

Supervisor - Manual V2.0

EN

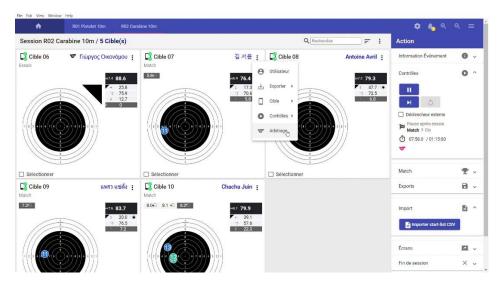


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Introduction

The Sport Quantum Supervisor gives you an overview of the activity of a fleet of Sport Quantum targets/tablets connected to the same network, and allows you to take control of them to organise official competitions with an audience or training sessions. It works in conjunction with Sport Quantum targets/tablets.





Installation

Prerequisites

The Sport Quantum supervisor software is available for Windows (version 7 minimum), macOS (version 10.11 "El Capitan" minimum) and Linux (version Ubuntu 18.04) platforms. Only the Windows version is currently supported; other versions may be supplied for information only.

It requires a minimum of 250MB hard disk space, 4GB RAM (8GB recommended) and network connectivity. For high-impact events (official competitions, etc.) it is strongly recommended to use a wired connection between the targets and the supervision system, as the quality of Wi-Fi connectivity is highly dependent on the environment (interference from other transmitters, possible presence of jammers, nature of the walls, etc.).

The installed versions of the supervisor and tablet applications must be compatible. To do this, make sure they have the same major version number, represented by the first number (for example, a v1.2.6 application will be compatible with a v1.2.1 supervisor, but a v1.2.6 application will not be compatible with a v2.0.0 supervisor).

Installation

The supervisor is installed by unzipping the .zip file in any location with read/write access. The program is launched by clicking on the SQu Supervisor.exe icon.

Connections, configuration

All the equipment must be connected together on the same physical or logical IP network. The addressing plan is not constrained, but on typical installations uses the following conventions (X being the firing lane number from 0 to n):

For a Wi-Fi installation:

Targets: 10.5.0.X/8
Tablets: 10.5.5.X/8
Supervisor: 10.5.0.200/8
Screens: 10.5.10.X/8
Printer: 10.5.0.210/8

For a wired Ethernet installation:

Targets: 192.168.0.X/16
Tablets: 192.168.5.X/16
Supervisor: 192.168.0.200/16
Screens: 192.168.10.X/16
Printer: 192.168.0.210/16

The targets are configured in the same way as when they are used without a supervisor. The applications on tablets are configured by adding the address of the supervisor (in this case 192.168.0.200)



Start

All the Tablets and Targets must be started with the supervisor. The order is not important, but the supervisor will be quicker to detect all the equipment if it is started first, before the Tablets and Targets.

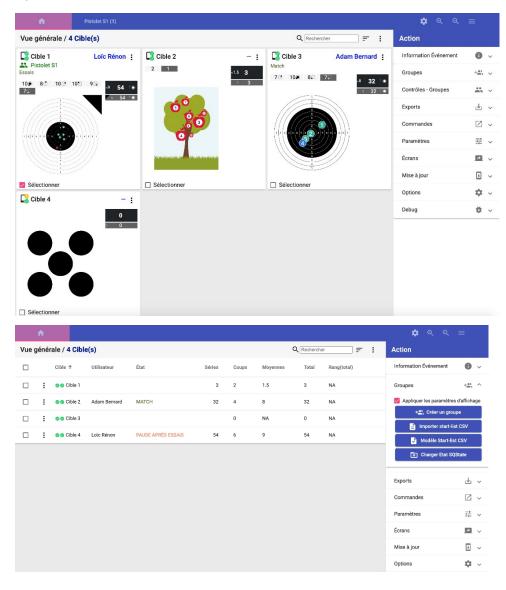


Use

The main screen of the application is divided into 3 parts:

- The top banner, containing tabs allowing you to view the overview (house icon) as well as the different sessions in progress
- The menus on the right, which can be used to perform actions on a set of selected targets or on a group of selected targets, are also available.

 the session
- The middle section, displaying targets in grid mode (table of visuals and detailed scores) or list mode (summary of scores).



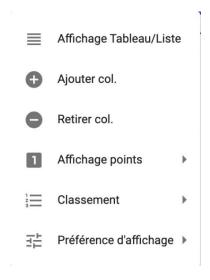


General view" main tab

Functions and contextual menus

The general view has a search field that allows you to display only targets that meet the following criteria search criteria (target name, or user or team name), as well as a context menu (icon three vertical points) to adjust the elements of the view.

