

JudoShiai

USER GUIDE

Version 4.1

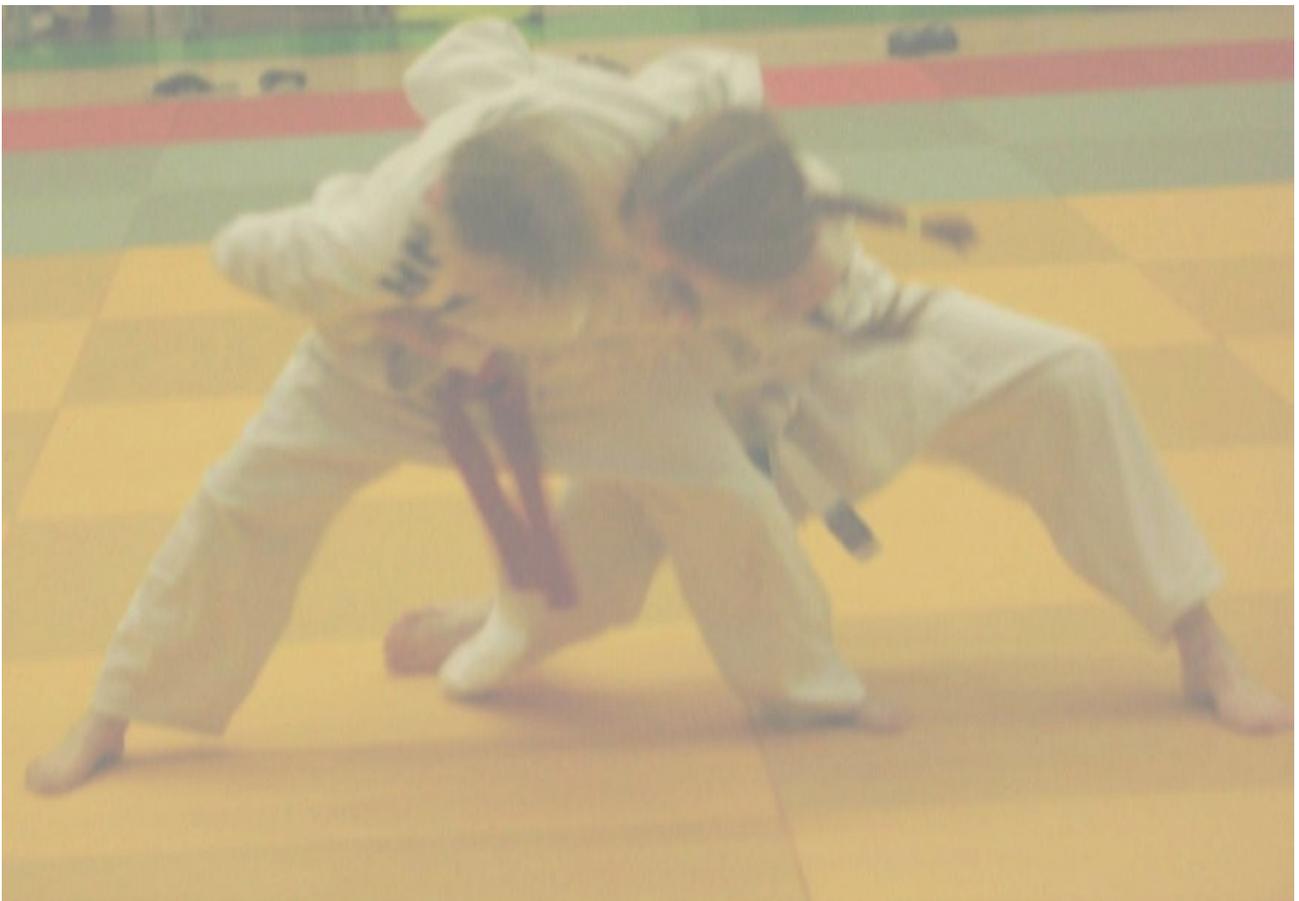


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Introduction

JudoShiai program is intended to help organize a judo tournament. You can draw, run the competition, and publish the results. Audiences can locally and remotely see the match order and live results. JudoWeight and JudoJudoji let officials remotely control the database.

More Information

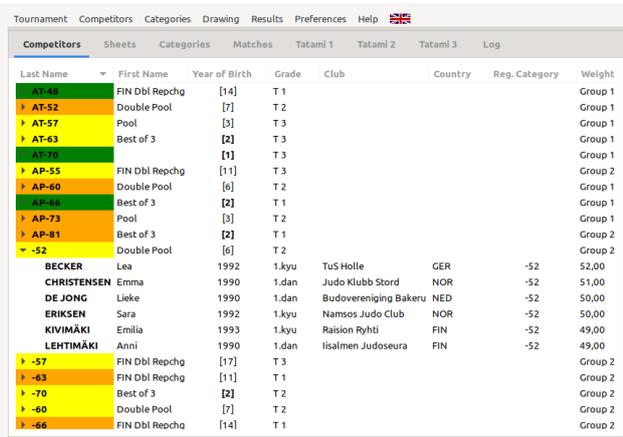
There is more information here:

<https://judoshiai.org/>

There are for example instructions to some specific issues that doesn't belong to a user guide.

Main Characteristics

JudoShiai software is composed of the following programs:

 <p>The screenshot shows a software interface with a menu bar (Tournament, Competitors, Categories, Drawing, Results, Preferences, Help) and a sub-menu (Competitors, Sheets, Categories, Matches, Tatami 1, Tatami 2, Tatami 3, Log). Below is a table of competitors:</p> <table border="1"> <thead> <tr> <th>Last Name</th> <th>First Name</th> <th>Year of Birth</th> <th>Grade</th> <th>Club</th> <th>Country</th> <th>Reg. Category</th> <th>Weight</th> </tr> </thead> <tbody> <tr><td>AT-45</td><td>FIN DBI Repchg</td><td>[14]</td><td>T.1</td><td></td><td></td><td></td><td>Group 1</td></tr> <tr><td>AT-52</td><td>Double Pool</td><td>[7]</td><td>T.2</td><td></td><td></td><td></td><td>Group 1</td></tr> <tr><td>AT-57</td><td>Pool</td><td>[3]</td><td>T.3</td><td></td><td></td><td></td><td>Group 1</td></tr> <tr><td>AT-63</td><td>Best of 3</td><td>[2]</td><td>T.3</td><td></td><td></td><td></td><td>Group 1</td></tr> <tr><td>AT-70</td><td></td><td>[1]</td><td>T.3</td><td></td><td></td><td></td><td>Group 1</td></tr> <tr><td>AP-55</td><td>FIN DBI Repchg</td><td>[11]</td><td>T.3</td><td></td><td></td><td></td><td>Group 2</td></tr> <tr><td>AP-60</td><td>Double Pool</td><td>[6]</td><td>T.2</td><td></td><td></td><td></td><td>Group 1</td></tr> <tr><td>AP-66</td><td>Best of 3</td><td>[2]</td><td>T.1</td><td></td><td></td><td></td><td>Group 1</td></tr> <tr><td>AP-73</td><td>Pool</td><td>[3]</td><td>T.2</td><td></td><td></td><td></td><td>Group 1</td></tr> <tr><td>AP-81</td><td>Best of 3</td><td>[2]</td><td>T.1</td><td></td><td></td><td></td><td>Group 2</td></tr> <tr><td>-52</td><td>Double Pool</td><td>[6]</td><td>T.2</td><td></td><td></td><td></td><td>Group 2</td></tr> <tr><td>BECKER</td><td>Lea</td><td>1992</td><td>1.kyu</td><td>TuS Halle</td><td>GER</td><td>-52</td><td>52,00</td></tr> <tr><td>CHRISTENSEN</td><td>Emma</td><td>1990</td><td>1.dan</td><td>Judo Klubb Stord</td><td>NOR</td><td>-52</td><td>51,00</td></tr> <tr><td>DE JONG</td><td>Lieke</td><td>1990</td><td>1.dan</td><td>Budovereniging Bakeru</td><td>NED</td><td>-52</td><td>50,00</td></tr> <tr><td>ERIKSEN</td><td>Sara</td><td>1992</td><td>1.kyu</td><td>Namsos Judo Club</td><td>NOR</td><td>-52</td><td>50,00</td></tr> <tr><td>KIVIMÄKI</td><td>Emilia</td><td>1993</td><td>1.kyu</td><td>Raision Ryhti</td><td>FIN</td><td>-52</td><td>49,00</td></tr> <tr><td>LEHTIMÄKI</td><td>Anni</td><td>1990</td><td>1.dan</td><td>Iisalmen Judoseura</td><td>FIN</td><td>-52</td><td>49,00</td></tr> <tr><td>-57</td><td>FIN DBI Repchg</td><td>[17]</td><td>T.3</td><td></td><td></td><td></td><td>Group 2</td></tr> <tr><td>-63</td><td>FIN DBI Repchg</td><td>[11]</td><td>T.1</td><td></td><td></td><td></td><td>Group 2</td></tr> <tr><td>-70</td><td>Best of 3</td><td>[2]</td><td>T.2</td><td></td><td></td><td></td><td>Group 2</td></tr> <tr><td>-60</td><td>Double Pool</td><td>[7]</td><td>T.2</td><td></td><td></td><td></td><td>Group 2</td></tr> <tr><td>-66</td><td>FIN DBI Repchg</td><td>[14]</td><td>T.1</td><td></td><td></td><td></td><td>Group 2</td></tr> </tbody> </table>	Last Name	First Name	Year of Birth	Grade	Club	Country	Reg. Category	Weight	AT-45	FIN DBI Repchg	[14]	T.1				Group 1	AT-52	Double Pool	[7]	T.2				Group 1	AT-57	Pool	[3]	T.3				Group 1	AT-63	Best of 3	[2]	T.3				Group 1	AT-70		[1]	T.3				Group 1	AP-55	FIN DBI Repchg	[11]	T.3				Group 2	AP-60	Double Pool	[6]	T.2				Group 1	AP-66	Best of 3	[2]	T.1				Group 1	AP-73	Pool	[3]	T.2				Group 1	AP-81	Best of 3	[2]	T.1				Group 2	-52	Double Pool	[6]	T.2				Group 2	BECKER	Lea	1992	1.kyu	TuS Halle	GER	-52	52,00	CHRISTENSEN	Emma	1990	1.dan	Judo Klubb Stord	NOR	-52	51,00	DE JONG	Lieke	1990	1.dan	Budovereniging Bakeru	NED	-52	50,00	ERIKSEN	Sara	1992	1.kyu	Namsos Judo Club	NOR	-52	50,00	KIVIMÄKI	Emilia	1993	1.kyu	Raision Ryhti	FIN	-52	49,00	LEHTIMÄKI	Anni	1990	1.dan	Iisalmen Judoseura	FIN	-52	49,00	-57	FIN DBI Repchg	[17]	T.3				Group 2	-63	FIN DBI Repchg	[11]	T.1				Group 2	-70	Best of 3	[2]	T.2				Group 2	-60	Double Pool	[7]	T.2				Group 2	-66	FIN DBI Repchg	[14]	T.1				Group 2	<h3>JudoShiai</h3> <p>Create a competition, add competitors and categories, draw, run competition, print results.</p>
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 <p>The screenshot shows a scoreboard for a judo match. At the top, it displays the Swedish flag and the name 'Hugo GUSTAFSSON, SWE/Borås JK'. Below this, the score is shown as 0 for Hugo and 1 for the opponent, with a 'S' indicating a score. The opponent's name is 'Llantwit Major Juc'. Below that, the British flag and the name 'Harry WRIGHT, GBR/Llantwit Major' are shown. At the bottom, it indicates 'Round 1' and a weight class of '-66'. The main score is displayed as 2:58, with a yellow flag icon and a question mark next to it, and '00' on the right.</p>	<h3>JudoTimer</h3> <p>Scoreboard and clocks. Connects JudoShiai to get a match. to JudoShiai sends back an another match.</p>																																																																																																																																																																																								

