User manual for tournamenter (RoboCup 2014) Documentation
Release 0.0.1

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Introduction

The system called "tournamenter" was made specificly for the RoboCup 2014, with the intention of working locally, and serving as a helper for storing and sharing real-time information about scores, rounds, soccer matches and most of what spectators and teams need to know.

One of the objectives was to allow others (even a small competition), to easily use it. The second objective was to make it useful for most of the tournament types, currently in RoboCup (Rescue, Soccer, Dance, @Home...), and also outside RoboCup (FLL, Sumo...).

For every tournament one system is required. We didn't want to mix things up. During RoboCup, about 20 systems like this will be running simultaneously to provide access to Chairs for each league.

This document provides an easy introduction into how to effectively use the system and make use of its features to simplify the organizational processes that are a necessary part of any RoboCup.

1.1 Basic terms

Before we start talking about the system there are a few names that are good to know. Here is a collection of helper names with their meaning:

- **View**: Something that will be shown to spectators. It has a group of Pages. Like a (Power Point) presentation.

- **Page**: A single slide on a View. Imagine it as a slide of a presentation.

- **Page type**: There are many page-types, such as: Table View, CSV View, Message View, Group View...

- **Group**: A group is composed of soccer matches. A group also generates a scoring table in soccer style.

- **Table**: A table representing Teams in it's row, and scores in its columns.

- **Score**: A single entry of points for a team.

- **Final Score:** Computed with all its Scores. You can define a custom function to compute it.

- **Module**: A part of the system.

Basics

In order to use *tournamenter* it is necessary to familiarize with the basics. These include loggin into the application and navigating around.

2.1 Loggin in

At RoboCup 2014 the tournamenter will run as a part of the internal internet infrastructure. That means that you will receive an address, for example *http://192.168.1.123:12345* which will be unique for your league. Along with the address you will also receive a password which will be very important since when you open the address mentioned above you will most likely encounter the following:

You need to login first!
Please enter the Password for the League and click Login.

Please sign in to "Tournamenter"

Password ✳

Sign in

Or, select one of the following public actions:

Open view list

where 'Tournamenter' might be the name of your league. To log into the system you simply type in your password and press the blue 'Sign in' button.

2.2 Navigating around

As you have surely already noticed there is a toolbar with menu items at the top of the *tournamenter* screen. Although some of the menu items might be self-explanatory we will go through them one by one to make sure their meaning is clear.
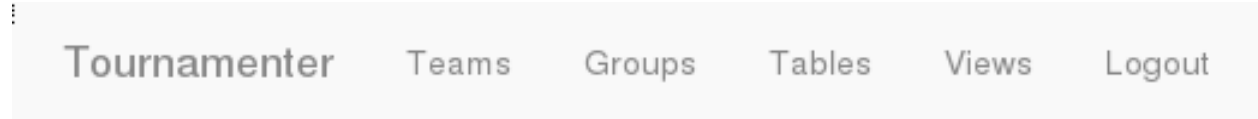
- **Teams - This menu item will be disable at RoboCup 2014. The teams** should be added via a different application.

- **Groups** - This menu item is the entry point for all leagues that are to some extend inspired by soccer. In here the teams can be arranged into groups, the matches for them can be created and the score of those matches can inserted into the database.

- **Tables** - This menu item will be used by every other league as it encapsulates inserting any kind of scores into a table – just like into a spreadsheet.

- **Views** - This menu item will take you to a subsystem in which you can create visual presentations of scores that have already been inserted in for output devices (such as monitor screens, TVs, ...).

- **Logout** - by clicking on this screen you will log yourself out of the system and will have to use the password to log in again.