved back into the "Available Players" listbox.

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Completing a match

When a match, or group of matches on a single table, has been completed, select the table number in the treelist control and click the "Finish Match" button. This will cause the table number to be returned to the "Vacant Tables" listbox and all of the players involved to be moved back to the "Available Players" listbox.

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"Pegboard system"

This is a commonly used system for tracking players and table assignments at tournaments. It consists of a large board which displays the names of all of the tournament participants. When a player is to be assigned to a table, a peg with the table number printed on it will be inserted into a peg hole beside the player's name. Players without a peg are then assumed to be available for matches.

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Freeware

This means you don't have to pay for it! What a deal!

This help file was created with [HelpScribble](#).

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HelpScribble

HelpScribble is a help authoring tool written by Jan Goyvaerts. This help file was created with the unregistered version of HelpScribble, which is why you can read this ad. Once the author of this help file is so honest to register the shareware he uses, you will not see this ad again in his help files.

Recompiling the help project with the registered version is all it takes to get rid of this ad.

HelpScribble is a stand-alone help authoring tool. It does *not* require an expensive word processor. (Only a help compiler as Microsoft likes keeping the .hlp format secret. Not my fault.)

Here are some of HelpScribble's features:

- The Setup program will *properly* install and uninstall HelpScribble and all of its components, including registry keys.
- Create, edit and navigate through topics right in the main window. No need to mess with heaps of dialog boxes.
- All topics are listed in a grid in the main window so you won't lose track in big help projects. You can even set bookmarks.
- Use the built-in Browse Sequence Editor to easily create browse sequences.
- Use the built-in Window Editor to change the look of your help window and create secondary windows.
- Use the built-in Contents Editor to create Windows 95-style contents files. Works *a lot* better than Microsoft's HCW.
- No need to mess with Microsoft's SHED: use the built-in SHG Editor to create hotspot bitmaps. Draw your hotspots on the bitmap and pick the topic to link to from the list.
- With the built-in Macro Editor you can easily compose WinHelp macros whenever needed. It will tell you what the correct parameters are and provide information on them.
- If you have a problem, just consult the online help. The help file was completely created with HelpScribble, of course.
- HelpScribble is shareware. However, the unregistered version is *not* crippled in any way. It will only add a small note to your help topics to encourage you to be honest and to register the shareware you use.

These options are very interesting for Delphi and C++Builder developers:

- If you are a component writer, use the Delphi Parser to build an outline help file for your component. Just fill in the spaces and you are done. HelpScribble can also extract the comments from your source file and use them as the default descriptions.
- If you are an application writer, HelpScribble provides you with a property editor for the HelpContext property. You can select the topic you need from a list of topic titles or simply instruct to create a new topic. No need to remember obscure numbers.
- The property editor also provides a tree view of all the components on your form and their HelpContext properties. This works very intuitively. (Much nicer than those help tools that simply mess with your .dfm files.)
- HelpScribble can perform syntax highlighting on any Delphi source code in your help file.

HelpScribble is shareware, so feel free to grab your copy today from my web site at <http://www.tornado.be/~johnfg/>