Tatami 1		Tatami 2		Tatami 3	
Prev. winner: #0		Prev. winner: #0		Prev. winner: #0	
-66 #5	Round 1	AP-73 #2	Round Robin	AT-57 #1	Round Robin
Hugo GUSTAFSSON	Harry WRIGHT	Andreas NILSEN	Mikkel PEDERSEN	Alva BENGTTSSON	Emma ANDERSSON
Borås JK	Lantwit Major Ju	Oslo Judo Klubb	Roskilde Budo Kl	Borås JK	Kristinehamns JK
-66 #7	Round 1	AP-60 #3	Round Robin	AT-63 #1	Round Robin
Mathias FREDRIKSEN	Joonas UUSITALO	Oliver WILSON	Christian AMUNDSEN	Leoni SCHNEIDER	Mathilde ANDERSEN
Bergen Judo Klub	Kokkolan Budo	Barnet Judo	Judo Klubb Storg	Judo-Club Passa	Roskilde Budo Kl
-66 #8	Round 1	AT-52 #3	Round Robin	AT-63 #2	Round Robin
Hugo DURAND	Louis SCHRÖDER	Chloe WALKER	Emily WOLF	Leoni SCHNEIDER	Mathilde ANDERSEN
Hurionville Judo	Judoclub Horb	Barnet Judo	TuS Holle	Judo-Club Passa	Roskilde Budo Kl
AP-81 #3	Round Robin	AP-73 #3	Round Robin	AT-57 #2	Round Robin
Fynn WEBER	Magnus PETERSEN	William GREEN	Mikkel PEDERSEN	Alva BENGTTSSON	Helmi MYLLYMAKI
TSV Ellgau	Mälöv Judo Klub	Walderslade Judo	Roskilde Budo Kl	Borås JK	Kokkolan Budo
-63 #9	Round 2	AP-60 #4	Round Robin	AT-63 #3	Round Robin
Iida SILLANPÄÄ	Linnea CARLSSON	Jesse MULDER	Felix HOFFMANN	Leoni SCHNEIDER	Mathilde ANDERSEN
Finndai	Oxelösunds JK	Samourais Eindh	TuS Holle	Judo-Club Passa	Roskilde Budo Kl

JudoInfo

Show next matches.

Preferences Help  

ID:

Name: LINDBERG Viktor, SWE/Oxelösunds JK (1.kyu): -66

Weight:

Corrected: 63.00

Control:

JudoWeight

Type in competitors' weights in weigh-in.

Video Streamer

192.168.129.136:8000

STREAMING LOGO CAM SETTINGS STREAMS USB CAMERA VIDEOS HOME

STREAMING: ON OFF

STREAM DESTINATION: Local RTMP YouTube Other Camera No YouTube

TATAMI: 0 1 2 3 4 5

SAVE: ON OFF

SAVE TO DIRECTORY:

SAVE FORMAT: H264 ON OFF

BITRATE: 2100000

STREAM SIZE: 640x360 854x480 1280x720

MPEG SIZE: OFF 320x180 640x360 1280x720

MJPEG stream address: http://192.168.129.136:8000/

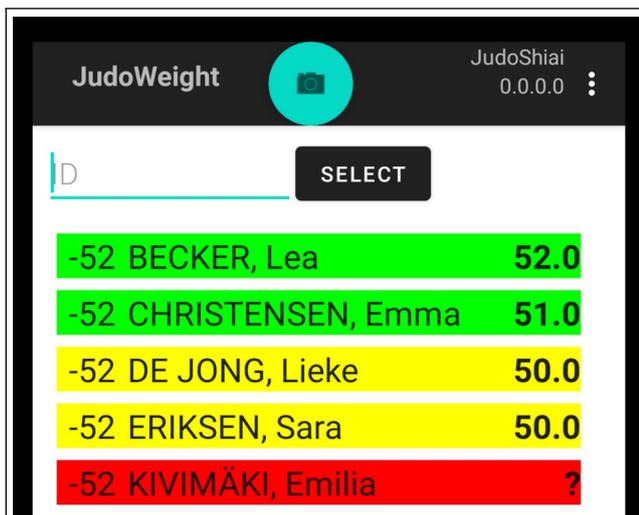
REGION OF INTEREST:

STREAM BITRATE:

MP3 STREAM: ON OFF

JudoLive for Raspberry Pi

Send live video to YouTube or other JudoLive connects to JudoTimer to receive scoreboard information. Optionally saves video card and splits it individual matches.



JudoWeight for Android

Save weights in weigh-in and send them later to JudoShiai.



JudoLive for Android

Send live video stream to YouTube or other server. JudoLive connects to JudoTimer to receive scoreboard information.

JudoShiai

- Competition
 - Competition has a name, place, date, start time of mats.
 - Print results on paper or publish as web pages.
 - Print results in many languages.
 - pages by sheet file styles.css.
 - Web page auto-update results service. Together with a web server, e.g. Abyss Web Server) competitors and the audience can follow the tournament in real time.
 - notes.
 - Warning if a competitor in several categories and the matches are going to overlap.
- Competitor Automatics helps typing work.
 - The program the correct category from the competitor's age and weight if not otherwise given.
 - Automatic club name completion.
 - Add all competitors from an old tournament database with or without weights.
 - Add competitors one by one.
 - Delete unweighted and undo deletion.
 - Delete empty categories.

- search for competitors.
- Incremental name search for competitors.
- Categories.
 - Add categories from another database.
 - Automated category creation.
 - For two players you can have one match or three method.
 - Supported competition systems are pool, double pool, quad pool, and several variations knockout.
 - Automated placement the competition areas.
 - Categories are grouped. Matches from one group are finished first before starting the matches the next group.
 - Manual and automatic drawing.
 - Drawing is compliant rules (seeding, biased placement of competitors from the same country).
 - Drawing takes competitor's club and country.
 - Category properties include name, shiai time, osaekomi rest time, age limit, and weight limits.
- Control of the JudoTimer. JudoShiai informs the JudoTimer program about the following competitors and receives the results automatically.

JudoTimer

- Controlled by mouse or keyboard.
- Shiai clock.
- Osaekomi clock.
- Sonomama/yoshi.
- Blue or red background.
- Shiai time is set manually or automatically from the JudoShiai program.
- Match times: 2 min with short pin times, 2 min, 3 min, 4 min, 5 min.
- Rest times and golden score times automatically from the JudoShiai program.
- Hantei.
- Several display layouts.
- Manual clocks correction.
- Osaekomi scores go to memory if the timekeeper is too busy with consecutive osaekomis.
- Many user interface languages are supported.
- Competitors' names and category are visible on the display if JudoTimer is used together with the JudoShiai program.
- Another JudoTimer can act as a slave over a network connection.

JudoInfo

- Shows the next matches
 - Round number
 - Medal matches

- Rest times
- Bracket of the ongoing match

JudoWeight

- Sets weights remotely
- Possibility to set control value (OK/not OK)

JudoJudogi

- Judogi control program
 - Shows next three fights
 - Possibility to give pass/no pass for a competitor

The Program Usages

Programs can be used in many ways. Typical setup consists of the following elements:

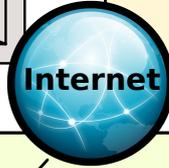
- Local network that connects all the devices. Network can use WiFi or wires.
- Connection to the internet if live results are wanted.
- JudoShiai runs the competition.
- One JudoTimer for each competition area. Possible another one is needed on the other side of the mat that works as a slave.
- JudoInfo shows the next matches. These must be available for competitors as well as for the audience.
- JudoWeight is used in weigh-ins to register competitors' weights to the JudoShiai database. This is optional. Many times weights are typed into JudoShiai manually.
- JudoControl is used to inform JudoTimers the status of the competitors' judogis. JudoTimer will not run if the judogi has not passed the inspection. This is optional. Usually it is sufficient if the referee checks the judogi.
- JudoShiai has a web interface that can be used for example for a layout on a video stream. Thus, the stream will have scoreboard data.

Programs run on Linux, Windows (32 and 64 bit), and Raspberry Pi. Raspberry Pi is a cheap and small computer that you can attach to a TV. This is useful for JudoInfo displays.

Modern TVs have a built-in browser that can connect to JudoShiai and work as JudoTimer slave or JudoInfo.

Home

Server for results



Video stream

Camera for video stream

Scoreboard from JudoTimer

Competition venue

Match order for audience and competitors

JudoInfo

Scoreboard for tatami 1

JudoTimer

Competition management

JudoShiai

Announcer

JudoInfo

Scoreboard for tatami 2

JudoTimer



Weigh-in 1

JudoWeight web page

Weigh-in 2

JudoWeight

Introduction to Tournament Protocol:

- Create categories.
 - Type in the competitors to the JudoShiai program (or import from a text file or from an old tournament database).
 - Create the categories either manually or use the built-in automation.
 - Place categories on tatamis.
 - Draw the categories.
 - Finally you will have a database that contains all the information.
- Site organization.
 - Connect the laptops to an Ethernet network. Use an ordinary switch that contains a DHCP server.
 - Connect the external displays to the laptops.
 - Connect the printer to the laptop where you run the JudoShiai program (or print over the network).
 - Run JudoTimer for each mat.
 - Run JudoShiai to control the tournament and JudoTimers.
 - Print the sheets for competitors and audience.
- Competition.
 - Configure JudoTimers for each mat.
 - JudoShiai program sends information about the next matches to the JudoTimers.
 - Match information is visible in the JudoTimer displays. Also JudoInfos display the match order.
 - Score the players during the fights.
 - After the fight the JudoTimer sends the results to the JudoShiai (score, elapsed time, possible hantei result).
 - JudoShiai program updates the database and sends information about the next match to the scoreboard program and the JudoInfos.
 - This is repeated until all the fights are done.
- Results
 - JudoShiai program can print the results to a printer, to a file in PDF format, or as a web page.

Web Browser Based Interface

JudoShiai supports web browser based applications. URL is `http://<judoshiai-address>:8088/`. Also <http://judoshiai.local:8088/> may work.

