

AnnouncersR

User's Guide

Version 8.2.0

AnnouncerSR is designed for the person that calls matches to mats over a public address system. By using this program, the announcer has an on-screen representation of the matches that have been called and which matches are ready to be called.

In addition, tournament spectators and participants can see this information over TournamentSR's WiFi feature. This reduces the number of wrestlers asking the announcer which mat they've been called to.

This guide describes how to use the AnnouncerSR program. It requires the Java™ Runtime Environment to be installed on your computer. Consult the document at the URL below for installing Java:

<https://www.smartrunsys.com/TournamentSR/Documentation/InstallJRE.pdf>

You can download AnnouncerSR at any time by saving the program at the following URL:

<https://www.smartrunsys.com/TournamentSR/Documentation/AnnouncerSR.jar>

Save the file to your desktop. Double clicking the icon starts the program.

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System requirements

The AnnouncerSR program is written in the Java programming language. While older Macintosh and most Linux computers come with Java™, Windows and recent Macintosh computers require Java to be downloaded.

Consult the document at the URL below to determine if your computer already has Java and where to download it from:

<https://www.smartrunsys.com/TournamentSR/Documentation/InstallJRE.pdf>

No matter which system you use, we recommend the following minimum hardware features:

- 1 GBytes RAM
- 10 MBytes Hard disk space
- A network connection to another computer running TournamentSR v8.2.0 or later

1 Network connection recommendations

This manual assumes you are using two computers: one running TournamentSR, and another for AnnouncerSR.

Both computers must be connected to the same network. This is usually handled by a WiFi router which is also used to provide brackets, team scores, and mat assignments to wrestlers, coaches, and spectators.

Unfortunately, most WiFi routers have built-in “firewall” features that restrict computer to computer communication over WiFi. This section describes how to connect the two computers so the firewall problems are avoided.

1.1 Most reliable: both computers wired to the router

The network cable connections on most routers are on the same side of the firewall. As a result, computers attached via network cable to these connectors are free to communicate. Whenever you are testing communications between TournamentSR and AnnouncerSR, we strongly recommend you connect the computers using network cables.

1.2 Next best: TournamentSR wired, AnnouncerSR on WiFi

While each computer connected to the router via WiFi is protected from every other such computer, most routers don't protect the WiFi connections from the network cable connections. They appear on the same side of the firewall.

When you cannot have the TournamentSR computer and the AnnouncerSR computer both wired to the router, we suggest you connect the TournamentSR computer to the router via a network cable, and connect the AnnouncerSR computer via WiFi.

1.3 Least reliable: both computers connected via WiFi

As stated earlier, many routers protect each WiFi connected computer from all others via the firewall. That feature may prevent the AnnouncerSR and TournamentSR computers from communicating with each other.

Fortunately, these routers also provide a mechanism for disabling the firewall. Consult your manufacturer's manual or configuration software for instructions. There should be a mechanism to “turn off” or “disable” the firewall. Once that is done, the TournamentSR and AnnouncerSR computers should be able to communicate.

See section [6](#) for how to disable the firewall on a Belkin N Wireless Router.

1.4 Staying connected to the right WiFi network

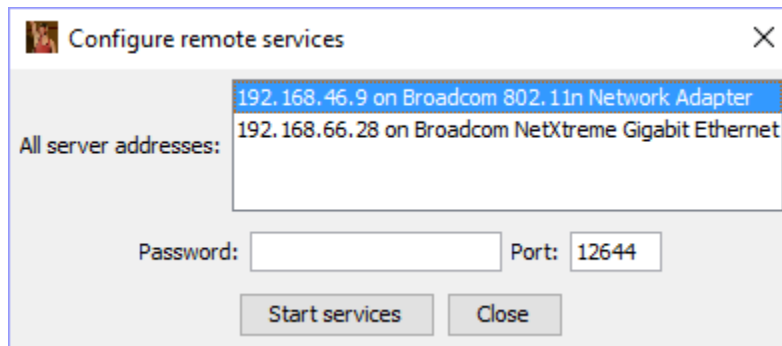
Since WiFi networks are very common, there may be more than one where you are running the tournament. If other networks have strong signals, your computers using WiFi may automatically jump to one of them. This causes the connection between AnnouncerSR and TournamentSR to be lost.

To avoid the automatic switch, you must tell your computer to stay connected to the desired network. The method for doing this is outside the scope of this manual.

2 Preparing TournamentSR for AnnouncerSR

TournamentSR must be configured to permit other computers to connect. This is done via TournamentSR's "File"/"Remote services" menu. You must start Remote services before you can use AnnouncerSR.

This should be done **after** you have loaded the tournament information file into TournamentSR ("File", "Open..." menu) and are nearing the start of the tournament. When you select "File"/"Remote services", the following window will appear.

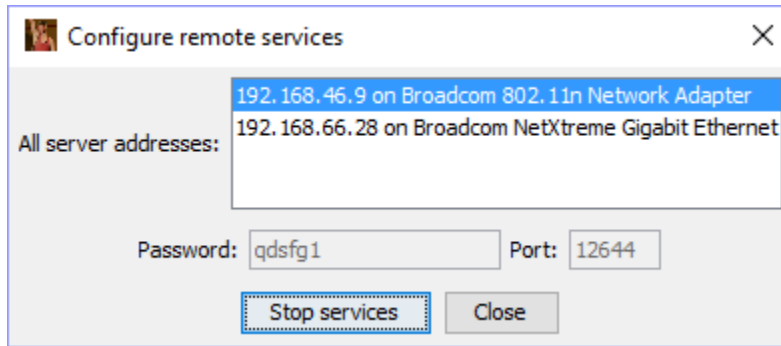


You should write down the four numbers separated by periods in the highlighted row of the "All server addresses:" list. This is called the "IP address." In the example above, the IP address is "192.168.46.9". You will have to enter that information into AnnouncerSR.