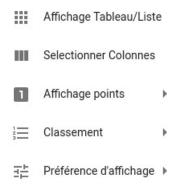
Context menu in grid mode



- Table/List display: Choice of display mode from Grid (table) to List
- Add col. Increases the number of columns in Grid mode (displays several targets).
 on a single page)
- Remove col. Reduces the number of columns in Grid mode
- **Display points**: Determines the point display mode (by default, depending on the test, forced to "integers" or forced to "decimals").
- Ranking: Determines the ranking
 - Displayed or not
 - Depending on the number of total points
 - Based on average points
- **Display preference**: Determines display preferences
 - Grouping display
 - o Automatic zoom on or off
 - Adapted or not according to the distribution of impacts
 - Centred or not on the centre of the visual



Context menu in list mode



- Table/List display: Choice of display mode from List to Grid (table)
- **Select Columns**: Selects the columns (rank, scores, names, etc.) to be displayed for each target. in list mode
- **Display points**: Determines the point display mode (by default, depending on the test, forced to "integers" or forced to "decimals").
- Ranking: Determines the ranking
 - Displayed or not
 - o Depending on the number of total points
 - Based on average points
- **Display preference**: Determines display preferences
 - Grouping display
 - o Automatic zoom on or off
 - Adapted or not according to the distribution of impacts
 - Centred or not on the centre of the visual

Each target (displayed in grid mode or table mode) also has its own context menu (icon with three vertical dots)



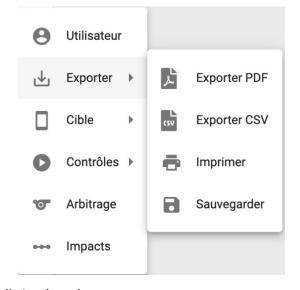


• **User**: Allows you to edit all the information for a user or a team (name, first name, licence, category, number, club)

Définir les tireurs L'Amicale des Tireurs

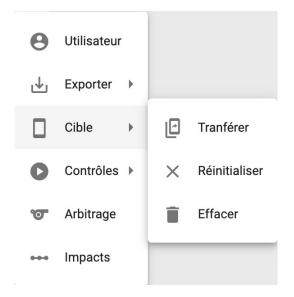


Exports:

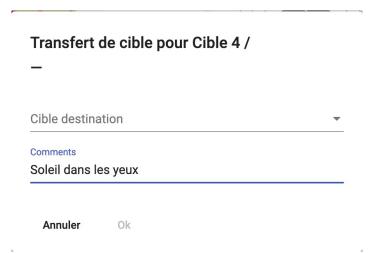


- o PDF export of all visuals and scores
- CSV export of score summary
- Printing of all visuals and scores
- Save all visuals and scores for later restoration
- Target audience:





 Transfer: Transfer of a target's status to another target to enable a user to continue shooting at another target (due to inconvenience, damage or other reasons). All the history is kept and transferred automatically and transparently for the shooter.

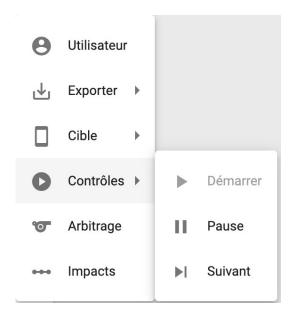


- o **Reset**: Resets target status to clear all scores and visuals for a target
- Delete: Deletes the target from the supervisor. The target will no longer reappear in the interface and will not be

no longer accessible until the supervisor is restarted

• Controls:





 Start" / "Pause" / "Next" commands equivalent to those available on the application. They are used to start a sequence (start a new sequence), to move on to the next stage (from trials to matches, for example), to pause a sequence (which will also pause the stopwatch), and so on.



• Arbitrage: Allows you to carry out an arbitrage action

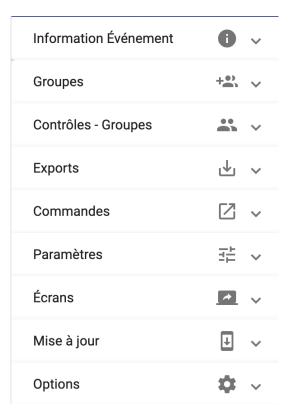
Loïc Rénon ^{Commentaires Règlement 1.2.3.4: Application d'une pénalité de 1pt et rajout d'une série d'essais, annulation du 8}					
☐ Modifier la	durée totale		☐ Modifier le nombre d'impact total de la série		
Туре			Impacts additionels		
+ * INC	ouvelle durée	min	+0		
Insérer un	e série d'essais		☐ Insérer un impact à zero		
Pénalité g	lobale				
Points Me					
-1		•			
Changer le	score d'un impac	t			
2345	10♥ 10♥ 9♀				

- o Referee's comments to be entered on the exported match report
- Selection of one or more arbitrage actions
 - Modify the total duration (either as a relative value "+" "-" of the current time or as an absolute value "=")
 - Modify the number of impacts in the current series
 - Change the number of series (for Standard and 3/7 in particular)
 - Insert a series of tests
 - Insert a zero impact (for cross-shots)
 - Impose a global penalty (which affects the match as a whole and not a specific impact) and/or a caution (DNS, DNF, DNQ, DQB)
 - Change the score of a specific point (relative or absolute), particularly for cross-shots and Standard and 3/7.

Side menu (right)

The right-hand side menu allows you to perform actions globally or on a set of selected targets





• **Event information**: allows you to enter the names, dates, logos and sponsors of the event that is to take place.