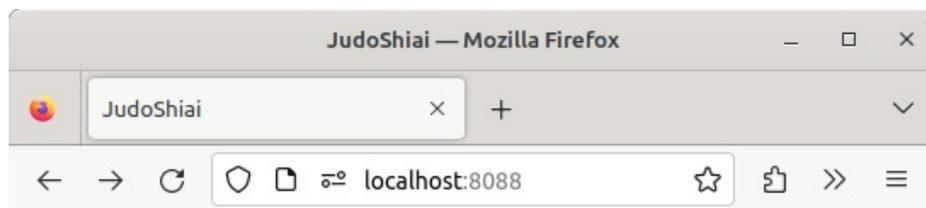
Not all the normal features are available. Also different browsers may not act the same way.

Http connection is faster, but JudoWeight with camera requires https. Your browser will complain that the https connection is not secure, since the certificates are self signed. Just allow the connection.

Supported functionality:

- **JudoShiai** is only for experimental usage.
- **JudoTimer**: May be used as a master for another web timer. May be used as a slave for JudoTimer application or another web timer.
- **JudoInfo**: Hint: Use web browser of a modern TV and save one laptop.
- **JudoWeight**: Saves weights locally. Save to a local json file or upload to JudoTimer.
- **JudoReferee** is experimental.
- Scan competitor's QR codes with a webcam.

Use password if your network is open.



JudoShiai Web Interface



HTTPS  Https is required to enable web camera for QR scanning. You will get a warning. Ignore it and continue.

[Competitors by category](#)

[Competitors by country](#)

[Competitors by club](#)



Download JudoShiai from Sourceforge.

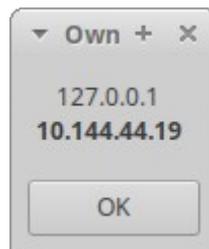
Communication

Programs communicate with each other. JudoShiai program sends information to JudoTimer, JudoInfo, JudoWeight, and JudoJudogi. It receives results from JudoTimer, control data from JudoJudogi, and weights from JudoWeight.

IP Network

The programs use an IP network for the communication. For a simple network you need an Ethernet switch that contains an embedded DHCP server.

For the communication you have to know the IP address of the JudoShiai program. Although you can use the methods provided by the operating systems to find the IP addresses, it is also possible to choose the menu option *Preferences* → *Communication* → *Own IP Addresses*. Example of a list of IP addresses:



You may have several addresses in use, but the most probable is in bold.

Protocol

There are many ways to arrange communication between network elements. The best ways (broadcast or multicast messages, UDP) are many times blocked by the firewalls especially in the company laptops. That is why the communication uses a communication node (JudoShiai program) who is connected by the other programs. Protocol is TCP that uses several ports:

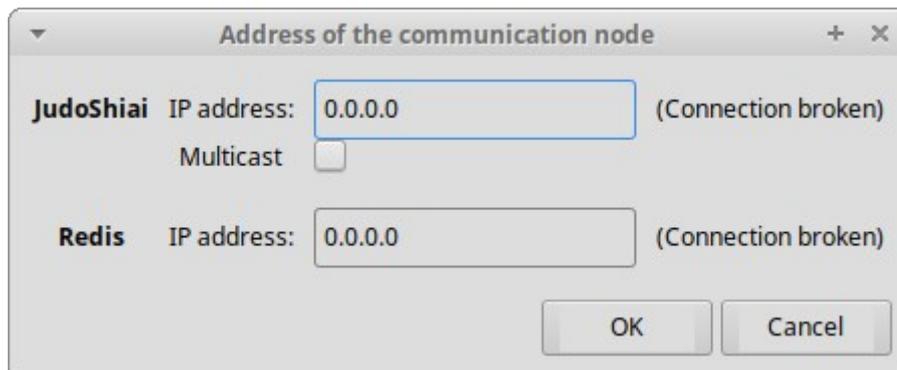
Port number	Usage
8088	JudoShiai web server (http).
8800	JudoShiai web server (https).
2208	JudoShiai file provider.
2309	JudoShiai update communication.
2310	JudoShiai receives, other transmits.
2312	JudoTimer receives and transmits (master - slave).
2315	JudoShiai websocket.
2316	JudoTimer websocket.
2317	JudoShiai websocket broker. Communication between browser timers.
2318	JudoShiai websocket for web browsers.

2319	JudoShiai websocket for memory database.
------	--

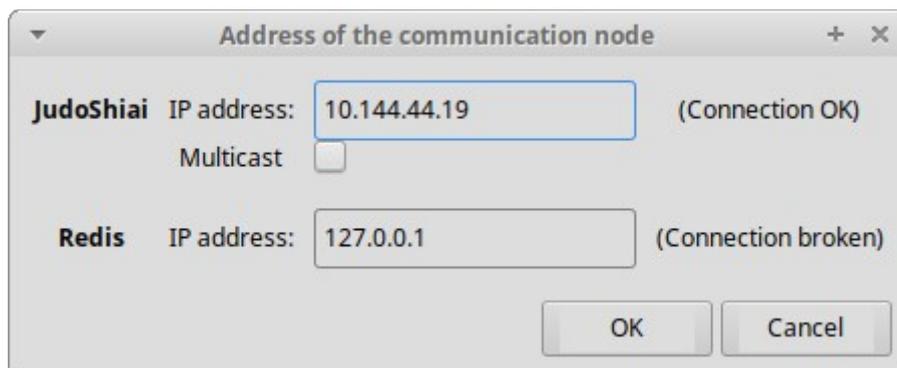
Communication Node

The JudoShiai program acts as a communication node. The communication node computer must accept connections to port number 2310.

The JudoTimer and JudoInfo programs search for the communication node starting from the lowest IP address. Linux versions are quite fast, but for Windows software it may take several minutes to find the correct address. It is best to set the address manually. Find the IP address of the JudoShiai program by clicking *Preferences* → *Communication* → *Own IP Addresses*. From JudoTimer and JudoInfo menus choose the menu option *Preferences* → *Communication Node*. A new window pops up:



Address of the JudoShiai program (0.0.0.0 = no address) and the connection status is shown. Type in the earlier detected IP address (10.144.44.19) and click OK. After a while you may check the status of the connection:

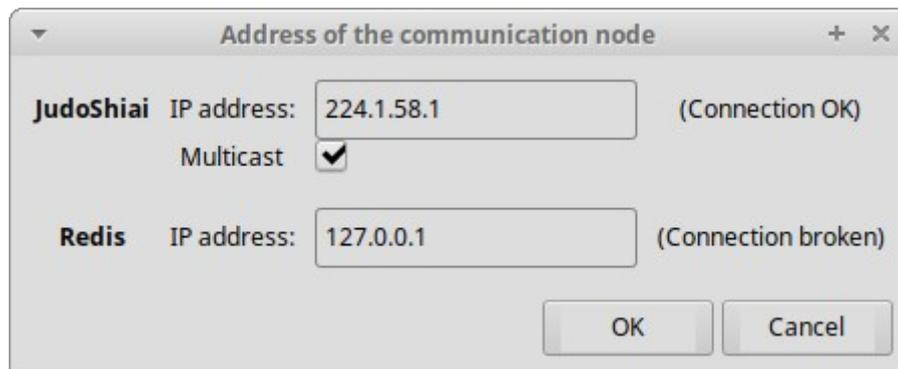


Programs advertise themselves using SSDP packets. They are UDP multicast packets that help other applications to find services.

Since version 2.7.2 it is possible to use multicast for communication. Since it uses UDP packets it is not totally reliable, but sufficient to use for JudoInfo. If one info packet is lost the situation will be fixed after the next info update message.

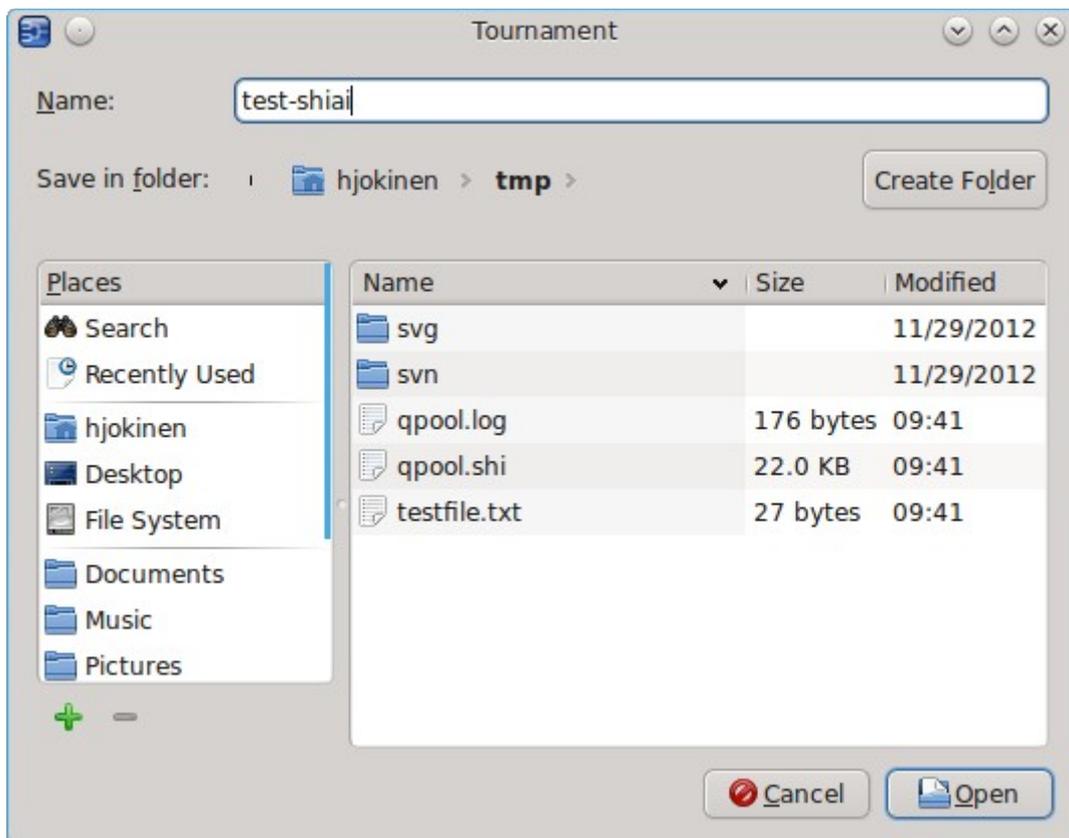
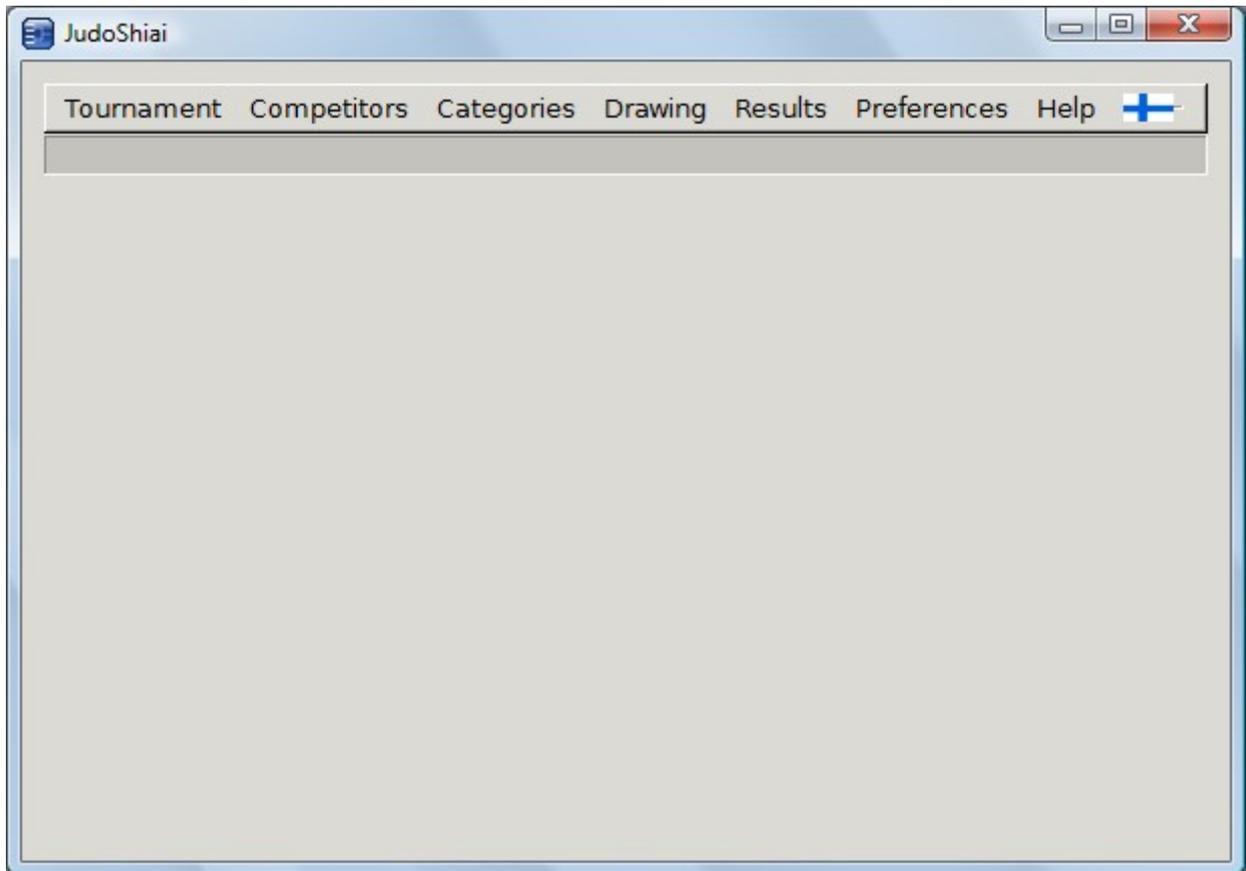
Multicast does not create connections but all the JudoInfos receive the same UDP packets. Thus it does not load JudoShiai as much as separate TCP connections. Multicast works also with other client programs.