If other rows appear, write down the IP addresses for them as well. You might need them if the first address doesn't work. In the above example, another address is "192.168.66.28".

You must enter a password in the appropriate field. The password cannot be blank, but otherwise has no requirements. You will need to enter the same password into AnnouncerSR.

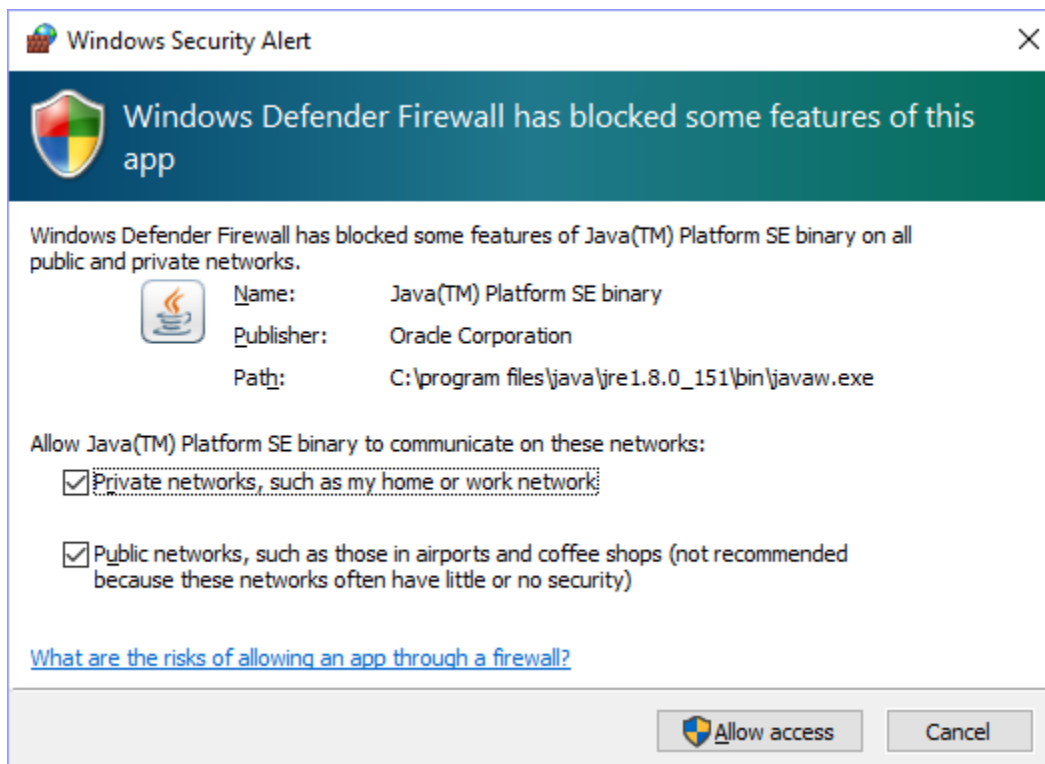
Once you have written down the Server addresses and entered a password, click the [Start services] button. The window will look similar to the picture below.



Note that when Remote services are running you cannot change the password (set to “qdsfg1” in the picture above) and the [Start services] button has changed to [Stop services]. You can now click the [Close] button. TournamentSR is ready for AnnouncerSR.

IMPORTANT Each time you load information into TournamentSR (“File”, “Open...” menu), “Remote services” are stopped. Whenever you load a tournament file, remember to start Remote services using “File”, “Remote services...”.

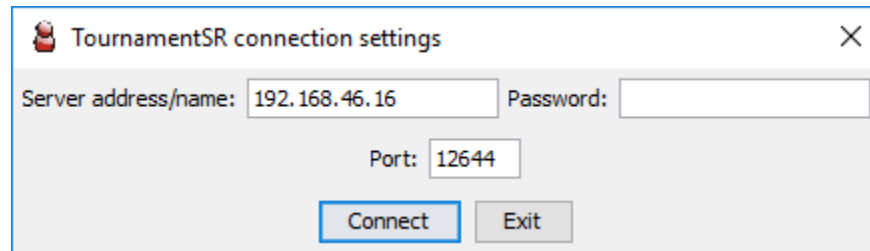
The first time you start Remote services on a Windows computer, you might see the following window:



Make sure both the “Private networks, such as my home...” and the “Public networks, such as those in airports and coffee shops...” boxes are checked and then click the [Allow access] button. Failing to do so might prevent other computers from communicating with the TournamentSR computer.

3 Connecting AnnouncerSR to TournamentSR

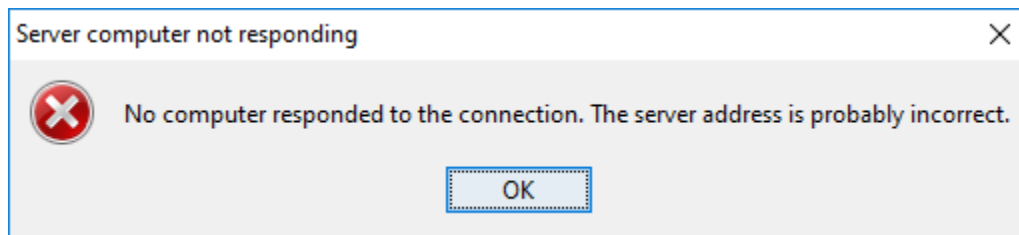
Once TournamentSR's remote services are running, you can launch AnnouncerSR. When you start the program, the main window will appear behind the connection window shown below.



Because the computer running AnnouncerSR is different from the one running TournamentSR, the "Server address/name:" information will be wrong. It should be very similar to the correct address (displayed on TournamentSR's Remote services window). It should only differ in the last couple of digits.