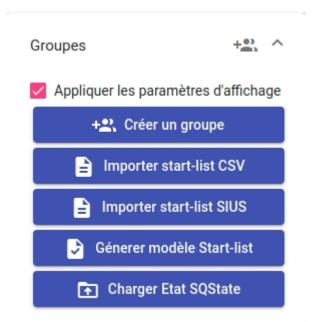
will be transferred to PDF exports and printouts







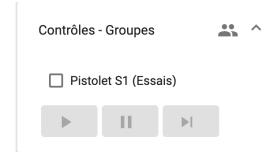
• **Groups**: Allows you to create a group from the selected targets or from a start-list listing the targets concerned. It is also possible to generate a start-list template or load a set of complete sessions from a backup (in the event of a multi-day event, technical incident, etc.)



- Create a group: Used to create a group manually using the targets selected in the list or grid.
- o **Import a CSV start-list**: Imports a start-list in CSV format. An example format is available using the "**Generate start-list template**" button.



- o Import SIUS start-list: Imports a start-list in SIUS XML / Microsoft Office format
- Generate Start-list template: Generates an empty example start-list to be filled in, which can then be used in "Import CSV start-list".
- Load SQState: Used to reload a complete state of a match in progress in the format SQState that has been exported using the "Exports" / "Save SQState" function
- **Controls (groups)**: Allows group commands to be sent to several groups at once in a way that synchronous, in particular to be able to start several sessions at the same time. NB: This menu only appears when a group has already been created.



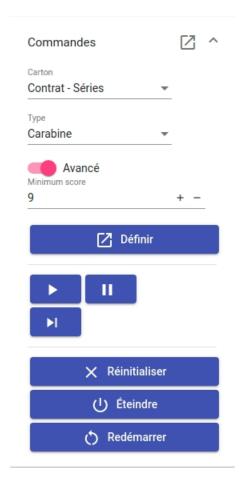
- **Exports**, depending on the export options selected (display columns, point display mode, etc.), grouping, type of zoom) gives you
 - o **Export PDF**: Full PDF export of selected targets
 - o **Export CSV**: A summary CSV export of the selected targets
 - Print: A complete printout of the selected targets (identical to what is exported).
 with "Export PDF")
 - Save SQState: A complete backup of sessions that can be loaded at any time later via
 "Groups" / "Load SQ State" (for sessions over several days, or to recover from an incident).





- Commands used to send commands to several targets. These commands are sent independently of the current sequencing of a group or match. They are mainly used to remotely "control" targets that are not part of a group or match.
 - O Define:
 - Setting up visuals (boxes, type, level) with advanced settings
 - Sequences (Start, Pause, Next)
 - o Systems
 - Reset: Delete scores and visuals from targets and tablets. All unsaved scores will be lost.
 - Switch off or restart targets (tablets are not affected)

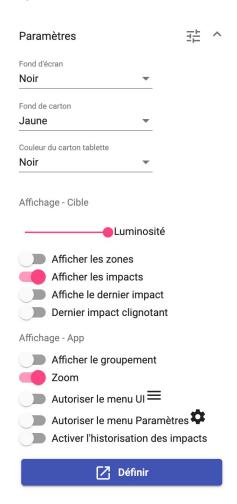




- Settings: set certain options for a target/tablet :
 - o Screen background: colour of the target's screen background
 - Cardboard background: colour of the target's cardboard background
 - Shelf cardboard colour: Colour of the zones and the black circle on the shelf
 - Display target
 - **Brightness**: Adapt the brightness of the target
 - **Show zones**: Display zones on the target
 - **Display hits**: Permanent display of all impacts (holes) on the target
 - Display last impact: permanent display of the last impact on the target (in red)
 - Last impact flashing: Flashing display of the last impact for 3 seconds (in red)
 - Display App
 - **Display grouping**: Display the grouping on the tablet
 - **Zoom**: Zoom activated by default on the tablet
 - Authorise the UI menu: Display the interface settings button on the tablet (type of zoom, number of impacts displayed, grouping, etc.)
 - Authorise Settings menu: Application settings button displayed on the tablet



- **Activate impact logging**: Save a file of the impact on the tablet. backup of all impacts (to recover information in the event of a breakdown)



- Screen: see "External displays" section
- Update
 - Update selected targets (select the firmware to be loaded on the selected targets)



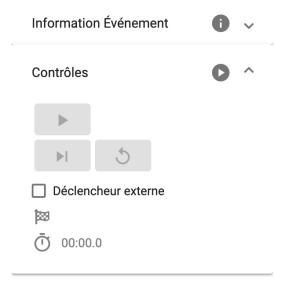
Groups tab

Side menu (right)

• Controls: Used to control the flow of a scenario (all the sequences that follow on from each other).



- Start
 Starts the sequence and the associated stopwatch (e.g. for a Classic" session, starts the session and switches targets to trial mode)
- O Next : Goes to the next step (e.g. for the "Classic" session, goes from the "trial" sequence to the "pause after trial" sequence).
- External trigger for next sequence allows the USB external button supplied with the supervisor to be used for remote triggering (in conjunction with a whistle blow, for example) by a referee. NB: the external trigger tick must be ticked before each press of the button (to "arm" the button) to avoid any accidental triggering of the next sequence.