Multicast address is fixed and you should not edit it.



New Tournament

Click *Tournament* → *New* from the menu:



Name is the name of the database file without the .shi extension. Click Open and a new window opens. All the values below are saved in the database.

Tournament properties + x

General

Tournament:

Date:

Place:

Start time:

Number of tatamis:

Medal will be awarded only if a contest was won:

Seeded to fixed places:

Use the first places only:

If equal score less shido wins

Win in Golden Score gives 1 point

Pool settings

Double Pool 2 with carried forward points:

Two pool bronzes:

Resolve 3-way ties by time:

Resolve 3-way ties by weights:

Mix pool matches into rounds:

Use IJF points:

Statistics

Competitors: 0

Weighted: 0

Categories

Initialize

Reset to

International System ▼

Apply

Default systems

Players				System
Max age	Min	Max		
<input type="text" value="0"/>	<input type="text" value="2"/>	<input type="text" value="2"/>		Best of 3 ▼
<input type="text" value="0"/>	<input type="text" value="3"/>	<input type="text" value="5"/>		Pool ▼
<input type="text" value="0"/>	<input type="text" value="6"/>	<input type="text" value="0"/>		IJF Quarter Final Repechage ▼
<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>		? ▼
<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>		? ▼
<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>		? ▼

Grade names

?	6.kyu	5.kyu	4.kyu	3.kyu	2.kyu	1.kyu	1.dan
2.dan	3.dan	4.dan	5.dan	6.dan	7.dan	8.dan	9.dan
5.mon	4.mon	3.mon	2.mon	1.mon	9.kyu	8.kyu	7.kyu

Cancel OK

General settings has information about the tournament as well as options that affect rules. *Tournament* is the official name for the tournament as seen on the result prints. You can give *Date* in any format. (eg. 2009-02-07 or Feb 7th 2009). *Start time* is useful for match schedule prints. You can change the *Number of tatamis* later (as any other setting). There are some rules and country specific options:

- *Medal will be awarded only if a contest was won*: Example: In a round robin competition system for three everyone would win a medal. Medal will not be awarded if no match was won and this option is selected..
- *Seeded to fixed places* forces seeded 1 – 8 to pools A, C, B, D, A, C, B, D accordingly. Normally the first pool is random and the rest are selected based on that.
- *Use the first places only* restricts *n* competitors to be placed to positions 1 – *n*.
- *If equal score less shido wins*: New year 2013 rule: At the end of the fight, if scoring is equal, the one with less Shido wins.
- *Win in Golden Score gives only one point* no matter what the competitor scored.

Pool settings are specific to round robin systems:

- *Double pool 2 with carried forward points*: Double pool 2 system has two preliminary pools and a final pool. Match results from the preliminary pools are copied to the final pool. Example:
 Pool 1: Competitors A, B, C, D.
 Pool 2: Competitors E, F, G, H.
 Pool1 results: 1. B, 2.C, 3. A, 4. D.

Pool 2 results: 1. H, 2. E, 3. G, 4. F.

Competitors B, C, H, and E continue to the final pool. Match results B-C and H-E are copied from the preliminary pools and they do not fight again against each other

- *Two pool bronzes:* In some countries there are always two bronze medalists, also in round robin systems. Thus in a five competitor pool they will have places 1, 2, 3, 3, 5.
- *Resolve 3-way ties by time:* In round robin system three competitors can have equal number of wins and points and no direct comparison is possible because of “beating in circle”. Competitor with the shortest match time wins.
- *Resolve 3-way ties by weights:* The lightest competitor wins if this option is selected.
- *Mix pool matches into rounds:* Knock out system matches are run round at a time. Round robin matches are inserted between knockout system rounds. With this option enabled round robin matches are inserted also inside a round and thus time between fights is shorter.
- *Use IJF points:* Round robin points have been 10-7-5-1. IJF system has points 100-10-1-½ that are enabled with this option.

Default systems describe what kind of competition systems to use by the default. There are three criteria:

- *Maximum age* of the competitors in the category. This is useful if you want to use different systems for young competitors. Value 0 means age doesn't matter.
- *Minimum and maximum number of competitors.* Usually you want to use different competition system if there are only four competitors compared to the situation where there are 60 competitors. Value 0 means don't care (no min or max).

Grade names enable different belt systems. Some countries use mon grades, some not. Some countries may have different belt color schemes based on their head organization. You can fill your grade names in the table. The names can be colors, too.

Categories has a *Properties* button that opens the same dialog window that can be found in menu selection *Categories* → *Properties*.

Initialize group has a selection for the country and an *Apply* button. The button resets the values to their country specific defaults. NOTE: Category properties are not initialized! Instead use the *Reset to Defaults* button that is available in the Category Properties dialog window.

Finally click *OK*. Example:

Tournament properties + x

General

Tournament:

Date:

Place:

Start time:

Number of tatamis:

Medal will be awarded only if a contest was won:

Seeded to fixed places:

Use the first places only:

If equal score less shido wins

Win in Golden Score gives 1 point

Pool settings

Double Pool 2 with carried forward points:

Two pool bronzes:

Resolve 3-way ties by time:

Resolve 3-way ties by weights:

Mix pool matches into rounds:

Use IJF points:

Statistics

Competitors: 0

Weighted: 0

Categories

Initialize

Reset to

International System ▼

Apply

Default systems

Players			System
Max age	Min	Max	
0	2	2	Best of 3 ▼
0	3	5	Pool ▼
0	6	0	IJF Quarter Final Repechage ▼
0	0	0	? ▼
0	0	0	? ▼
0	0	0	? ▼

Grade names

?	6.kyu	5.kyu	4.kyu	3.kyu	2.kyu	1.kyu	1.dan
2.dan	3.dan	4.dan	5.dan	6.dan	7.dan	8.dan	9.dan
5.mon	4.mon	3.mon	2.mon	1.mon	9.kyu	8.kyu	7.kyu

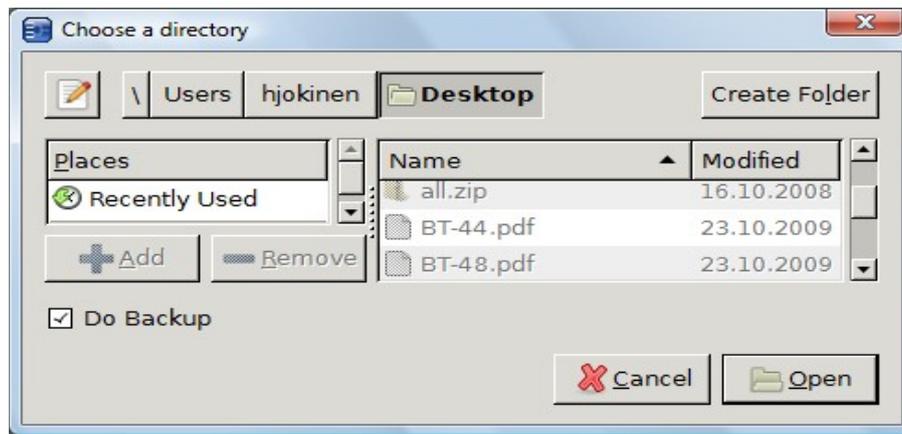
Cancel OK

Backup

JudoShiai can make a backup of the database every time one match has finished. Click *Tournament* → *Backup*. Select a folder where you want to have the copies (a memory stick is a good choice). JudoShiai starts to make copies whose name are of the format shiai+date+time:

shiai_yyyymmdd_hhmmss.shi

About ten last copies are preserved. Selecting a folder creates immediately one copy. Uncheck the *Do Backup* box to stop the backup operations.



Database Validation

There are several sources for errors:

- Typos in names
 - Wrongly written club name causes failure in automatic seeding
- Same competitor twice
- Undefined categories
- Typos in weights
 - Competitor is put to a wrong category

Menu selection *Tournament* → *Validate Database* tries to find errors and shows warnings about suspicious data.

New Competitors

Add One Competitor

Click *Competitors* → *New* or press ctrl-N. A new window appears:

Competitor [10]

Last Name: JOKINEN

First Name: Anniina

Year of Birth: 1995

Grade: 1.dan

Club: Nummelan Judo

Country: FIN

Reg. Category: -57

Category: ?