Update the "Server address/name:" field to be the same as the "Server address:" value written down from the computer running TournamentSR. Enter the same password as before and then click the [Connect] button. The connection window will disappear.

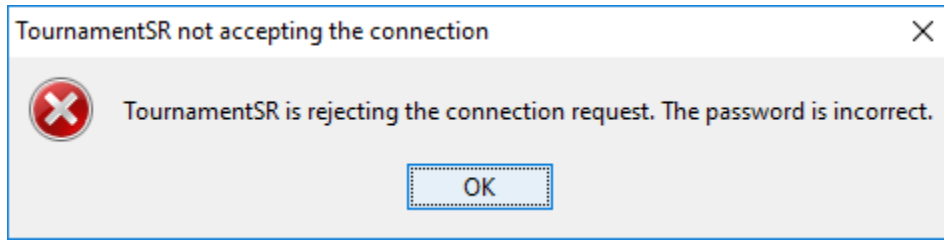
After 30 seconds or so, you might see the window pictured below.



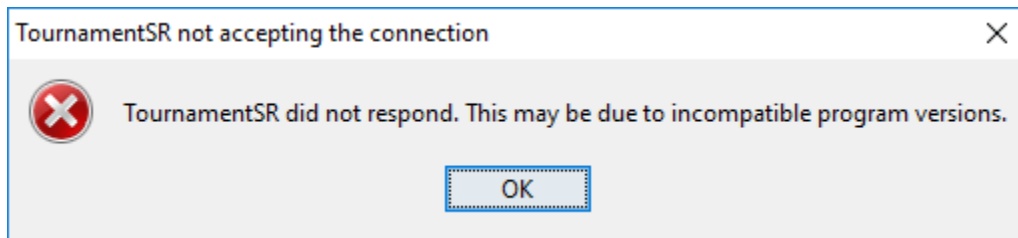
This indicates AnnouncerSR couldn't reach the TournamentSR computer. Either TournamentSR's Remote services aren't running, the "Server address/name" was incorrect, you accidentally changed the Port: entry (so it doesn't match the same one in TournamentSR), or your computer has a firewall that prohibits the connection. Click the [OK] button, fix the connection settings, and try connecting again.

Try all of the addresses listed on TournamentSR's Remote services window. If none of them work and you are sure the two computers are on the same network, you likely have a firewall issue. Some anti-virus programs implement their own firewall. Search the anti-virus program's web site for instructions on temporarily disabling its firewall (e.g. for the day).

When the connection fails, you might see one of the following windows instead of the one above:

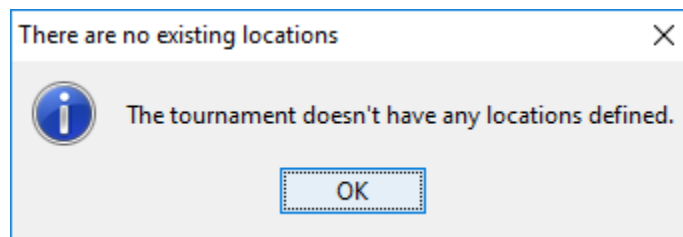


This indicates the password you entered into AnnouncerSR is not the same as the password entered into TournamentSR. Click the [OK] button, fix the password, and try connecting again.



This occurs when the TournamentSR version is incompatible with the AnnouncerSR version. Go to the TournamentSR website and download the latest version of both programs.

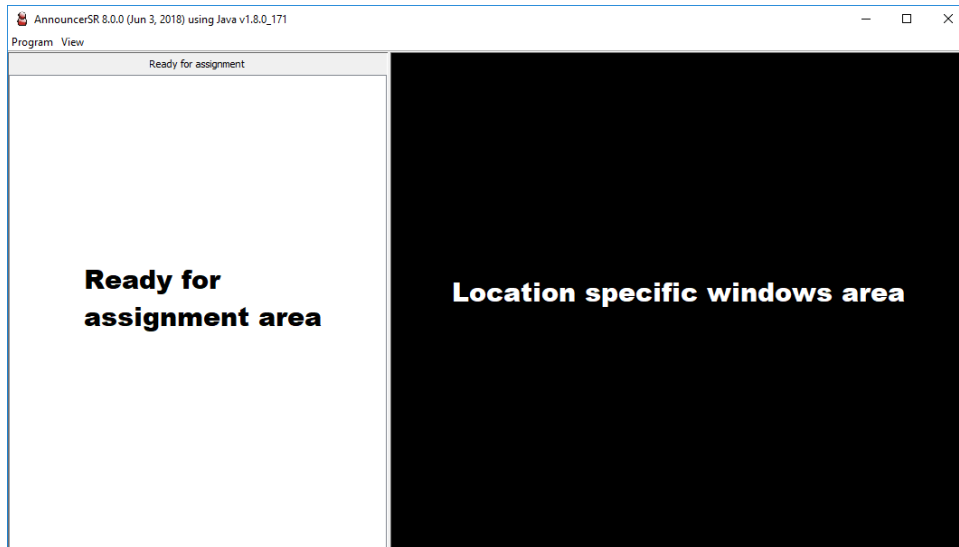
Eventually you will establish the connection between the two programs. If the tournament information file doesn't have any locations configured (TournamentSR's "File", "Session configuration..." menu), you will see the warning message shown below.



This indicates the announcer will have to manually create the locations (e.g. "Mat 1", "Mat 2"). Click [OK] to reveal the main window. If this message doesn't appear, the locations configured for all sessions will appear on the main window.