- Match: Allows you to set the preferences and characteristics of a match for all the targets in a group.
 - Choice of pistol or rifle events
 - Advanced settings for match characteristics
 - Number of match series
 - Maximum number of impacts per trial
 - Number of impacts per series
 - Duration of tests
 - Match duration
 - o **Deactivate decentring**: Activate/deactivate the decentring of the visual on the target
 - Display end message: Whether or not to display an end-of-match message in the middle of the screen on the tablet.
 - Display welcome message: whether or not to display a welcome message on the tablet (with the shooter's name and line number, as well as a quick tutorial on the tablet's buttons)
 - Trials counted in decimal: Default display of impact scores to tenths in trials (pistol and rifle)
 - Always display the list of impacts in decimal: Display scores to tenths in the list of impacts (with no effect on the calculation of points)



Start the shooting scenario and go to the first "Start" sequence. The rest of the sequence is then started using the "Start" button (right arrow icon) on the controls



External displays

The Sport Quantum supervisor can be used to set up and control external display screens. The menu "Screens" can be accessed from the main tab and from the sessions tabs.





You can create a new screen by entering a name and copying the URL of the new screen into a web browser (minimum Chrome 85 or Chrome 85 compatible recommended).



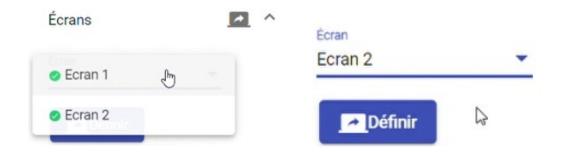
Sport Quantum multi-TV boxes supplied with Sport Quantum spectator s c r e e n s register automatically in the supervisor at start-up with the name configured for them.

You can broadcast as many targets as you like on a screen. To add targets to a screen:

- Select targets in the main view,
- Then select the screen from the list of screens detected by the supervisor
- Click on "Define".

Targets are immediately visible on the screen and the display is automatically updated whenever an event occurs on a target.

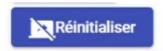




On start-up, the screens take on a set of default parameters. The screen configuration can be changed using the 'Screen settings' button, which opens the dedicated window.

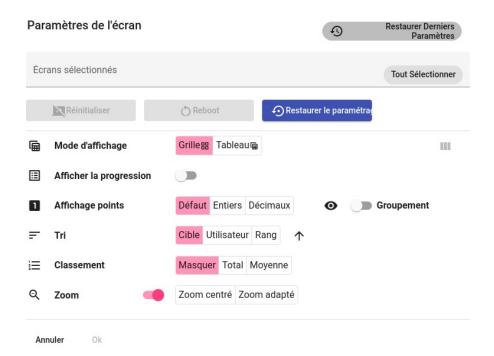


It is possible to reset (remove the targets linked to a screen and restore the default settings).



If necessary, the "**Reboot**" button can be used to restart the *multi-TV* boxes and the "**Restore settings" button** can be used to restore the previous settings once the *multi-TV* boxes have been rebooted.

Screen settings





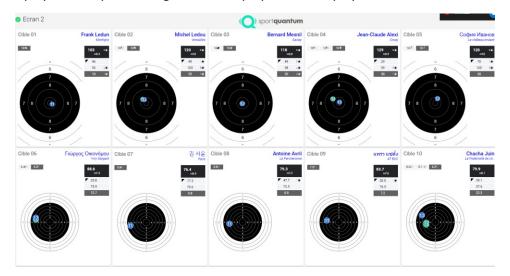
Settings can be applied to one or more screens at the same time. To select, you can perform a search based on the name of the screens, or select all the active screens.



As with the main supervisor interface, there are two types of display for the external display: Grid and Table. Some parameters are only accessible for one of the display modes.



Grid: The grid display allows up to 10 targets to be displayed. This display shows the visual of the target.



It is possible to activate grouping and zoom, which can be centred and/or adapted.



Table: The table display shows each firing point as a line.





You can configure the columns visible in the table:



In both display modes, you can configure the order in which the targets are displayed and the ranking (valid only for targets in sessions). You can also force scores to be displayed in whole or decimal format.



The settings are applied to the selected screens when the settings window is validated.

You can reload the settings currently present on a screen by clicking on the name of the screen in the screen selection area. You can also reload the last settings and screens selected by using the "Restore Last Settings" button.





Exports

ISIS (French Shooting Federation)

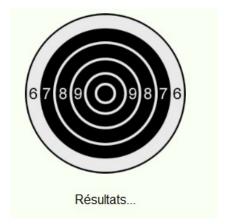
At the end of the shoot, when all the shooters have finished, you can export the results.

In the



The supervisor will generate a CSV file in SIUS format.

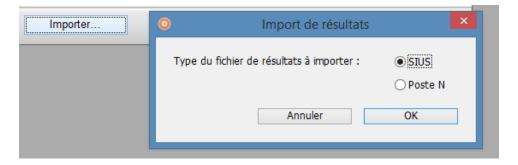
In ISIS, in the Results menu



choose the **competition** and event to import



Then Import > SIUS

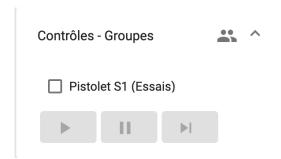


Select the CSV file and confirm.



