



User's Guide

Version 8.5.0

RegistrationSR is used to enter and confirm contestants arriving at an open tournament. It allows you to quickly determine if someone is preregistered or needs to have their information added. Multiple computers can be used so the registration process runs quickly and smoothly.

RegistrationSR can also be used to enter a wrestler's actual weights during or after weigh-ins. This ensures the participants are processed quickly and can be bracketed well before the tournament's first matches are scheduled to start.

This guide describes how to use the 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 RegistrationSR at any time by saving the program at the following URL:

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

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

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System requirements

RegistrationSR is written in the Java programming language. While older Macintosh and Linux computers come with Java, Windows and recent Macintosh computers require Java to be downloaded and installed.

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 v8.3.0 or later

1 Network connection recommendations

This manual assumes you are using two or more computers: one for the director running TournamentSR, and one or more for people running RegistrationSR.

All computers must be connected to the same network. This is usually handled by the 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 connections. This section describes how to connect the 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 RegistrationSR, we strongly recommend you connect all computers using network cables.

1.2 Next best: TournamentSR wired, RegistrationSR on WiFi

While each computer connected 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 RegistrationSR computers wired to the router, we suggest you connect the TournamentSR computer to the router via a network cable, and connect the RegistrationSR computers via WiFi.

1.3 Least reliable: all computers connected via WiFi

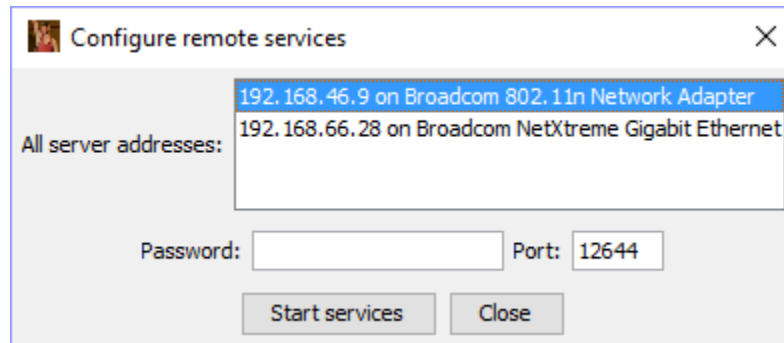
As stated earlier, many routers protect each WiFi connected computer from all others via the firewall. The feature may prevent the RegistrationSR and TournamentSR computers from communicating with each other.

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 RegistrationSR computers can communicate.

2 Preparing TournamentSR for RegistrationSR

TournamentSR only allows other computers to connect if configured to do so. This is done via TournamentSR's "File"/"Remote services" menu. You must start Remote services before you can use RegistrationSR.

This should be done after you have loaded the information file into TournamentSR ("File", "Open..." menu) and are preparing to start registration or weigh-ins. When you select "File"/"Remote services", the following window will appear:

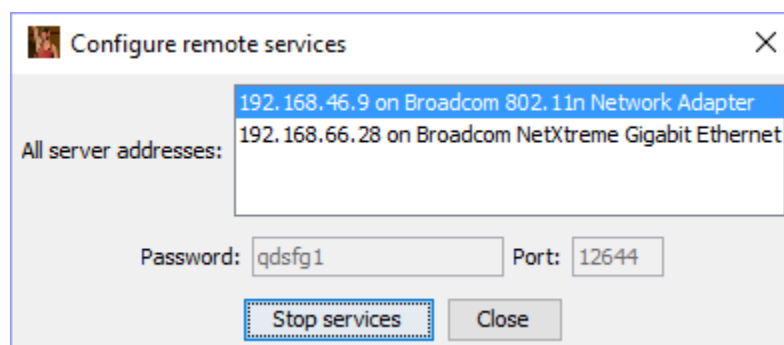


You should write down the four numbers separated by periods in the highlighted row of the "All server addresses:" list. This is called the "IP address." In the example above, the IP address is "192.168.46.9". You will have to enter that information into RegistrationSR.

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 RegistrationSR.

