General overview

Skalc is a skating score ranking calculator using the new OBO (One By One) method from the ISU (International Skating Union). The global usage is described in the "Skalc User's manual".

This manual describes, object by object, all the characteristics and specifications.

It is structured in seven parts :

1) **Parameter screen**

   Where we can input all parameters, load and save data

2) **Mark screen**

   Where we mark all scores and view those of our preferred skater

3) **List screen**

   Where we can view competitors list using different order

4) **Report screen**

   Where we can generate reports

5) **Help screen**

   Where a small help is available

6) **Files structures**

   Where are stored initial competitors list, working data, reports and preferences

7) **Technical prerequisites and informations**

   Describe what you need for using Skalc

8) **WABA install, licences**

   Describe what you need for using Waba

For navigating between screens just point with the stylus on the right tag on the top of the screen.

Param screen

On this screen you find all the Skating parameters. See also "File structure – Working data" to see how to use a qualification rank and factor influencing the final scoring.
Please register Skalc to use the full functionality.

Competition: The Competition name (only "Skating" in unregistered version)

Category: The Category name (only "Demo" in unregistered version)

Competitor or **My skater**: The preferred skater used for "Mark screen"
- "unregistered" in demonstration version
- your preferred skater according to your licence key in the personal version
- all competitors names allowed in club version

Current part:
Radio button for selecting current part.
Remark : reselect current part for modifying sequence in list screen

Prevail:
Those radio buttons indicate for each part if technical or artistic marks prevail.
BE CAREFUL NOT ALL COMPETITIONS HAVE THE SAME PREVAIL !

Nb judges:
Number of judges for each part.
A number other than 3, 5, 7 or 9 can produce wrong results.

Factor:
This is the factor for determining the final rank.
Final rang is ordered according to $(Factor1 \times Rank1) + (Factor2 \times Rank2)$
See also "File structure – Working data" to see how to use a qualification rank
for computing rank with $(Factor0 \times Rank0) + (Factor1 \times Rank1) + (Factor2 \times Rank2)$

Load button:
With this button, you can load data from the memo called "*competition*:*category*"
or "*competition*:*category*(WORK)".
Skalc reads the last memo found in the notepad list.
You can prepare the initial competitor list on your PC and put this data in a Palm
Desktop memo before synchronising your Palm.
Consult "file structure" for more information about the content of these memos.

Save button:
With this button, you can save data to a new memo "*competition*:*category*(WORK)".
Be careful, don't remove the WORK because WORK data is not exactly the same
as initial competitor list.
Consult "file structure" for more information about the content of these memos.

Print button:
With this button, you can create a report in a new memo "*competition*:
category(*competitor*)" containing all information concerning your preferred skater :
For each part:
- sequence / number of competitors
- Technical marks
- Artistic marks
- Judges ranks
- WIN, JIF, Rank
For the final:
- Points
- Rank

Close button:
With this button you close the Skalc program.
If some data has not been saved, close beeps, a second time it really close the program.

Mark screen

1) Top half of the screen : MY PREFERED COMPETITOR / SKATER

First line:
Part Nr : Sequence
Preferred skater name or "No competition loaded !"
Current rank for this part or 99
2nd line:
Technicals marks (*)
Or "Not yet available" when my preferred skater not yet performed
3nd line:
Artistics marks (*)
4nd line:
Judges ranks (*)
5nd line:
Estimated final rank (FROM if all the future skater are better than my preferred skater TO if my preferred skater is better than all future skater. Two numbers are indicated if some skaters are in the same WIN group. In this case the JIF gives the order but swaps can occur during the remainder of the competition !

(*) Same number of marks or judge ranks as number of judges for this part in "Param" screen.

2) Bottom half of the screen: CURRENT COMPETITOR

First line:
Part Nr : Sequence
Current(Sequence) skater name or "No competition loaded !"
Current rank for this part or 99
2nd line:
Technicals marks (*)
3nd line:
Artistics marks (*)
4nd line:
Judges ranks (*)
5nd line:
T= field for typing the technical marks
A= field for typing the artistic marks
Button OK for validating marks
Button [<] to go to the previous skater according sequence
Button [>] to go to the next skater according sequence
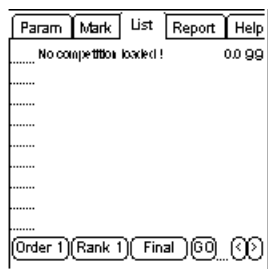Palm UP and DOWN buttons also works.
Remarks:
You can type marks without dot and or spaces (404543 give 4.0 4.5 4.3)
but you must type all the zeroes
You can't go to next or previous skater if some **new** marks are entered
without using the OK Button or erase both fields
If you **modify** marks, you must use OK Button. Elsewhere the usage of next or
Previous button invalidates the correction.

List screen

The list screen is build with two part:

1) **list part with 9 lines of information structured as :**
   - Sequence or status information
   - Skater name
   - Data used for determining the rank
   - Rank (1, 2 or Final according to last selected button)

2) **button part with :**
   - Order (1 or 2 according to current part)
   - Rank (1 or 2 according to current part)
   - Final
   - GO button and go field (value where to go according with the list mode (Order 1,2, Rank1,2 , Final)). If you type in a "sequence or status" field, the GO field is automatically initialised. When you use the GO button, you go also to this skater in the Mark screen (faster move than a lot of next or previous).
   - [<] and [>] buttons or Palm UP and DOWN buttons scroll 4 skaters each time.