Sessions and arbitration

A shooting session is used to group together all the firing positions on which you want to start the same event. If you want to start a 10m 60-shot pistol event and a 10m 40-shot pistol event at the same time, you need to create two sessions. These two sessions can be started synchronously using the controls in the main "Controls - Groups" tab.



Start lists

The start-list import function is used to create and configure the parameters of a session from a pre-filled file. It can be used to fill in session information, assign a shooter to a target, load shooter information, reserve shooting lines for the session and reconfigure external displays.

Start-lists are spreadsheet files in CSV format. The structuring of the file is important.

You can import a start-list from the main tab, from the 'Groups' menu using the "Import start-list CSV:



The supervisor will analyse the file, create a new session and fill in the information corresponding to the player and the external displays.

It is also possible to import a start-list into an existing session in the session tab from the 'Import' menu.





In this case, shooter information, session information and external displays will be assigned to the current session.

In the event of an error in the start-list file, an information message will be displayed at the bottom of the supervisor with more details about the nature of the error. Some are non-blocking, for example if a target or an external display declared in the start-list has not been detected by the supervisor. In this case, the corresponding line will be ignored. If the file is badly formulated, the start-list will not be imported.



File format

Start-list files are CSV files that can be opened and edited either directly by a or spreadsheet software (CSV import function) such as Microsoft Excel, LibreOffice, Apple Numbers, etc. They have a defined structure that must be respected.

Start-list file templates can be generated using the "Start-list CSV template" button.







The start-list file is interpreted line by line by the supervisor. Each line can be of one of the following types: header (must be the first line of the CSV), fp (firing point), rp (reserve point), meta (metadata information about the event). Apart from the header line, which must be the first line of the CSV, the other lines may appear in any order.

Each line can be of one of the following types:

• File header:

The file must begin with a header line which describes the columns of the firing point description. It is important to leave this header as it is (in particular the _1... _6)



Description of firing points (fp) :

Each firing point is described by a line using the columns from the main header. It begins with with a column containing fp (for "fire point"). The following columns contain

 the target name (device): This must correspond exactly (including any capitals and spaces) to the name given to each firing line on the tablet (login page, "name" section). For example, here Target 3



- relay number: This field is reserved for start-lists describing several relays simultaneously. Can be left empty or set to 1 in the current version.
- bib number: Possible bib number. May be left blank if no bib numbers are not allocated
- o then information about the athlete:
 - Title: Title by which the athlete is referred to. In France, this is M., Mme, Mx, or any other name desired.
 - Firstname : First name
 - Lastname : Name
 - Country: Three-letter country code as used for the Olympic Games (IOC Country code), for example FRA for France. Can be left blank if not used
 - Licence: Licence number. Can be left blank if not used



- Category: Category. For example in France D1 for Dame 1, S3 for Senior 3, etc. Can be left blank if not used
- CLUB NAME: Name of the club. Can be left blank if not used

For example, in "Target 01", relay 1, with bib number 132 for the athlete Mr Frank Ledun, representing France, with licence number 9578524, category S1 from the Montingy club, we will have the following line:

Description of the reserve firing points (rp):

Like the firing point, the reserve firing point is described by a line whose first column contains rp (for "reserve point"). The next column contains only the name of the target (device). Reserve points have the same appearance and behaviour as shooting points but can be used to transfer an athlete in the event of a complaint or breakdown.

• Description of metadata:

Metadata lines are used to describe information about the event. This information is used in particular for inclusion in PDF exports and printouts. All this information is **arbitrary** (with the exception of dates, there is no set format) and can be omitted if not required.

The first column starts with "meta", then the second column can contain one of the following seven elements for adding information about the event: event_name, event_location, relay_name, relay_type_name, relay_id, date_end, date_start. The third column must contain the information.

- event name: Full name of the event. Arbitrary name, can be omitted if not used.
- event_location: Event location. Arbitrary location, can be omitted if not used.
- relay name: Name of the relay. Arbitrary name, can be omitted if not used.
- relay_type_name: Relay type. Arbitrary type, can be omitted if not used.
- relay_id: Relay number. Arbitrary number, can be omitted if not used.
- date_start: Start date of the event, formatted YYYY-MM-DDTHH:MM:SS (ISO 8601 format), for example 2021-01-25T18:30:00 will correspond to 25 January 2021, 18:30 UTC
- date end: End date of the ISO 8601 formatted event

For example, for relay number "43", with the name "R03" of type "10m Pistol Qualification, senior 3 category" taking place on 25 January 2021 between 14:30 and 18:30 UTC during the event entitled "Nano-Saclaysian Quantum Shooting World Cup 2021", we will have the following meta fields:

meta	event_name	Nano-Saclays Quantum Shooting World Cup 2021
meta	event_location	Palaiseau
meta	relay_name	R03



meta	relay_type_name	10m Pistol Qualifier, Senior 3
meta	relay_id	43
meta	date_end	2021-01-25T18:30:00
meta	date_start	2021-01-25T14:30:00

Header for external displays (screen_header)

Used only to guide descriptions of external displays. This line can be omitted.