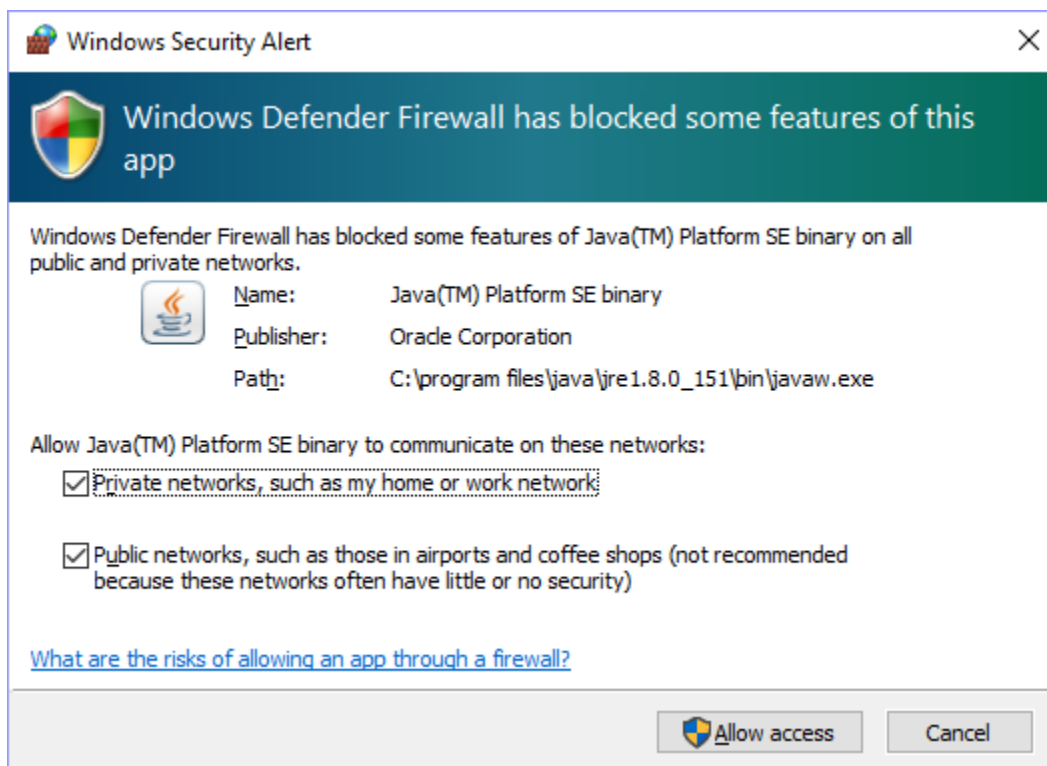
Once you have written down the Server addresses and entered a password, click the [Start services] button. The window will look similar to the picture below.



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 RegistrationSR.

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...”.

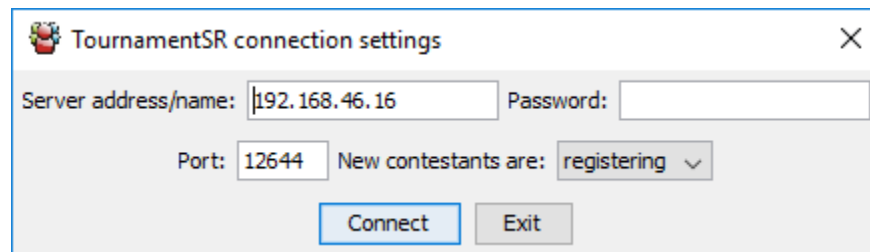
The first time you start Remote services on a Windows computer, you might see the following window:



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 RegistrationSR to TournamentSR

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



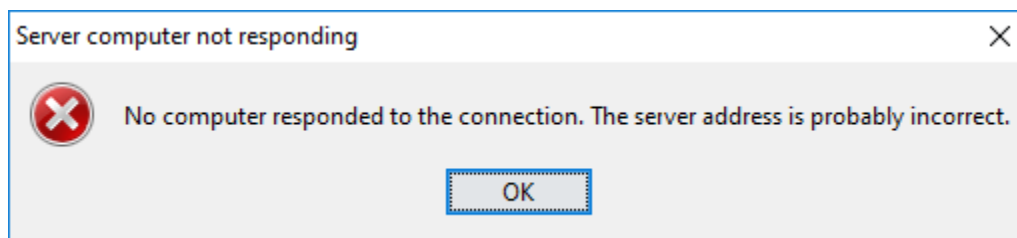
Because the computer running RegistrationSR is different from the one running TournamentSR, the "Server address/name:" information will be wrong. It should be very similar to the correct address (displayed on TournamentSR's Remote services window). It should only differ in the last couple digits.