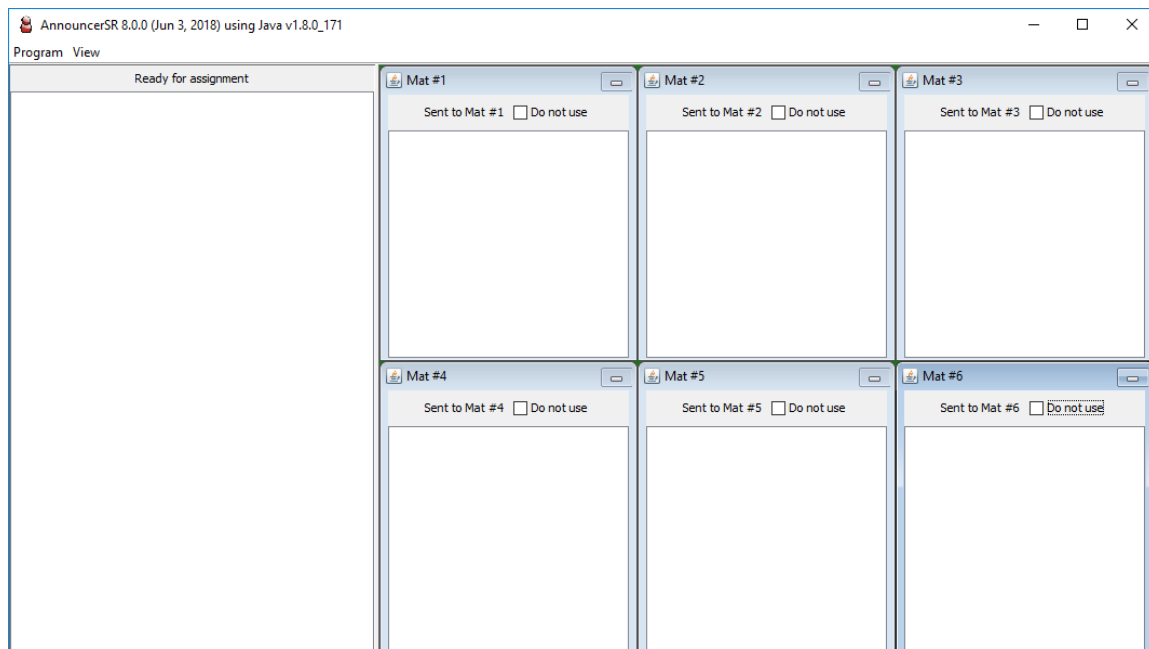
4 AnnouncerSR main window areas

The AnnouncerSR main window appears similar to the picture below:



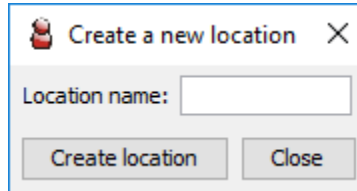
The white area on the left side of the window is where matches that are “Ready for assignment” are listed. Such matches have printed bout cards, but have not been assigned to a location (mat).

The large section to the right of the “Ready for assignment” list is where windows for each location will appear. The picture above shows the window when no locations are configured. The picture below shows the AnnouncerSR window with sessions configured for six mats: “Mat #1” through “Mat #6”.



4.1 Creating location-specific windows (mats)

Creating additional location-specific windows is easy. Double click on an open spot in the Location-specific windows area. The following window will be displayed:



Carefully fill in a location name (e.g. “Mat 1”, “Aux mat”, etc.). Once a window has been created, it cannot be destroyed. After confirming the location name is correct, click [Create location]. A new location-specific window will appear.

IMPORTANT

Location-specific windows can be resized and moved. You can organize them so they represent where the mats are located in the gym.

IMPORTANT

Create *all* location-specific windows needed for the tournament. You can disable some of them when such mats should not be used.

4.2 The Ready for assignment list

For each bout card that is printed, an entry will appear under the “Ready for assignment” list. The picture below shows the list populated with 11 first round matches numbered 10, 17, 19, 22, 23, 26, 34, 35, 38, 39, and 41.



The screenshot shows a software window titled "AnnouncerSR 8.0.0 (Jun 3, 2018) using Java v1.8.0_171". Below the title bar is a "Program View" tab. The main content area is a table with the heading "Ready for assignment". The table contains 11 rows, each representing a wrestling match. Each row has a match number in a large font on the left, followed by the weight class, the two wrestler names and their teams, and the round number on the right.

Ready for assignment			
10	113	Bryce Ames (Bothell) Justin Melendez (Skyline)	Rd. 1
17	120	Martin Miller (Eastlake) Jacob Lerch (Issaquah)	Rd. 1
19	120	Alex Ayala (Redmond) Cameron Rasmus (Issaquah)	Rd. 1
22	120	Jasper Mathieson (Woodinville) Ricky Lumala (Skyline)	Rd. 1
23	120	Nathaniel Holmes (Bothell) Jace Gill (Woodinville)	Rd. 1
26	126	Adam Hendersen (Eastlake) Chip Hoehl (Issaquah)	Rd. 1
34	132	Saad Hassan (Newport) Nolan Downs (Woodinville)	Rd. 1
35	132	Scott Huff (Skyline) Andrew Budoff (Eastlake)	Rd. 1
38	132	Chris Sullivan (Inglemoor) Dakota Kutz (Issaquah)	Rd. 1
39	132	Ellis Losey (Issaquah) Judah Dorsey (Redmond)	Rd. 1
41	138	Gunner Starren (Issaquah) Jack Ellis (Redmond)	Rd. 1

Notice that each entry provides all of the information needed by the announcer: the weight class (e.g. 113, 120, 132), the two wrestler names, and their teams. If sessions were configured with locations, each entry will also include the *suggested* location which appears underneath the round number. An example of this is shown below:

Program View

Ready for assignment		
10	113 Bryce Ames (Bothell) Justin Melendez (Skyline)	Mat #1 Rd. 1
17	120 Martin Miller (Eastlake) Steven Muhlestein (Skyline)	Mat #2 Rd. 1
19	120 Alex Ayala (Redmond) Jacob Lerch (Issaquah)	Mat #3 Rd. 1
22	120 Cameron Rasmus (Issaquah) Ricky Lumala (Skyline)	Mat #4 Rd. 1
23	120 Nathaniel Holmes (Bothell) Jasper Mathieson (Woodinville)	Mat #5 Rd. 1
26	126 Adam Hendersen (Eastlake) Chip Hoehl (Issaquah)	Mat #6 Rd. 1
34	132 Saad Hassan (Newport) Nolan Downs (Woodinville)	Mat #1 Rd. 1

The number at the left of each entry is the match number. Match numbers can be alpha-numeric or just numeric. In the above pictures, the match numbers are numeric. In that case, pigtail matches begin with the letter 'P' followed by a number.

TournamentSR can be configured so that match numbers use two letters and a number (e.g. "AA1", "AC37"). Pigtail matches are further identified by a lower case 'p' between the two letter prefix and number (e.g. "ADp2").

The white background under the match number indicates a championship round match. An orange background indicates a consolation round match.

4.3 Assigning matches to mats

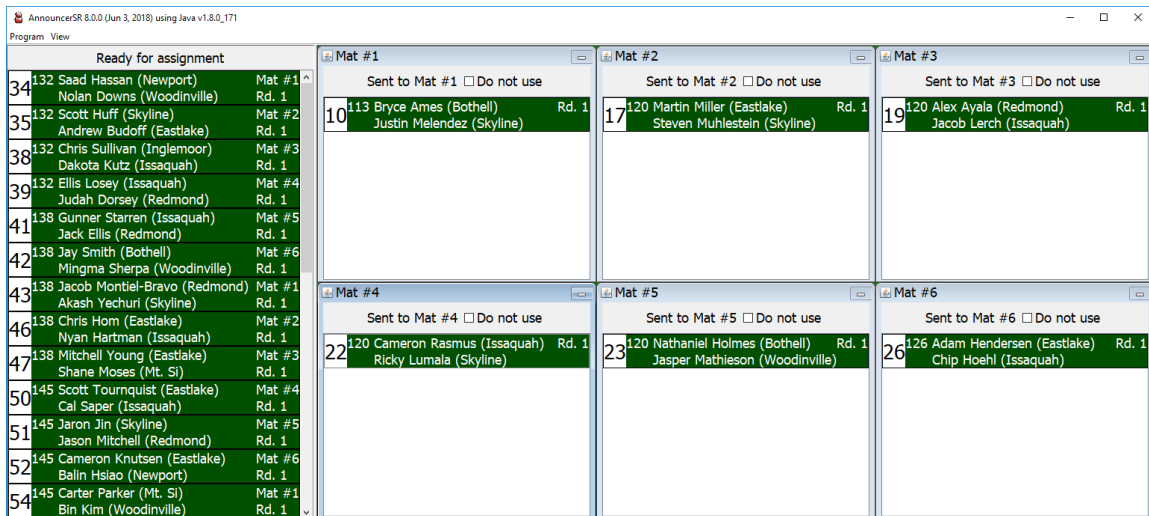
There are two ways to assign a match to a location: drag and drop, and double click. Drag and drop can always be used, double clicking only works when a match has a suggested location.

4.3.1 Using drag and drop

You assign a match to a location by dragging the match from the “Ready for assignment” list to one of the location-specific windows. This should be done in concert with, or immediately after announcing the wrestlers and which mat they are being sent to.

When the match is dropped onto its location, its background will briefly turn grey. The grey background indicates the assignment is being sent to TournamentSR. When the background returns to normal, it indicates the assignment has been confirmed.

The picture below shows the AnnouncerSR window after the first 6 matches in the Ready for assignment list were dragged to individual location-specific windows:



The location-specific lists show the order which matches were sent to the mat (oldest matches at the top, newest assignments at the bottom). The location-specific window entries don't disappear until the match results are entered into TournamentSR. Since there is some time between the match completion and the results entry, the top match in a location-specific list is either taking place, or recently ended. Matches underneath that would be “on deck”, “in the hole”, etc.

4.3.2 Using double clicks

If a match in the Ready for assignment list has a suggested location, you can double click on it. The match will immediately move to the suggested location-specific list. This is faster than drag and drop but the match only goes to the suggested location.

4.3.3 Moving matches around

The process of moving a match from one location to another is the same as the assignment process. Drag the match from one location-specific window to another.

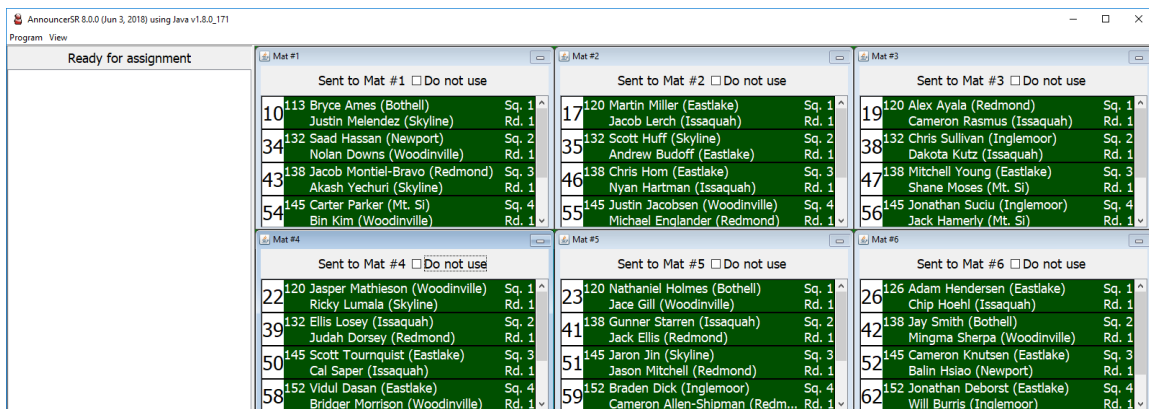
If you make a mistake or just want to move match back to the Ready for assignment list, you can use either drag and drop, or double click. Double clicking on a match in a location-specific list causes it to move back to the Ready for assignment list.