Weight: 56,8

Seeding: No seeding

Club Seeding: 0

Id:

Coach Id:

Gender: Female

Control: ?

Hansoku-make:

Comment:

Cancel Print OK

You can go from one field to another with the tabulator. You can change the *Grade* with the down-arrow key. *Reg. Category* is the registered category, not the final one. You can write the competitor's first and last name using lower case letters since the program will convert them correctly. You can edit the names later and the program will not change your typing any more. *Hansoku-make* is used both for penalty and injury. *Control* has selections ?/OK/NOK. You can use it what ever purpose; the value doesn't affect to the use of the JudoShiai. *Coach Id* can be used to list the competitors of a coach on the live result web page.

There will be a list of competitors under a question mark. It means that the real category has not been decided yet.

The screenshot shows the JudoShiai software interface. The main window displays a table of competitors with the following columns: Last Name, First Name, Year of Birth, Grade, Club, Country, Reg. Category, Weight, and Id. The table contains 15 rows of data, including competitors like ALATALO, AMUNDSEN, ANDERSEN, ANDERSSON, BAKKER, BAUER, BECKER, BENGTTSSON, BERG, BERNARD, BROWN, and CABLSSON.

Last Name	First Name	Year of Birth	Grade	Club	Country	Reg. Category	Weight	Id
?	[129]		T 0				Group 0	
ALATALO	Rasmus	1993	1.kyu	Finndai	FIN	Men-60	57,00	
AMUNDSEN	Christian	1995	2.kyu	Judo Klubb Stord	NOR	Men-60	56,00	
ANDERSEN	Thea	1995	2.kyu	Bergen Judo Klubb	NOR	Women-44	42,00	
ANDERSEN	Mathilde	1994	2.kyu	Roskilde Budo Klub	DEN	Women-63	59,00	
ANDERSSON	Emma	1994	2.kyu	Kristinehamns JK	SWE	Women-57	53,00	
BAKKER	Sem	1991	1.dan	Judoclub Middelharnis	NED	Men-81	79,00	
BAUER	Mia	1991	1.dan	Judo-Club Passau	GER	Women-63	58,00	
BECKER	Lea	1992	1.kyu	TuS Holle	GER	Women-52	52,00	
BENGTTSSON	Alva	1994	2.kyu	Borås JK	SWE	Women-57	56,00	
BERG	Tea	1994	2.kyu	Hamar Judoklubb	NOR	Women-48	47,00	
BERNARD	Enzo	1995	2.kyu	Dojo Provencal	FRA	Men-50	47,00	
BROWN	Thomas	1994	2.kyu	Cambridge Judo	GBR	Men-66	61,00	
CABLSSON	Linnea	1991	1.dan	Oxelösunds IK	SWE	Women-63	60,00	

Add a Competitor from Another Database

You can add competitors from another database either with or without the weights (*Competitors → Add All with Weights* or *Competitors → Add All From Another Shiai*). If you are arranging a competition for your club's juniors you may find it useful to check the box *Clean up duplicates and update reg. categories*: competitor that already exists is not imported and the registered category is updated according to the year of birth. You can remove the unnecessary competitors one by one or by selecting *Competitors → Remove Unweighted*.

You can add new competitors from another database also individually. Click *Competitors → Select From Another Shiai*. Choose a database and a new window will open with a list of categories and competitors. Double click a competitor and all his/her data will be added to the current database.

You can also import the whole category with its competitors.

JudoShiai can import competitors from a text file, too. A text file may look as follows:

```
Jack,Taylor,Stonehaven Judo Club,GBR,m,1991,1d,74
Thomas,Brown,Cambridge Judo,GBR,m,1994,2k,61
Oliver,Wilson,Barnet Judo,GBR,m,1995,2k,58
```

Click *Competitors → Add From a Text File*. You will be asked to select a file (note also the *UTF-8* check box!) and a new window opens:

Jack,Taylor,Stonehaven Judo Club,GBR,m,0,0,1991,1d,74

Last Name:	Not used
First Name:	Not used
Year of Birth:	Not used
Grade:	Not used
Club:	Not used
Country:	Not used
Category:	Not used
Weight:	Not used
Id:	Not used
Seeding:	Not used
Club Seeding:	Not used
Sex:	Not used
Girl Text:	f
Column Separator:	,

Cancel OK

Topmost there is the first line of the text file. Use that to find out the column separator. In our example it is obviously comma. Write a comma in the *Column Separator* field. The separator can be composed of several characters, too. Then you have to select the correct column numbers for each data field. On the right side of the window you will see the value of the column:

Jack,Taylor,Stonehaven Judo Club,GBR,m,0,0,1991,1d,74

Last Name:	Column 2	Taylor
First Name:	Column 1	Jack
Year of Birth:	Column 8	1991
Grade:	Column 9	1d
Club:	Column 3	Stonehaven Judo Club
Country:	Column 4	GBR
Category:	Not used	
Weight:	Column 10	74
Id:	Not used	
Seeding:	Not used	
Club Seeding:	Not used	
Sex:	Column 5	m
Girl Text:	f	
Column Separator:	,	

Buttons: Cancel, OK

Girl Text indicates what should read in the *Sex* column if the competitor is a girl or a woman.

You do not have to give all the information. *Category* will be concluded from the *Sex*, *Weight*, and *Year of Birth*. If the *Category* is given it is accepted as such. *Weight* doesn't have to be just a number but the extra letters ("kg") are filtered out. The *Grade* should contain a number and a letter k or K for kyu grades, otherwise it is considered as a dan grade. Other letters are ignored.

You may have a tab as a column separator. You can copy-paste it from another document or type '\t' (backslash and letter t).

Last name will be converted to upper case automatically. You can edit it later if this is not sufficient.

Change the UTF-8 setting if the country specific letters look wrong.

JSON Files

JudoShiai can read and write JSON files. Although they are text files, it is not recommended to manually edit those. Syntax rules are very strict.

Write to File

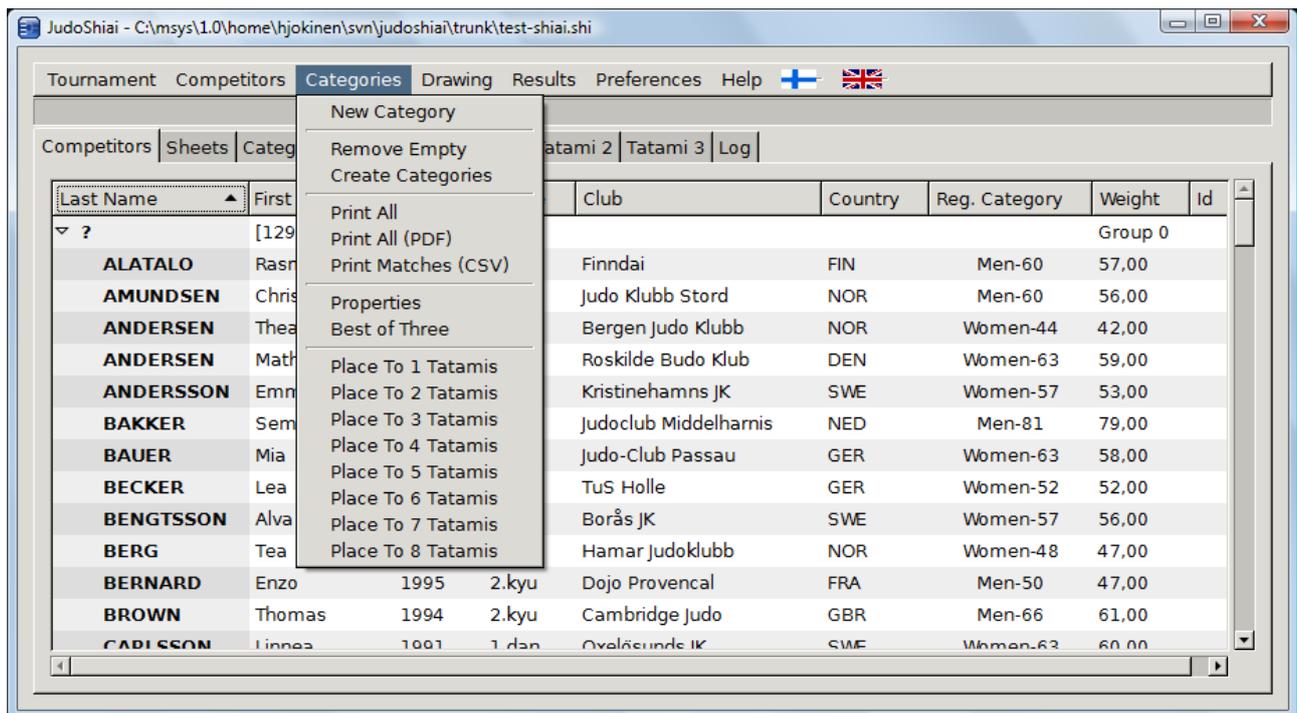
Write competitor data to a JSON file. This file can be imported to Android application JudoWeight. Please look at Android JudoWeight documentation.

Read from Directory

Directory is scanned for JSON files for reading. Main purpose is to read competitors' weights that can be divided to several files. Files may contain also new unregistered competitors, that JudoShiai operator are asked to accept or deny. Usually files are generated by Android JudoWeight application.

New Category

You can create categories automatically and fine tune them later. *Categories* menu:



Click *Categories* → *New* and a form window pops up:

The 'Category' dialog box contains the following fields and buttons:

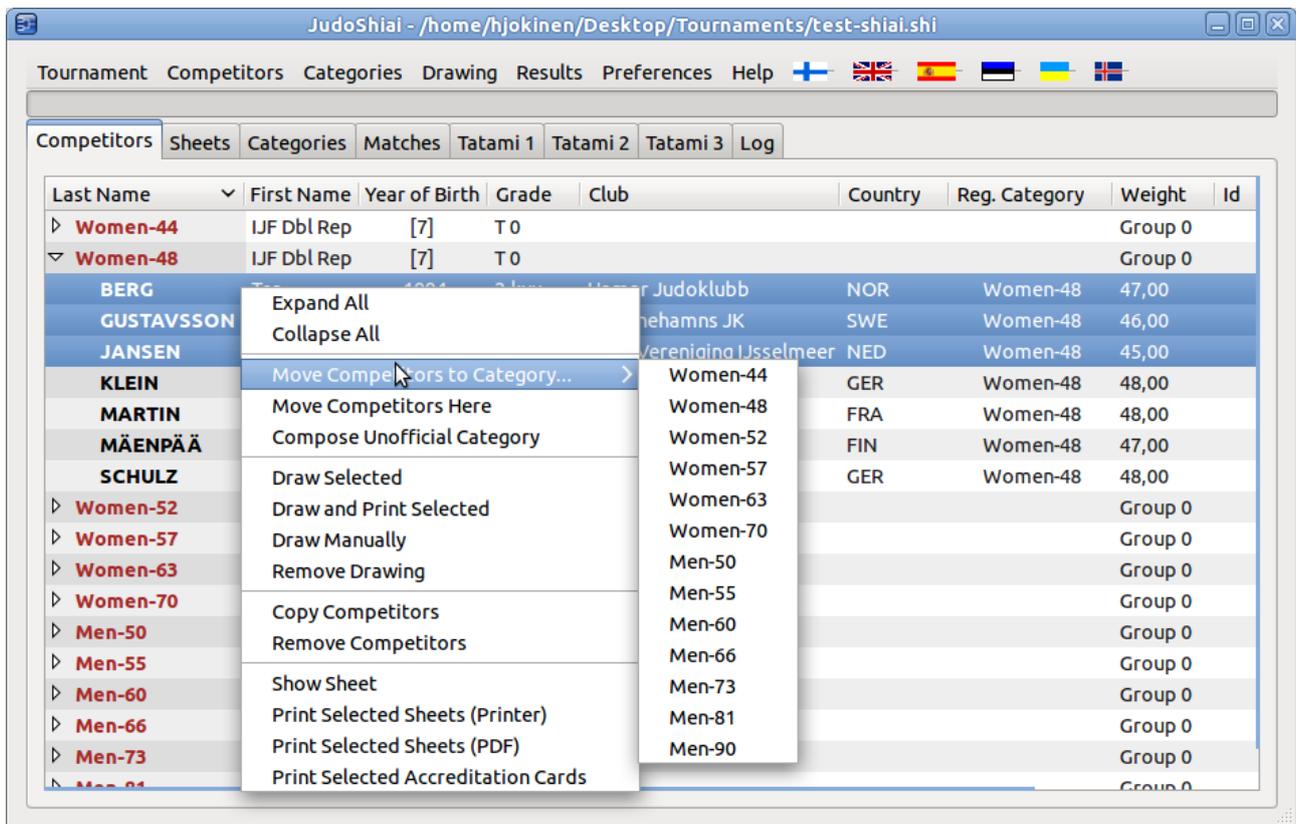
- Category: [Text input field]
- System: Default [Dropdown menu]
- Tatami: ? [Dropdown menu]
- Group: 0 [Text input field]
- Buttons: Cancel, Print, OK

Fill in the *Category* name. You can use other than the default competition system by selecting one from the *System* list. *Tatami* is the number of the competition area. There are usually groups of 2 – 4 categories that are matched before the next group starts. *Group* field defines the group number for this category.

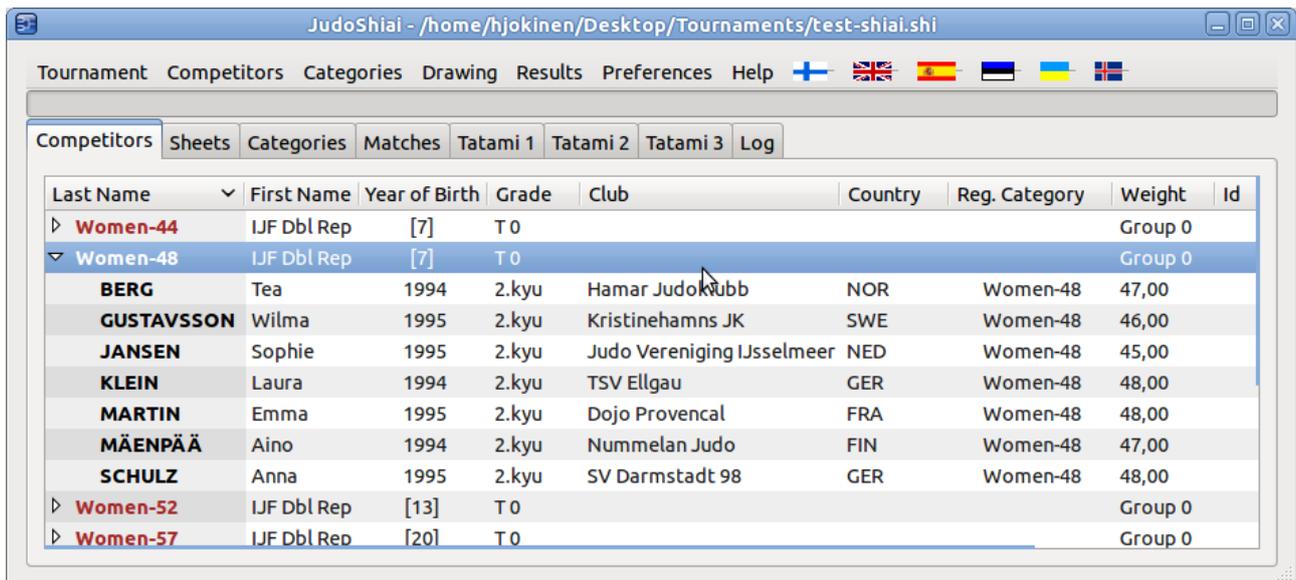
Click one of the Competitors sheet headers to order competitors by their last name, club name, category or weight. Click again to reverse the order. Select a player by clicking him/her once. Select more competitors by pressing ctrl key while left clicking. Select consecutive lines by holding the shift key down and click the last line.

To move the selected players to another category

- right click the destination category line and select *Move Competitors Here*; or
- right click and select *Move Competitors to Category* and from the pop up list choose the destination category.



You can create the preliminary categories by clicking menu *Categories* → *Create Categories*:



Too heavy players are moved automatically to the next weight category. Number in the brackets shows the number of players in that category. Number is printed bold if there is only one or two competitors in the category.

In competitions for young children it may be better to use unofficial categories. Select a nice group of players, right click and select *Compose Unofficial Category*. New category will have a name based on the gender, age, and weight of the selected competitors.

Some of the categories may become empty, so you can delete those by clicking *Categories* → *Remove Empty*.

Finally you have to place the categories on the contest areas. Click *Categories* → *Place to 2*

Tatamis if you have two mats. JudoShiai selects the mats and group numbers for the categories in the order they are listed on the *Competitors* sheet. By clicking the *Last Name* header you can make the matches start with the younger categories. Final adjustment can be done by double clicking the category line and editing the fields or drag'n'dropping the categories on the *Categories* sheet. Target is to get the same amount of fights for every tatami.

The screenshot shows the JudoShiai application window with the 'Competitors' tab selected. The table below represents the data shown in the application.

Last Name	First Name	Year of Birth	Grade	Club	Country	Reg. Category	Weight
Women-44	IJF Dbl Rep	[7]	T 1				Group 1
Women-48	IJF Dbl Rep	[7]	T 2				Group 1
Women-52	IJF Dbl Rep	[13]	T 1				Group 1
Women-57	IJF Dbl Rep	[20]	T 2				Group 1
Women-63	IJF Dbl Rep	[13]	T 1				Group 1
Women-70	Pool	[3]	T 2				Group 1
Men-50	One match	[2]	T 2				Group 2
Men-55	IJF Dbl Rep	[9]	T 2				Group 2
Men-60	IJF Dbl Rep	[13]	T 1				Group 2
Men-66	IJF Dbl Rep	[16]	T 2				Group 2
Men-73	IJF Dbl Rep	[10]	T 1				Group 2
Men-81	IJF Dbl Rep	[13]	T 2				Group 3

Weigh-in may be phased or there are other reasons why you want to create categories one by one during the contest. You can work with the same JudoShiai program that runs the competition or you may use another computer and transfer categories using a memory stick.

Category Properties

Click *Categories* → *Properties* to look at the category definitions:

Categories + x

Highest age: <input type="text" value="20"/>	Match time: <input type="text" value="240"/>	Pin times (IWYK):	Highest weight (g):	<input type="text" value="55000"/>	<input type="text" value="60000"/>	<input type="text" value="66000"/>	<input type="text" value="73000"/>			
Age text: <input type="text" value="Juniors"/>	Golden Score: <input type="text" value="0"/>	<input type="text" value="20"/>	<input type="text" value="15"/>	<input type="text" value="10"/>	<input type="text" value="0"/>	Weight text:	<input type="text" value="-55"/>	<input type="text" value="-60"/>	<input type="text" value="-66"/>	<input type="text" value="-73"/>
Layout: <input type="text" value="-jnr"/>	Rest time: <input type="text" value="600"/>	Rep. time: <input type="text" value="0"/>	Properties	<input checked="" type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4			

Highest age: <input type="text" value="1000"/>	Match time: <input type="text" value="240"/>	Pin times (IWYK):	Highest weight (g):	<input type="text" value="60000"/>	<input type="text" value="66000"/>	<input type="text" value="73000"/>	<input type="text" value="81000"/>			
Age text: <input type="text" value="Men"/>	Golden Score: <input type="text" value="0"/>	<input type="text" value="20"/>	<input type="text" value="10"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	Weight text:	<input type="text" value="-60"/>	<input type="text" value="-66"/>	<input type="text" value="-73"/>	<input type="text" value="-81"/>
Layout: <input type="text"/>	Rest time: <input type="text" value="600"/>	Rep. time: <input type="text" value="0"/>	Properties	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4			

Layout: <input type="text"/>	Rest time: <input type="text" value="600"/>	Rep. time: <input type="text" value="0"/>	Properties	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4
------------------------------	---	---	------------	----------------------------	----------------------------	----------------------------	----------------------------

Highest age: <input type="text" value="1000"/>	Match time: <input type="text" value="240"/>	Pin times (IWYK):	Highest weight (g):	<input type="text" value="48000"/>	<input type="text" value="52000"/>	<input type="text" value="57000"/>	<input type="text" value="63000"/>			
Age text: <input type="text" value="Women"/>	Golden Score: <input type="text" value="0"/>	<input type="text" value="20"/>	<input type="text" value="10"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	Weight text:	<input type="text" value="-48"/>	<input type="text" value="-52"/>	<input type="text" value="-57"/>	<input type="text" value="-63"/>
Layout: <input type="text"/>	Rest time: <input type="text" value="600"/>	Rep. time: <input type="text" value="0"/>	Properties	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4			

Highest age: <input type="text"/>	Match time: <input type="text"/>	Pin times (IWYK):	Highest weight (g):	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>			
Age text: <input type="text"/>	Golden Score: <input type="text"/>	Weight text:	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>				

Properties

1.	2017 Rules: <input type="text"/>	No <input type="text"/>
2.	Use IJF points: <input type="text"/>	No <input type="text"/>

First there are men's and boy's categories and then women's and girl's categories. On the left, there is the highest age one can have in the category and the relevant text that is used in the first part of the category name. The oldest category must have some big age number (e.g. 1000) so that everybody fall to some category.

Next is the match time for the category, golden score time, rest time, and osaekomi times. Repechage time, if not zero, is used for the repechage fights. A non-zero value also indicates that the Golden Score system is used in the repechage matches. JudoTimer utilizes match time, golden score time, pin times, and repechage information if automatic clock settings are selected. Rest time is used by the JudoShiai when choosing the next matches. You can ignore Koka for the time being.

JudoTimer layout per category

Layout is used to select JudoTimer layout file per category class. Text is appended to the file name before the dot. Example: JudoTimer uses layout file

C:\Layouts\my_layout.txt

Layout for juniors is in file

C:\Layouts\my_layout-jnr.txt

Category definition's Layout entry will have text "-jnr". Layout extension can be 7 characters long.

Preference exceptions per category

Category properties are exceptions to global definitions. To make an exception:

- Select one of the available property numbers (1 - 4).