Description of external displays :

External displays can be configured from a start-list. Each line corresponds to an external display, so the first column must begin with "screen". The following columns describe in order:

- The name of the external display (screen_name): Name of the external display. It
 must correspond exactly to the display name as configured (including any capital
 letters and spaces).
- Name of firing points to be displayed (device_list): Name of firing points to be displayed.
 These names are separated by commas and must correspond exactly to the names of the firing points as configured (including any capital letters and spaces).
- Shooting point display order (order_type): The display order can be either "name" for ranking by athlete name, "device" for ranking by firing point number, or "rank" for ranking by rank.
- Shooting step display direction (order_direction): Display direction, "asc" for direction ascending, "desc" for descending
- o **Zoom of visuals** (zoom): Zoom, "true" for enabled "false" for disabled
- Adapted zoom (adapt_zoom): Zoom adaptation to impacts, "true" to activate "false".
 for disabled
- o **Zoom centred** (centre_zoom): Zoom centred, "true" for activated "false" for deactivated
- Grouping display: Grouping, "true" for enabled "false" for disabled disabled
- o Ranking **type**: Ranking displayed, "hide" for inactive, "total" to display the ranking based on the total, "avg" to display the ranking based on the average point.
- Scoring_type: Point counting, "default" by default depending on the event, "int" for integer point, "decimal" for decimal point
- Display session name (show_sessions): "true" display session name/timeout
 "false" otherwise when different session targets are present on the same display
- Display type (view_mode): "table" to display the summary table "grid" for display details of targets and impacts
- Grouping by session (group_by_session): "true" to group athletes by session "false" to display them without grouping them
- Scroll speed (scroll_speed): Scroll speed for displaying the summary table between 0 (stationary) and 10 (fastest)



Names of columns to be displayed (displayed_columns) in the summary table: List of column names, separated by a comma in the set of name (shot line), user (athlete name), club (club name), session (session name), strategy (type of event), seriesStats (series), count (number of hits), avg (average point), fly (number of flies), totalStats (total points), rank (ranking).

For example, to configure two external displays:

- "Screen Alley" displaying a summary table of scores with the firing points Target 01, Target 02, Target 03, Target 04, in ascending order of firing point names. The table groups athletes by session, with slow automatic scrolling, and displays the name of the firing point, the name of the athlete, the name of the session, the series, the average point, the total points and the ranking.
- "Screen Clubhouse" displays the visuals and impacts for Target 05, Target 06, Target 07, Target 08, sorted by rank (by total) in descending order, with zoom deactivated.



SIUS files

The supervisor can import a SIUS XML file (Excel format) generated by ISIS (Fédération Française de Tir), for example.



Choose the XML file to be imported from ISIS. Then choose the series or series to be recreated in the supervisor (check only the series to be imported).





Click on "Import". The supervisor will take the first name and surname of each fencer and enter them on the individual tablets.

Please note: all shooters in the same series must shoot the same event. If shooters are shooting different events in the same series, you must tick "**Define names only**" and the groups must already be created in the supervisor.

Once the list has been imported and the groups created, use the supervisor in the same way as when creating a classic

groups to choose the test to start on each group.

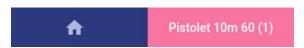
Creating a shooting session

Select the firing points to be included in the session, then



Name the group and confirm.

There is now a tab dedicated to managing this shooting session.



Then select the event you want to start on all the stations in the shooting session. In the right-hand vertical bar, select the "Match" section.



Match



Then select the race:



Then



All the controls for the event are in the "Controls" section.





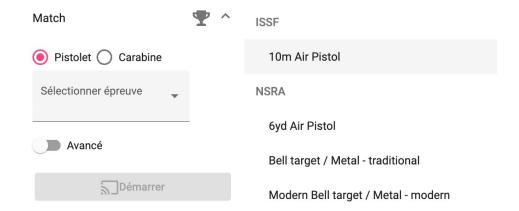
Scenarios

Classic

The "ISSF / 10 Air Pistol" scenario corresponds to a match of the "X minutes / X trial shots, then X match shots" type. This is the discipline that will enable a 60-shot ISSF match, for example. Specific events for ISSF, NSRA, DDS, BSF, NSF, FFTir, etc. are available in each section.

A) Match settings

After launching a session ("Group" tab on the main page), to start this type of competition, the user must select the 'classic' discipline, regardless of the type of weapon involved:



You can then set the trial and match times:



Using the advanced settings, it is also possible to customise the firing mode, by specifying a maximum number of trial and match kicks :



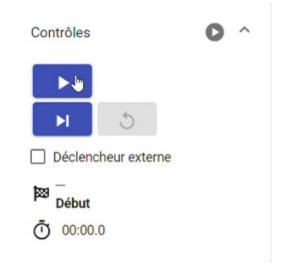


If the user wishes to specify a maximum number of match shots but not trial shots, it is sufficient to specify a maximum number of trial shots which in theory cannot be reached within the allotted time (e.g. For example, 1000 test shots in 15 minutes). For documentation on the other options, see the Tabs section. - Groups / Match.