4.3.4 Location specific sequence number behavior

TournamentSR can be configured to assign “1” to the first match *at each mat*, “2” to the second match, and so on. These are called “location specific sequence numbers.”

Any match that has a location specific sequence number is automatically placed in its location window. Such matches never appear in the Ready for assignment list unless manually moved there.

The picture below shows matches that have been assigned location specific sequence numbers. The numbers are in the upper right corner of each entry and begin with “Sq.”.



Location specific sequence numbers also appear on printed bout cards. The picture below shows the top of such a bout card. It indicates sequence number 1 for Mat #3 (“Mat #3/1”).

Champ 1 (2,2,2)

Mat #3/1

Wt:120

17

		1	2	3	SV	TB	UTB
Green	Red		▲ ▼	▲ ▼		▲ ▼	▲ ▼
Jacob Sands							
Roosevelt							
Green	Red		▲ ▼	▲ ▼		▲ ▼	▲ ▼
Jaylen Schmid							
Ballard							

T2=Take-down : R2=Reversal : E1=Escape : N2,N3,N4=Near fall : Sw=Stall warn. : C=Caution warn. : W=Warning (other)
 S1,S2=Stalling pt(s) : C1=Caution pt. : TV=Tech. violation pt. : P=Penalty pt. (illegal hold, unrec. roughness)

4.4 Minimum rest time and match background color

This section only applies to tournaments where wrestlers require a minimum rest time. If no such time is configured in TournamentSR, all of the matches will use white writing on a green background.

If the bracket and wrestler names are on a green background, the card can be sent to a mat at any time. A cyan (greenish blue) or magenta (reddish purple) background indicates the match cannot be sent due to minimum rest restrictions. Cyan indicates the match is within 10 minutes of the minimum rest requirements. Magenta indicates more than 10 minutes must elapse before the match can take place.

The picture below shows the Ready for assignment list at the start of the second round.

AnnouncerSR 8.0.0 (Jun 3, 2018) using Java v1.8.0_171

Program View

Ready for assignment		
113	106 Cameron Roark (Bothell) Jacob Hollmer (Eastlake)	Mat #3 Rd. 2
114	106 Cole Turner (Skyline) Joshua Lee (Newport)	Mat #4 Rd. 2
115	106 Kona Bertolino (Skyline) Pavel Hoffelaer (Issaquah)	Mat #5 Rd. 2
116	106 Kailikaimoana Smith (Bothell) Nadav Levanoni (Redmond)	Mat #6 Rd. 2
121	113 Kenta Despe (Skyline) 4:30 PM Bryce Ames (Bothell)	Mat #1 Rd. 2
122	113 Alton Ophus (Newport) Ian Tsang (Woodinville)	Mat #2 Rd. 2
123	113 Trevor Crabb (Bothell) Jobe Zuniga (Redmond)	Mat #3 Rd. 2
124	113 John Bernado (Issaquah) Anakin Macarthur (Eastlake)	Mat #4 Rd. 2
129	120 Martin Miller (Eastlake) 4:33 PM Steven Muhlestein (Skyline)	Mat #5 Rd. 2
130	120 Alex Ayala (Redmond) 4:25 PM Bailey Claudon (Inglemoor)	Mat #6 Rd. 2
131	120 Matthew Dalton (Newport) 4:23 PM Ricky Lumala (Skyline)	Mat #1 Rd. 2

The entries with a green background can be immediately assigned to mats. The minimum rest period (if any) has been satisfied for both wrestlers.

Entries with a cyan background can be safely assigned to mats as long as they are “in the hole” (at least 2 matches occur prior to the match in cyan). In the picture above, match numbers 130 and 131 could be assigned to mats as long as there were at least 2 matches already in their location-specific lists. The two matches cannot take place until 4:25 and 4:23 PM (respectively).

Entries with a magenta background cannot be assigned until the time listed under the weight class. For example, match number 121 between Kenta Despe and Bryce Ames (113 pound weight class) cannot be started until 4:30 PM. You should wait to assign this match to a mat until it turns cyan or green.

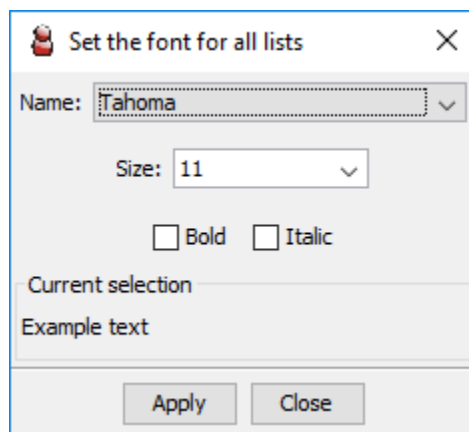
Note that printed bout cards include a “**Do not start until ...**” title if they are printed before the minimum rest period has elapsed. Table workers will see this and further make sure the match doesn’t start until the indicated time.

5 Deployment and usage suggestions

This section covers how to use AnnouncerSR's menus. It also covers some enhancements to the AnnouncerSR computer that makes the tournament run smoother.