Update the "Server address/name:" field to be the same as the "Server address:" value written down from the TournamentSR computer. Enter the same password as well.

If you are confirming preregistered wrestlers and/or supporting walk-ins, set "New contestants are:" to "**registering**". This indicates you will be specifying a wrestler's estimated weight. That weight might change when they weigh in. If you don't plan to have weigh-ins or are entering wrestler's weigh-in weights, set this field to "**weighing in**". That indicates weights you are entering will not change.

Once the fields have been populated, click the [Connect] button. The connection window will disappear.

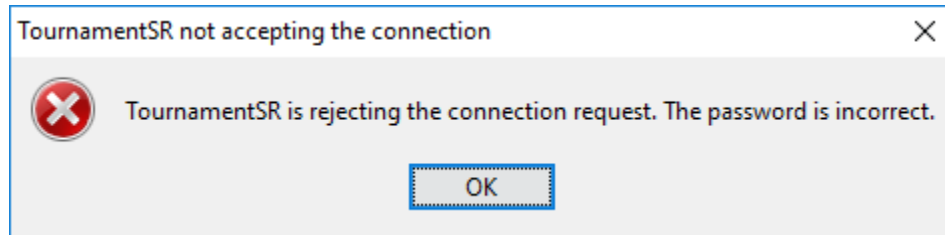
After 30 seconds or so, you might see the window pictured below.



This indicates RegistrationSR couldn't reach the TournamentSR system. Either TournamentSR's Remote services aren't running, the "Server address/name" field was incorrect, you accidentally changed the Port: entry (so it doesn't match the same one in TournamentSR), or your computer has a firewall program 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).