Then all you have to do is click on the 'Start' button to launch the match session.

B) Match schedule

Once the session has been launched, it switches to "**Start"** mode. The supervision software waits for the user to start the competition:



If the user has set up the session so that it does not include any test shots, the session will will go straight into the match.

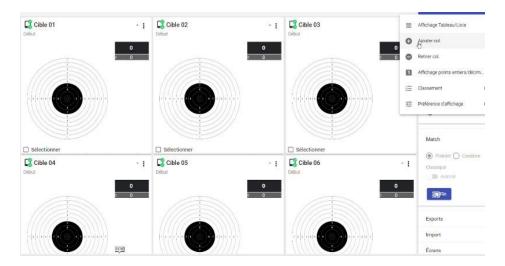
C) Customising the display

You can customise the display of the various targets on the supervision software screen at any time:

• By adding a column, the size of the visuals will be reduced slightly and more targets will be visible. simultaneously on the screen

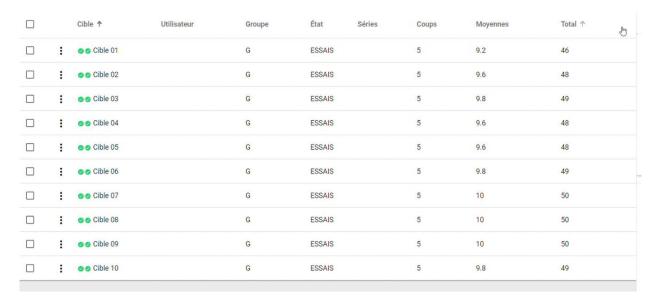






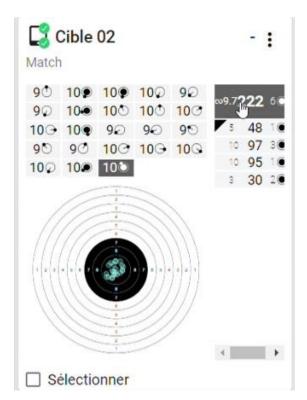
• If you select the "list" view, the list of targets and their scores will appear in the order in which they were selected

extension number. Different information is now visible:



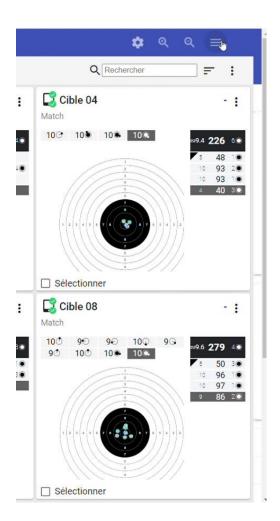
- This menu can also be used to display the standings and change the way the points are displayed on the supervisor (this feature does not change the way the match behaves on the targets, only the way the points are displayed on the supervisor).
- It is possible at any time to select a specific series on the visual of a target by clicking on it. The grouping on the display then adapts to the selected series. The same applies to the overall grouping of the match:





• To save space, users can temporarily hide the side menu:





D) Arbitrage actions

The user can perform a number of refereeing actions on the competitors' targets:

- Insert impact at 0
- Changing total match time
- Inserting a test series
- Changing an impact score



Arbitrage pour Cible 1 / Loïc Rénon

☐ Modifier la durée totale	□ Madificula nombre d'impost total de la céri
-	☐ Modifier le nombre d'impact total de la série
Type + ▼ Nouvelle durée min	Impacts additionels +0
Insérer une série d'essais	☐ Insérer un impact à zero
Pénalité globale	
Points Mention	
-1	
Changer le score d'un impact	
1 10 \bigcirc	
⊘ 2 8 . 0	
3 10 <i>⊙</i>	
4 10	
5 9 🕟	

Each time a refereeing action is carried out on a shooter's target, it is possible to comment on it. As well as being applied to the match of the shooter concerned, this action will be listed and a notification will be visible on the visual of his target on the supervision software:





This action will also be visible on the shooter's tablet.

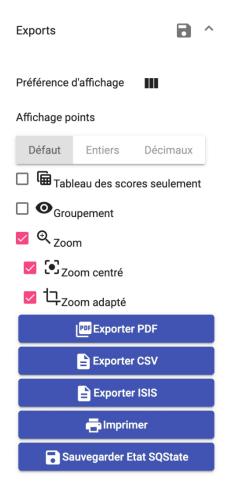
E) End-of-match actions

You can stop the session by clicking on the "End" button in the "Match" section of the side menu. You can then export the shooters' match sheets and rankings in PDF or CSV format, customising the information present and the way it is displayed. For details of the options, see the "Context Menu / Export" section.