5.1 Making the display easier to read

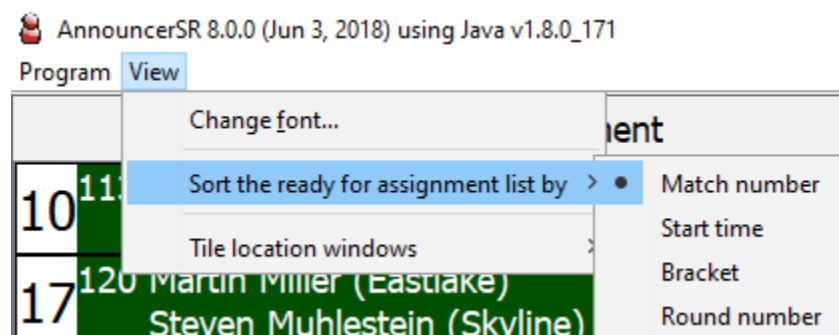
The default font used by AnnouncerSR is designed to maximize the number of visible matches. For many people (like the author of this manual) everything is too small to read. In that event, select the "View" menu and click "Change font...". A window similar to the one shown below will appear.



Change the typeface by choosing a different entry from the "Name:" list. Change the size of the font by entering or selecting a new value for "Size:". When you click [Apply], the AnnouncerSR main window is updated. This allows you to see the changes before closing this window.

5.2 Ready for assignment match order

By default, the Ready for assignment list is sorted by match number. You can use the "View"/"Sort the ready for assignment list by ->" menu to change the order. When the menu is expanded, it looks like the picture below.



The options only affect the order of the ready for assignment list and are given below:

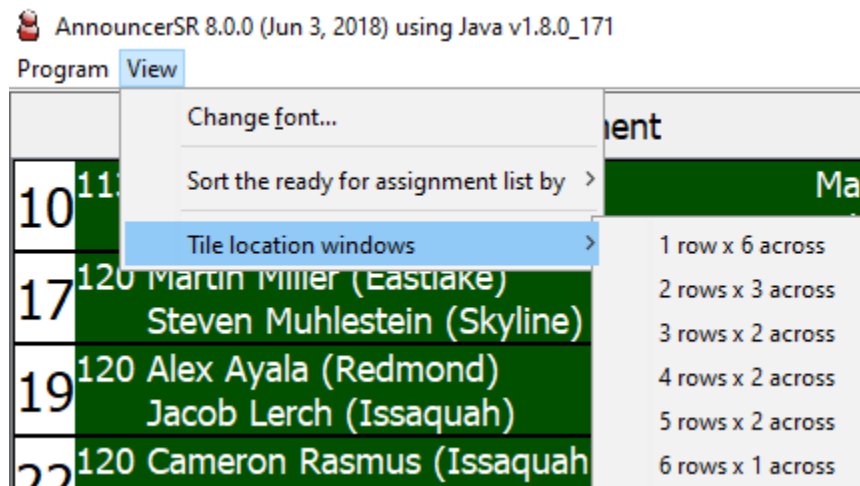
- **Match number** - This is the default setting when non-pigtail match numbers are numeric only. Matches are listed from smallest match number to the largest. Pigtail matches are listed before all others.
- **Start time** - Selecting this option causes the matches with green backgrounds to be listed above the cyan matches which are listed above the magenta matches. This makes it easy to assign matches that can be immediately run.
- **Bracket** - Selecting this option causes the matches to be grouped by bracket title. This can be useful at open tournaments where subsequent round matches for one bracket can be run prior to current round matches for another. Such tournaments often don't require a minimum rest time.
- **Round number** - This is the default setting when all match numbers are alpha-numeric (e.g. "AA6", "AB1", "ACp1"). Round 1 matches are listed before round 2 matches and so on. As with the Match number option, pigtail matches are listed before all others.

5.3 Maximizing the size/placement of location-specific windows

You can always manually drag and size each location-specific window. You can also use the "View" menu, "Tile location windows" option to quickly resize and position these windows.

When you select "View", "Tile location windows", you are presented with a list of choices of how to position the windows. When you choose one of the options, the windows are automatically sized to fit the entire available area.

For example, if there are 6 location-specific windows, the displayed options will be as shown below.



Selecting the first option ("1 row x 6 across") will cause the location-specific windows to be placed side by side in a single row. Selecting the second option will cause the location-specific windows to be placed in a 2 by 3 matrix.

5.4 Avoiding locations for rounds that don't use them

The location-specific windows exist for all mats specified by the TournamentSR session configuration. In later tournament rounds, some of these mats might not be used. AnnouncerSR supports this concept via the "Do not use" check box at the top of each window.

When you check the "Do not use" box, matches dragged into that window cannot be dropped (assigned). When the box is not checked (the normal case) dropping matches into the window is allowed. When a mat is no longer going to be used, check the "Do not use" box for that location.

5.5 Computer set-up recommendations

AnnouncerSR is most useful when TournamentSR has its web server turned on ("File", "Start web server..." menu) and available via a WiFi connection. This allows anyone with a WiFi capable device (iPhone, Android phone, tablet, or laptop) to view the mat assignments from their seat.

This can be further enhanced by running AnnouncerSR on a computer with two displays (e.g. a laptop with an external monitor connected). The main display faces the announcer that is using AnnouncerSR. The second display faces the wrestlers so they can see which mat they have been called to without asking the announcer.

Since there is no restriction to the number of systems running AnnouncerSR, it is also possible to use another computer (instead of the second monitor) to show the wrestlers the mat assignments. Make sure to cover or hide the mouse on this computer so the wrestlers can't control the mat assignments.

6 Disabling Firewall Example: Belkin N Wireless Router

This section covers how to disable the firewall on a Belkin model PM01118-B router. In order to turn off the firewall you must use a network cable to connect your computer to the router (you cannot use WiFi).