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

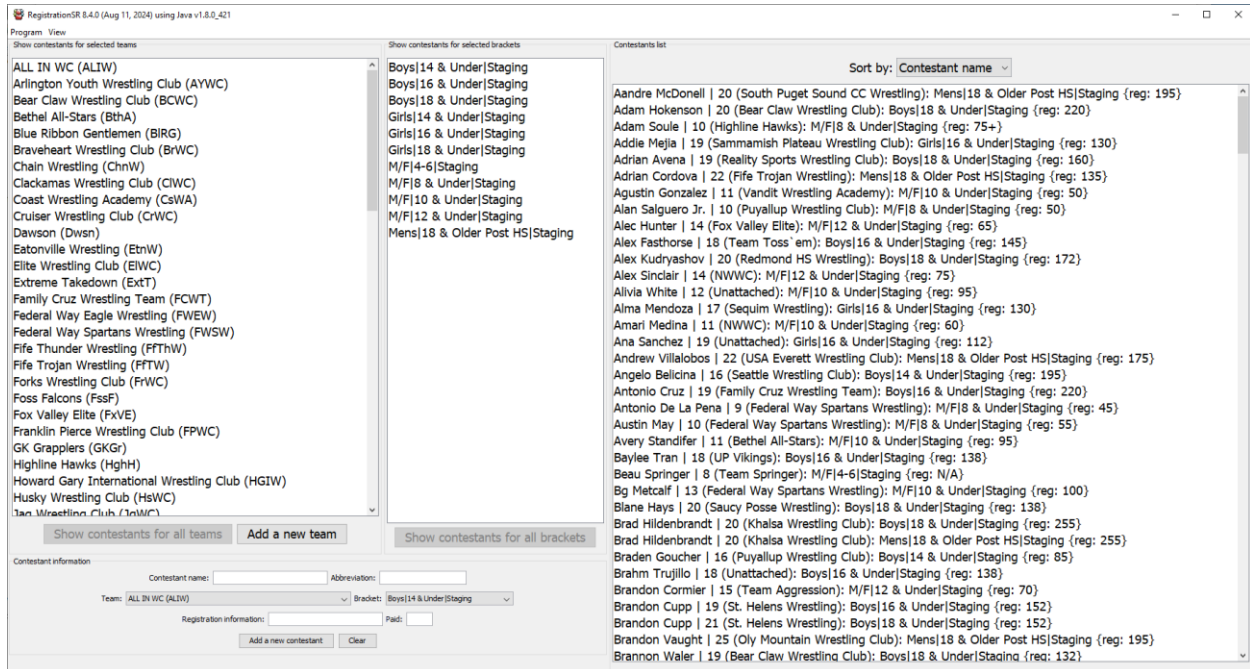


This indicates the password you entered into RegistrationSR is not the same as the password entered into TournamentSR. Click the [OK] button, fix the password, and try connecting again.

Eventually you'll establish a connection between the two programs. When that occurs, RegistrationSR's main window will fill with information.

4 RegistrationSR controls

The program's window is divided into 3 lists and an entry area for adding and modifying contestants. A picture of the window with information for an open tournament is shown below:



The left-most list contains team names. While most contestants will be associated with a specific team, others are assigned to the "Unattached (-)" team.

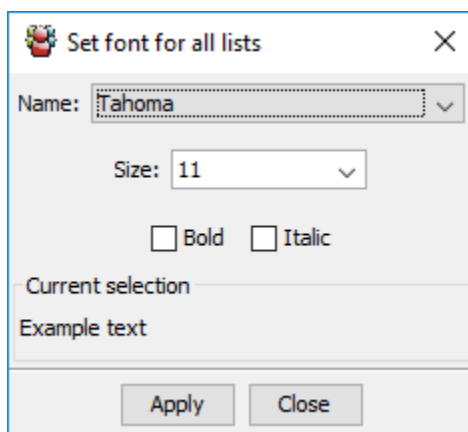
The center list contains the available brackets for the tournament. In the above picture, staging brackets have been created for each age group. This is appropriate for tournaments using the "Madison system." If the tournament uses specific weight classes, the available brackets list would be much longer (one bracket for each age group and weight combination).

The right-most list contains the participant names that have already registered. The picture shows the list sorted by contestant name. Options are provided for sorting by team name and bracket.

The lower-left portion of the window is where you add and change wrestler information.

4.1 Making lists easier to read

As with other support programs, RegistrationSR allows you to change the font used to display the three lists. Use the "View"/"Change font..." menu to bring up a window for changing the font. A window similar to the picture below appears.



Change the "Name:" and "Size:" drop down lists to specify the desired font. Click [Apply] to have RegistrationSR's main window redraw with the selected font. Click [Close] once the main window is comfortable to read.

4.2 Filtering the contestant list

Since the contestant list can get very long, it's often easier to only show wrestlers assigned to a specific team or bracket. Clicking on a team name in the left-most list, and/or a bracket in the center list filters the contestant list on the right. The contestant list only shows wrestlers assigned to the highlighted team and/or bracket.

To clear the filter, click [Show contestants for all teams] button (under the team names list) and/or [Show contestants for all brackets] (under the bracket titles list). Click on **"Unattached (-)"** in the team names list to filter by wrestlers that aren't associated with any team.

4.3 Adding a new team

All contestants must be associated with a team. If you don't see the team's name in the left-most list, you can add it by clicking [Add a new team] (under the team names list). When you click that button, the following window shown below appears.

The image shows a small dialog box titled "Input" with a close button (X) in the top right corner. Inside the dialog, there is a question mark icon and the text "Please enter the new team name below". Below this text is a single-line text input field. At the bottom of the dialog are two buttons: "OK" and "Cancel".

Enter the new team's name in the area provided and then click [OK]. If the team name already exists, you will be informed and given a chance to enter the team name again.

4.4 Adding a new contestant

You add a new contestant whenever the button in the lower left corner of the screen reads "Add a new contestant". Click the [Clear] button if you don't see "Add a new contestant". A picture of that area is shown below.