- Select wanted property from combo box. In the picture property 1 is “2017 Rules”, property 2 is “Use IFJ Points”.
- Select “Yes” or “No”.
- Click checkbox 1 for Juniors to disable year 2017 rules just for them.

Weight classes

On the right, there are the heaviest weights for the weight class and the relevant text. The heaviest weight class must have some big number like 1000000 grams.

Category name is composed of the Age text and Weight text.

Category properties are utilized in the following situations:

- Adding new competitor. Correct category is selected based on the age and weight.
- Adding competitor from another database or text file. Category selection as above.
- Automatic creation of the official categories.

Category properties are saved to the database i.e. they are not part of the JudoShiai configuration. You can initialize the properties by clicking *Categories → Properties → Reset to Defaults*. If you want to initialize to some other country's values (e.g. Finnish) do the following:

Click *Drawing → Finnish System*

Click *Categories → Properties → Reset to Defaults*

Drawing

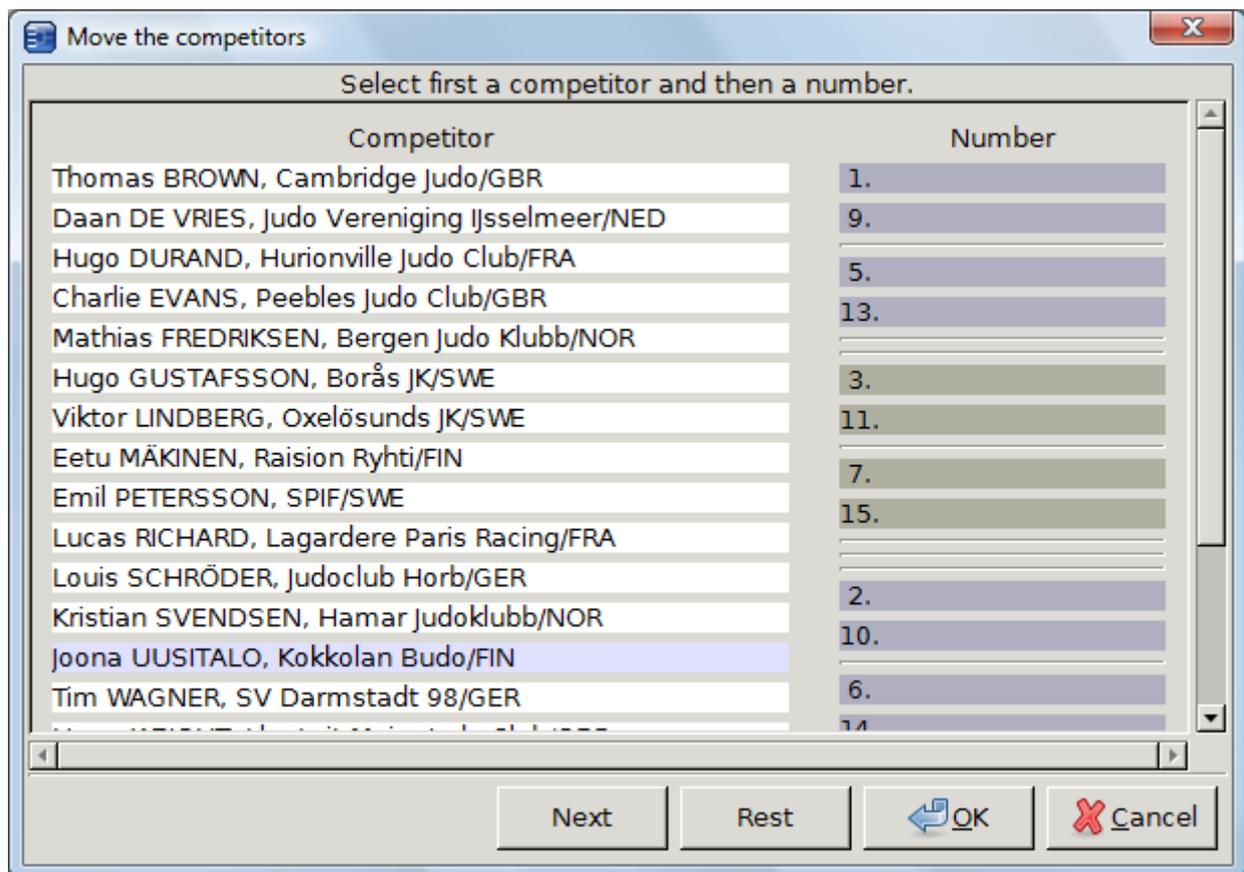
Drawing is compliant with the international rules. You can draw all the categories at once by clicking *Drawing* → *Draw All Categories*. To draw an individual category (categories) select it (them) on the *Competitors* sheet, right click and select *Draw Selected* from the pop-up menu. You cannot draw the same category again until the existing drawing has been removed (*Remove Drawing*).

Drawing algorithm has been explained in the Appendix 1.

You can do a manual drawing by selecting *Draw Manually* from the pop up menu. In a new window there is a list of competitors on the left and a list of numbered positions on the right. First click a player and then an empty box on the right. You can move a competitor back to the left by clicking it on the right.

Official Drawing

Official drawing falls between the automatic and manual drawings. Open the manual drawing window:



Click *Next* to start the drawing from the seeded and continue at your will. *Rest* button draws remaining competitors automatically. Accept the drawing by clicking the *OK* button and the sheet is displayed. You may print the sheet by clicking the printer image on the left upper corner.

You can also print the sheet(s) by selecting the categories on the *Competitors* sheet, right clicking and selecting *Print Selected Sheets*.

Supported Competition Systems

JudoShiai supports international, Finnish, Swedish, Estonian, and Spanish competition

systems. From the menu *Drawing* you can select the preferred set of systems. You can also overrule the default method for each weight category. Alternatives are:

- Default (explained below)
- Round robin systems:
 - Pool (2 – 7 contestants)
 - Double pool (6 – 12 contestants) with variants
 - Quad pool (up to 20 contestants)
- Double knockout systems (2 – 64/128 contestants):
 - Double repechage (Finnish and international, max. 128 contestants)
 - Swedish systems
 - Enkelt återkval
 - Dubbelt återkval
 - Direkt återkval
 - Estonian long repechage for D juniors
 - Spanish systems
 - Repesca doble
 - Repesca simple
 - Repesca doble desde 1ª ronda
 - Doble pérdida

If the selected system for the category is *Default*, the used system depends on the country setting and the number of contestants.

- International system
 - 2 – 5 contestants: pool
 - 6 – 128 contestants: double repechage
- Finnish system
 - 2 – 5 contestants: pool
 - 6 – 7 contestants: double pool
 - 8 – 128 contestants: double repechage
- Swedish system
 - 2 – 5 contestants: pool
 - 6 – 7 contestants: double pool
 - 8 – 64 contestants: direkt återkval
- Estonian system
 - 2 – 5 contestants: pool
 - 6 – 64 contestants: Estonian long double repechage if the category is for under 11 years old, otherwise Finnish double repechage
- Spanish system
 - 2 – 5 contestants: pool
 - 6 – 10 contestants: double pool
 - 11 – 16 contestants: doble pérdida if the category is for under 11 years old, otherwise repesca doble

- 6 – 64 contestants: repesca doble

Results

After the drawing you can look and print the category sheets. Sheets are updated in real time when the contest progresses. To look at a sheet

- right click the category on the *Competitors* sheet and select *Show Sheet*; or
- click the *Sheets* tab and click one of the category names in the middle.

Sheets page updates the view automatically when a match ends if the menu selection *Preferences* → *Automatic Sheet Update* is checked.

Click *Results* → *Print All (Web and PDF)* to create a results web page. Category sheets are printed in PDF format, too.

Before creating the results you have a possibility to add categories from other databases by selecting *Competitors* → *Select From Another Shiai*. Double click the desired categories and they are added to the current database.

Online Results

Real time results is a nice service. You need an extra computer for the audience, network, and an HTTP server software. The following Windows example utilizes a free Abyss Web Server.

1. Install the server. The default place for the HTTP documents is "C:\Abyss Web Server\htdocs".
2. In JudoShiai program click *Results* → *Print All* and select the folder above.
3. Also check the box *Automatic Web Page Update*.

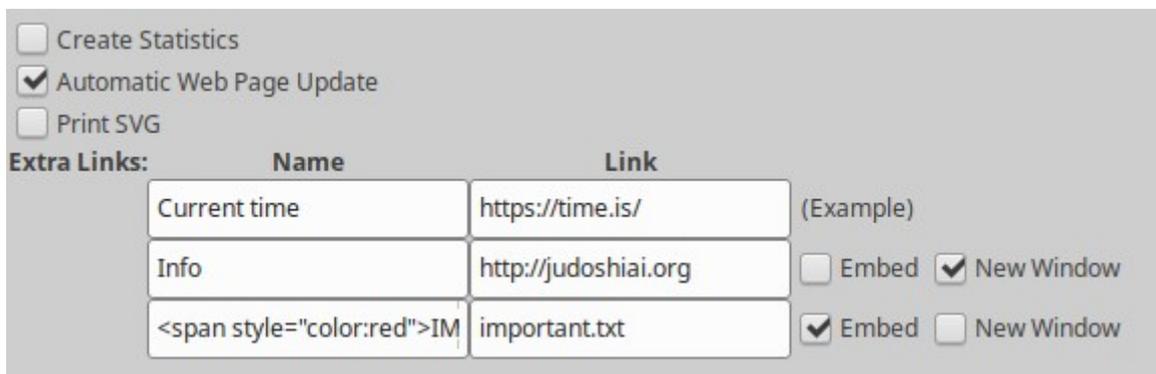
That's it. Now find out the IP address of the JudoShiai laptop (*Preferences* → *Communication* → *Own IP Addresses*) and make a connection from the audience's computer.

Hint: Put Internet Explorer to a kiosk mode by starting it from the command line with the option -k. Example:

```
C:\Program Files\Internet Explorer\iexplore -k http://192.168.0.123/
```

Replace the example address with the real address.

Results → *Print All* has some options:



The screenshot shows a dialog box with the following options:

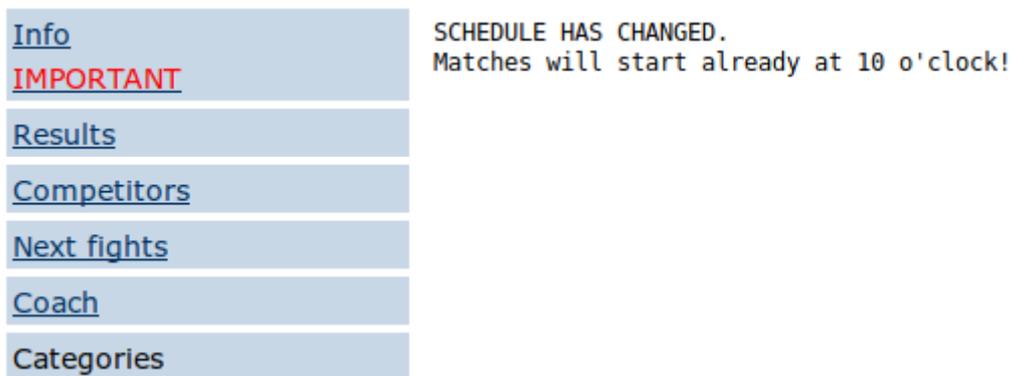
- Create Statistics
- Automatic Web Page Update
- Print SVG

Extra Links:

Name	Link	Embed	New Window
Current time	https://time.is/		(Example)
Info	http://judoshiai.org	<input type="checkbox"/>	<input checked="" type="checkbox"/>
IM	important.txt	<input checked="" type="checkbox"/>	<input type="checkbox"/>

After the competition you should check *Create Statistics*. It finishes the database, too.