Selectionner les Colonnes de l'Affichage Tableau







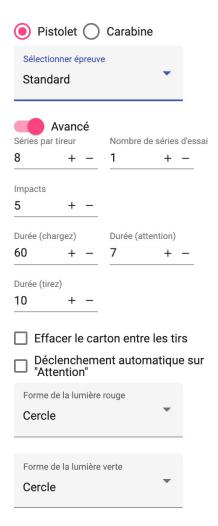
Standard

To start a standard 10m pistol match, the user must select the "Pistol" match and the "FFTir - Standard" discipline.



By default, the event offers 8 rounds of 5 pellets, a series of trials, 10 seconds of shooting per round and 7 seconds wait before the start of each series. These elements can be configured:





Once the settings have been chosen, the test can be started by clicking on the "Start" button.

All the visuals are on the targets and on the tablets, but the stopwatch is not yet active. To

start the series of trials, click on the "Play" button.

Each series runs as follows:

- 1 minute loading time for the "Load" command
- Click on for the "Attention" command. If the "Automatic trigger on Warning" option is activated, this click is not necessary.
- 7 seconds before the shooting phase (shooting prohibited)
- 10 seconds of shooting
- End of the series (shooting prohibited)

To start the following series, click on

The match stops on its own at the end of the 8 match series.



In the event of an admitted incident, the referee has the option of defining refereeing points such as adding an extra match series for a position or modifying the impact values of a series (identical to the procedure for classic ISSF matches).

If a round is added to a shooter's match, he will continue to shoot at the same time as all the other shooters and will have one more round to shoot when all the others have finished their match.

3/7

To start a 10m 3/7 pistol match, the user must select the "Pistol" match and the "FFTir - 3/7" discipline.

3/7
Ch. de France des clubs Adultes, qualific...

Ch. de France des clubs EDT, qualificatio...

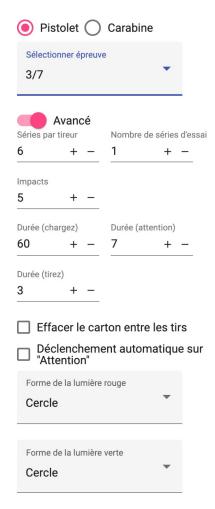
Standard

FFTIR

Pistolet 10m - 30

By default, the event offers 6 series of 5 shots and a series of trials. Each series consists of 5 passes with 7 seconds of waiting and 3 seconds of firing per shot. These elements can be configured:





Once the settings have been chosen, the test can be started by clicking on the "Start" button.

All the visuals are on the targets and on the tablets, but the stopwatch is not yet active. To

start the series of trials, click on the "Play" button.

Each series runs as follows:

- Click on to start the loading minute
- Click on to start the 5 shots. The sequence of 5 shots is managed automatically.

CDFC

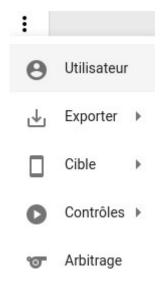
The event, called "FFTir - Championnat de France des Clubs Adultes (qualifications)", starts a 4-hour match where 5 shooters take turns on the same shooting stand. Each shooter has unlimited trials and can move on to the match at any time by pressing a button on their tablet. The referee has nothing to do to manage the match.

the sequence of shooters or their passage through the match.

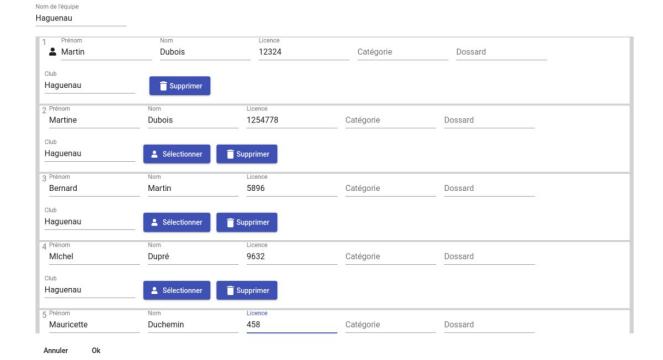
To start the 4-hour match, click on the button. By default, the match is set up to have 3 series of 10 match shots per shooter over 4 hours.



Before and during the match, the referee may change the name and order of the shooters on the team in question. using the "**User**" context menu to open the "**Shooter definition**" dialog.



Définir les tireurs Haguenau



On this screen, the referee can change the name of each shooter.

The event called "FFTir - Championnat de France des Clubs EDT (qualifications)" starts a succession of 3 matches of 30 minutes and 20 match shots. Unlike the adult match, here the referee clicks to switch from one shooter to another.



The first shooter's match starts by clicking on

•

At the end of the 30-minute time limit, the referee must dick on invite the players to change their names.

the second shooter to set up. The second shooter's match will start when the referee clicks on

During each match it is up to each shooter to decide when they wish to enter the match, using the dedicated button on the tablet.

8 pupils at 10m

The event called "FFTir - 8 students at 10m" allows you to start an event where each shooting station displays a grey circle that must be reached to reduce its size.

The grey circle is successively the size of the 6, 7, 8, 9 and 10. Once the 10 is reached, the card shows the total time taken by the shooter to complete the 5 reductions.

The match starts by clicking on Each

round ends by clicking on

To start the next series, click again on



Common problems and faults