The image shows a form titled "Contestant information". It contains several input fields and dropdown menus. The fields are: "Contestant name:" (text input), "Abbreviation:" (text input), "Team:" (dropdown menu showing "ALL IN WC (ALIW)"), "Bracket:" (dropdown menu showing "Boys | 14 & Under | Staging"), "Registration information:" (text input), and "Paid:" (text input). At the bottom of the form are two buttons: "Add a new contestant" and "Clear".

The individual entry fields are populated as follows:

Contestant name: Fill this with the contestant's full name. If names in the contestant list include a vertical bar and an age or grade (e.g. "John Smith" is shown as "John Smith | 16"), this field should include that information. Separate the name from the age or grade using the vertical bar character (typed using <shift><\>).

Abbreviation: This field will automatically fill in when you <tab> or click away from the "Contestant name:" field for the first time. You can use the automatic text, or modify the contestant's abbreviated name as you see fit.

Team: Choose the new contestant's team from this drop down list. If the contestant isn't associated with a specific team, choose "Unattached (-)". If the contestant is associated with a new team, use the [Add a new team] button to create it.

Bracket: Choose the bracket that the contestant will be participating in. For Staging brackets, choose the appropriate classification and division combination (e.g. "Boys | 16 & Under | Staging" for a 15 year old boy).

Registration information:

Fill in this field with the contestant's expected weight (when registering) or actual weight (after weighing-in). You *don't* need to add the "**reg:**" prefix - the program will do this for you automatically.

Paid:

Fill in this field with either the amount the contestant paid for his/her entry fee, or a simple character (e.g. "X"). If this is non-blank, the registration card printed by TournamentSR for the contestant will indicate "**PAID**". Leave this blank if you don't want paid indications on registration cards.

Add a new contestant

Click this button after ensuring the other fields are correct. It will send a message to the TournamentSR computer to add the contestant. If the addition fails, you will be notified in a few seconds. If the addition succeeds, you will see the new wrestler added to the contestants list.

Clear

Use this button to erase all of the fields listed above. It also forces the button at the bottom left of the window to read "Add a new contestant".

When entering the information, we strongly suggest you use the <tab> key to get from one field to the next. This keeps your hands on the keyboard. Use <shift><tab> to move back one field. Typing <tab> from the "Registration information:" field highlights the "Add a new contestant" button. Press the <enter> (or <return>) key to send the information.

4.5 Changing a contestant's information

Some preregistered wrestlers might want to change their estimated weight or bracket. This can be done by highlighting the appropriate name in the contestants list. The fields in the lower left corner of the window automatically fill-in with the highlighted contestant's information.

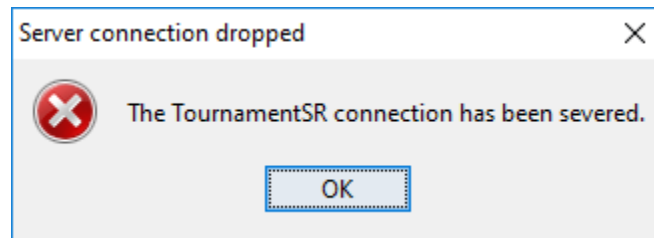
When you highlight an entry in the Contestants list, the [Add a new contestant] button changes to [Change contestant]. If you decide you don't want to change the highlighted contestant, click the [Clear] button.

You are allowed to modify any of the fields listed in the previous section. Once you have updated the Contestant name:, Abbreviation:, Team:, Bracket:, and/or Registration information fields, click [Change contestant] to send the updates to the TournamentSR computer. If the operation fails, you will be notified in a few seconds. If the modification succeeds, you will see the wrestler's information changed in the Contestants list.

IMPORTANT When changing a wrestler's "Registration information:" field prior to weigh-ins, you must ensure the "**reg:**" prefix is kept. That prefix indicates the field contains an estimated (not actual) weight.

4.6 If the TournamentSR connection is lost

If remote services in TournamentSR are stopped or the network connection is lost, RegistrationSR displays the following window:



Click the [OK] button and the connection settings window is redisplayed. Have the TournamentSR computer operator verify remote services are running. Follow the instructions in section 3 to restore the connection.