Start AnnouncerSR and note the “Server address/name:” value. It will be something like “176.16.1.5”. You can now exit AnnouncerSR and start a browser program such as Internet Explorer, Safari, or Firefox. Replace the default page URL (e.g. “http://www.google.com”) with “http://” followed by the address you observed when you started AnnouncerSR (e.g. “http://176.16.1.5”). **Don’t press the Enter key (yet).**

Replace the number after the last period (e.g. “5” in the example) with “1”. Now press the Enter key and you should see the Belkin router web page which will appear similar to the one shown below:

The screenshot shows the Belkin Router Setup interface. The left sidebar contains a navigation menu with categories: LAN Setup, Internet WAN, Wireless, Firewall, and Utilities. The main content area is titled "Status" and displays a message: "You will need to log in before you can change any settings." Below this message are several information tables:

Language	
Current Language	English
Available Languages	English Français Deutsch Español Nederlands Italiano 简体中文 繁體中文 日本語 한국어

Version Info	
Firmware Version	2.00.04 (Nov 12 2008 10:51:08)
Boot Version	v0.05
Hardware	F5D8236-4 v2 (01)
Serial No.	12917823611443

LAN Settings	
LAN/WLAN MAC	00:22:75:4B:36:3F
IP Address	172.16.1.1
Subnet Mask	255.255.0.0
DHCP Server	Enabled (1 LAN, 0 WLAN Client)

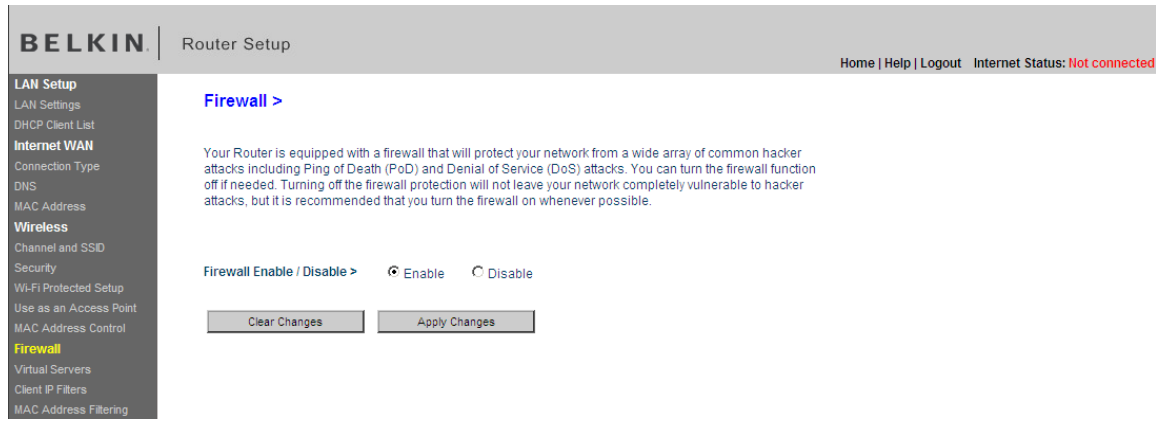
Internet Settings	
WAN MAC Address	00:22:75:4B:36:40
Connection Type	Dynamic
WAN IP	0.0.0.0
Subnet Mask	0.0.0.0

Features	
Firewall Settings	Disabled
SSID	Wrestling
Security	Disabled
UPnP	Enabled

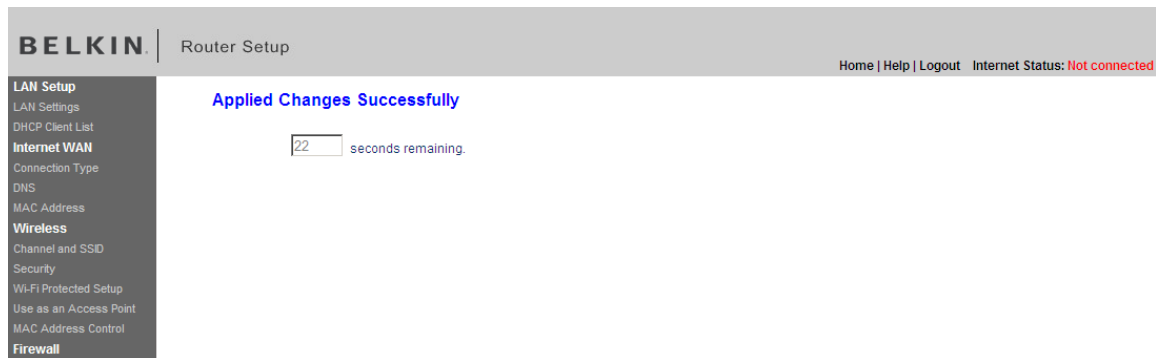
Click the word “Firewall” along the left edge of the page. The window will change to something similar to the picture below:

The screenshot shows the Belkin Router Setup interface with the "Firewall" option selected in the left sidebar. The main content area is titled "Login" and contains the following text: "Before you can change any settings, you need to login with a password. If you have not yet set a custom password, then leave this field blank and click 'Submit.'" Below the text is a "Password" input field with a "Default = leave blank" hint. At the bottom of the form are "Clear" and "Submit" buttons.

When shipped from the factory, Belkin routers don't have a password. If you installed their software, you may have specified one. If you did, make sure you enter the password before clicking on the "Submit" button. Assuming you successfully log in, the Firewall control screen will appear:



Click the radio button titled "Disable" and then click the "Apply Changes" button. The router will then display a confirmation page with a count down timer as shown below:



You have now disabled the firewall on the Belkin router. To ensure no one else can change this setting, click the word "Logout" in the upper right corner of the page.

You can now have both the TournamentSR computer and the AnnouncerSR computer connected to the router via WiFi instead of network cables.