The sequence or status information contains :

When just selecting part number : the field for entering sequence order
 For part 1 the order is as the initial skaters list are loaded from memo
 For part 2 the order is the rank of the part1
When Order button selected :
 - if skater is better than your preferred skater
 = if they are in the same WIN rank (skaters who can swap !)
 + if your preferred skater is better than this skater
 Nr… if this skater not yet performed (Nr is the sequence Number)
When Rank button selected :
 -> near your preferred skater
When Final button selected :
 Totals of points (Factor1 x Rank1) + (Factor2 x Rank2)

The data used information contains:

Just after selecting part number: nothing or WIN.JIF
When Order button selected: WIN.JIF
When Rank button selected: WIN.JIF
When Final button selected: "Rank1 / Rank2" or "Rank0 / Rank1 / Rank2"

Report screen

Reports are generated into memo "*competition*:*category*(*report type*)".
Reports are only available in the Club version. Please register Skalc to use this functionality.
The Print button generates the report given in the Print field.

Nine reports are available (description of their columns):

1) Part 1 in sequence order
- Sequence (sorted by)
- Name
- Rank
- WIN/JIF
- Points

2) Part 1 results
- Sequence
- Name
- Rank (sorted by)
- WIN/JIF
- Points

3) Part 1 detailed marks
- Sequence
- Name
- Rank (sorted by)
- Technical marks
- Artistic marks
- Judge rank
- WIN/JIF

4) Part 2 in sequence order
- Sequence (sorted by)
- Name
- Rank
- WIN/JIF
- Points

5) Part 2 results
- Sequence
- Name
- Rank (sorted by)
- WIN/JIF
- Points

6) Part 2 detailed marks
- Sequence
- Name

- Rank (sorted by)
- Technical marks
- Artistic marks
- Judge rank
- WIN/JIF

7) Final results
- Name
- Final rank (sorted by)
- Points
- Rank 1
- Points 1
- Rank 2
- Points 2

8) All individual sheet
- Generates for each skaters the individual report (as with Print in "Param screen")

9) Parameter protocol
- Date
- Number of skaters
- Qualification factor = 0.0
- For each part :
  - NbJudges
  - Prevail
  - factor

Help screen

The help screen gives the user quick help and registration information.

Use the [<] and [>] buttons or Palm UP and DOWN buttons to scroll across the help screens.

1.1) Quick start (preparation)

1.2) Quick start (competition)

2) Warning

3) Tricks

4.1) Demonstration version

4.2) Personal version

4.3) Club version

5) Help and registration

Files structure

Initial data

- the first line is "*Competition*:*Category*(WORK)"
- all others lines are a Competitor names (you can use first name, second name or both as you like)

Working data

- the first line is "*Competition*:*Category*(WORK)"
- the second line is the parameters separated with <TAB> :
    - Current part
    - Factor0
    - T or A for part 1
    - NbJudges1
    - Factor1
    - T or A for part 2
    - NbJudges2
    - Factor2
    - Preferred skater name (competitor)
- all others lines are the data for each skaters separated with <TAB>:
    - Skater name
    - Rank0 (qualifications)
    - Sequence1
    - Technical marks 1 (string)
    - Artistic marks 1 (string)
    - Sequence2
    - Technical marks 2 (string)
    - Artistic marks 2 (string)

Fields not relevant at end of line are not present.

Reports data

In reports data, the fields are separated with <TAB> If you load this data into your preferred spreadsheet or word processor you can get some perfect reports. Columns are explained in the "Report screen" paragraph.

Defaults file

The key file you receive when you register the Skalc program is your default parameters file. Don't corrupt your KEY when you edit the parameters!

- Line 2 : Key
- Line 3 : Default Competition and Category names
- Line 4 : Defaults Parameters values (The fields are the same than explained above)

Technical prerequisite and information

The Skalc program is written in WABA witch is a JAVA like implementation for small devices. The programs need the WABA Virtual Machine (provided by Wabasoft, included in the ZIP distribution file). Skalc runs only on WABA supported versions of Palm OS.

Warning, WABA is also delivered for Window CE but the Skalc program is not tested on such platform and probably will have problems due to "catalog" naming differences.

Palm OS: all supported by WABA (PalmOS 2.0 and later)
WABA: 1.0 (works also in beta 0.9 but not in previous beta version)

Size:
Skalc:	45K
Waba VM:	74K

Files to install on your Palm:
Skalc.prc	=	launcher (2K)
Skalc.pdb	=	program (43K)
Waba.prc	=	Virtual machine (33K)
Waba.pdb	=	WABA class (40K)

For more information, register and download: http://www.a2m2.ch/fred/skating
Contact us at : fred@a2m2.ch

WABA install, licences

For more information : **http://www.wabasoft.com**

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Waba Virtual Machine 1.0b for PalmOS
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Installing a Waba Virtual Machine (WabaVM) on a device allows it to run
Waba programs. This release contains a WabaVM for the PalmPilot.

This is the 1.0b release of the WabaVM for the PalmPilot. An error in the
1.0 release was reported where clicking in the keyboard popup area of the
grafitti input area caused an error under PalmOS with the 1.0 release.
This version of the WabaVM fixes that problem.

A detailed explanation of how to install a WabaVM on the PalmPilot is
contained in the "How to" section on Wabasoft's web site. The "How to"
section can be found on the products page of www.wabasoft.com.

The quick instructions are:

1. Use the "Install Tool" program that came with your Pilot desktop to
   install the waba.prc and waba.pdb files contained in this distribution.

2. When you are done, run the Security program on your Pilot. Then press
   the Applications button to look at the list of installed programs.
   You should see an application with an icon of a black square with a "w".
   It should be labeled WabaVM if everything went smoothly.

   Clicking on the WabaVM application will bring up a "welcome screen". If
   you see the welcome screen, the WabaVM is installed correctly.

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Skalc, a PalmPilot OBO skating score calculator