Extra Links enable creating temporary links to the results page:



Here clicking Info opens a new page showing what ever is visible in <http://judoshiai.org>.

IMPORTANT is a link to a local text file in the results directory. Its content is shown embedded as in the picture above. Name can have HTML code. The example has the following Name text:

```
<span style="color:red">IMPORTANT</span>
```

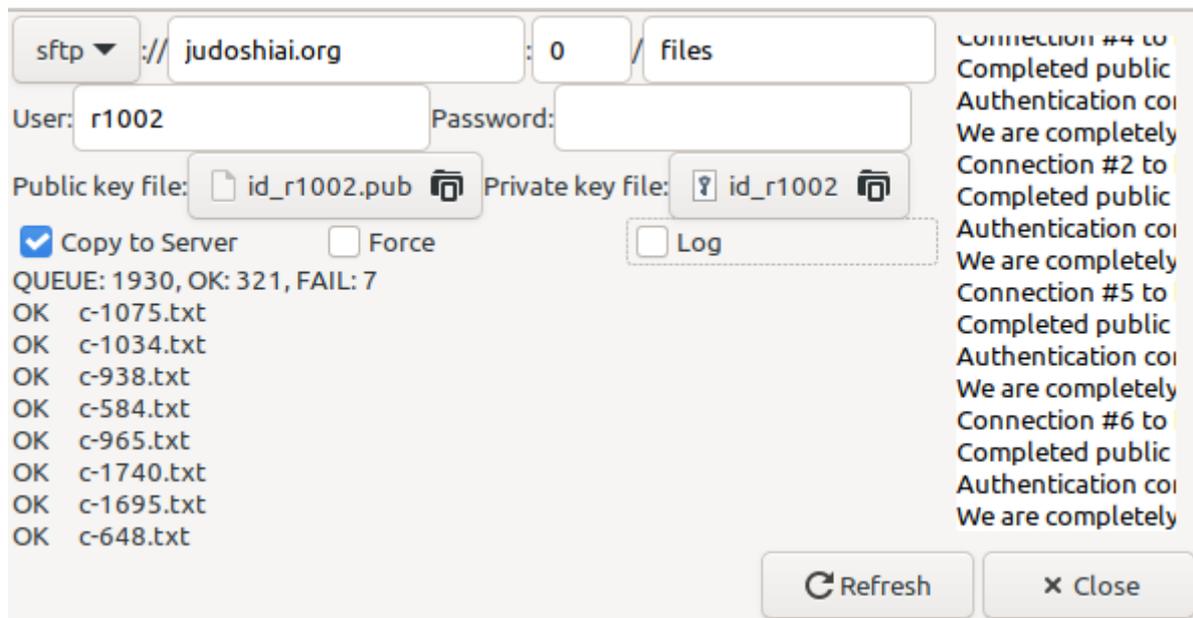
You can use colors, bold text, etc. The whole generated HTML code is:

```
<a href="important.txt"><span style="color:red">IMPORTANT</span></a>
```

Upload Results to a Server

People can follow the results outside of the competition venue if you upload the results to a server in the Internet. It is possible to use an external program, but JudoShiai supports data uploading, too. Available protocols are FTP and SFTP.

First print all the results to a directory. To configure upload click *Results → Copy to Server*. The following window opens:

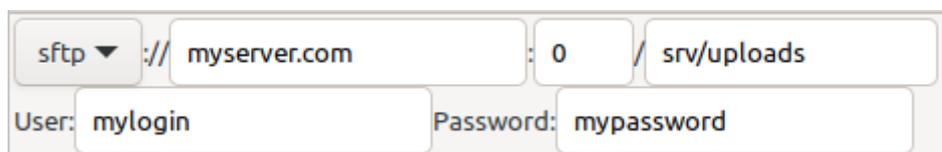


In the example upload URL is `sftp://judoshiai.org/files`. Port number 0 means the default port. User and password are the credentials required for the connection. You can also use key files, if you have those (please Google *ssh* for more information).

It may not be clear what the correct URL is. Use a command line ftp or sftp client. Make a connection to the destination server. Go to the desired directory. Type `pwd` to find out where you are.

```
> sftp mylogin@myserver.com
<give password>
Connected to myserver.com
sftp> cd uploads (just an example)
sftp> pwd
Remote working directory: /srv/uploads
sftp> bye
```

The correct url is `sftp://myserver.com/srv/uploads`



To start uploading click the check box *Copy to Server*. Window doesn't close but you will see file names that are copied and possible error code. Click Close to destroy the window. Copying continues in the background until you open the window again and uncheck the copy box.

There are static directories that do not need to be updated. However, if you suspect that the directories are not properly uploaded check the *Force* checkbox. *Log* checkbox enables log printing on the right. There you can see possible errors. Also a log file is created that you can check afterwards. Its name is `judoftp_<DATE>.log`.

In Linux the file is in `/home/mylogin/.local/share`

and in Windows `C:\Users\mylogin\AppData\Local`

Windows AppData folder may be hidden.

Club Name Abbreviations and Hometowns

Result sheets may become messy and the texts may overlap with each other if the full club names are used. On the other hand club's hometown would be nice information at least in the result listings. JudoShiai's installation folder contains a directory etc with a file `clubs-example.txt` (e.g. `C:\Program Files\JudoShiai\etc\clubs-example.txt`). The file is composed of lines of club names. It is used to enable the automatic club name completion. In addition the line can have also an abbreviation of the club name separated by a '=' and a hometown separated by a '>'. Use the example file and create your own `club.txt` file (name is fixed). Examples:

- Chikara=CHI>Helsinki
The sheets will use the abbreviation CHI and the result listings will include the hometown Helsinki.
- Cambridge Judo=CAM
The sheets will use the abbreviation CAM, but no hometown is listed since it is visible in the club's name anyway.

Club Names and Countries

Competitor information can have both a club name and a country. However, it is not always desirable to show both. Country may be used only for drawing to indicate a special region (North, West), but it is not intended to be shown. Usually medal statistics is wanted only by country. There is a menu selection *Preferences* → *Club Text Selection* → *Club Name Only/Country Name Only/Both Club and Country* which you can use to set your preferable outlook. The selection affects to many things, like weigh-in notes, sheets, and information sent to the JudoTimers and JudoInfos. You might have to change the setting depending on what you are doing next.

General Data Protection Regulation

The EU General Data Protection Regulation (GDPR) was designed to harmonize data privacy laws across Europe, to protect and empower all EU citizens data privacy and to reshape the way organizations across the region approach data privacy (<https://www.eugdpr.org/>).

It is not clear what GDPR really means in practice, but JudoShiai tries to have a guess. You may exclude kids' categories from the results. Click *Results* → *GDPR* and fill in an age to the entry *Hide category if age less than*. You can also set an age to entry *Hide name if age less than*. This will change young competitor's name and club to Xxx's.

Competitor's data has a new check box *Hide name*. This is intended to be used if competitor later demands that his/hers name must be removed from the results. Name will be changed to Xxx's. Yes, insane, and not clear if this is something that should be done in real life.

Matches

Matches are on sheets Tatami 1, Tatami 2 etc.

Group	Category	Match	Blue	IWYKS	Points	Points	IWYKS	White	Time	Comment
1	Men-81	Double repechage [13]								
		1	Luka FISCHER	00000	0	0	00000	-	0:00	
		2	Veeti HÄMÄLÄINEN	00000	10	0	00000	Sem BAKKER	0:00	(TATAMI 1)
		3	Daniel WHITE	00000	0	0	00000	Magnus PETERSEN	0:00	Delay the match
		4	Fynn WEBER	00000	0	0	00000	-	0:00	
		5	Jonas KOCH	00000	0	7	00000	Elias PETERSEN	0:00	(TATAMI 1)
		6	Jack TAYLOR	00000	5	0	00000	Lucas HANSEN	0:00	
		7	Julian SCHWARZ	00000	0	0	00000	Filip JÖNSSON	0:00	Next match
		8	Jayden VD BERG	00000	0	0	00000	-	0:00	
		9	Luka FISCHER	00000	0	0	00000	Veeti HÄMÄLÄINEN	0:00	Preparing (TATAMI 2)
		10	?	00000	0	0	00000	Fynn WEBER	0:00	Preparing
		11	Elias PETERSEN	00000	0	0	00000	Jack TAYLOR	0:00	

On the left, there is a group number and the weight categories belonging to it. Below a category header there are all the matches of that category. Next fights are displayed above the listings. The same information is sent also to the JudoTimers.

Green color in the *Comment* field indicates that the match has been done or it is not necessary to fight it in the first place (hansku-make). Yellow color tells that the position of the match has been frozen (tatami and/or match order is non-default). Usually matches are unfrozen (floating) so that it is possible to reorder the fights to prevent delays caused by mandatory rest times.

You can correct or otherwise set the result manually by right clicking the white or blue points. Select *Clear* to cancel the match. In the picture below the contestant is going to score a waza-ari and a shido. *GS* indicates that the result is from golden score (may affect to points calculation). *Hantei* (still used sometimes in children's competitions) determines the winner.

Match	White	IW/S	Points	Points	IW/S	Blue	Time
46	Helmi MYLLYMÄKI	00/0	0	10	10/0	Julia VISSER	0:03
47	Aino MÄENPÄÄ	01/0	0	10	10/0	Sofie NIELSEN	0:37
48	Lucas NILSSON	02/0	1	0	00/0	Elias PETERSEN	0:17
49	Alice PETERSSON	00/1	0	0	00/0	Kristian SVENDSEN	0:03
50	Tim SMIT					Julia VISSER	145:00
51	Lara SCHÄFER					Julia VISSER	0:03
52	Lily SVENSSON					Elsa SVENSSON	0:00
53	Hanna MÜLLER					Oliver WILSON	317:00
54	Oliver WILSON					Oliver WILSON	4:11
55	Manon ROBERT	01/2	0	0	01/1	Julia VISSER	45:13
56	Sofie NIELSEN	01/0	1	0	00/2	Lucas NILSSON	87:58
57	Kristian SVENDSEN	10/0	10	0	00/0	Tim SMIT	111:00
58	Lara SCHÄFER	00/2	0	0	00/0	Elsa SVENSSON	0:08
59	Hanna MÜLLER	01/2	1	0	00/0	Oliver WILSON	0:05

Set score x

I W Y / S GSHantei

-
 -
 -
 -

Situation is updated in real time. Sheets page is composed of three parts:

- Competition bracket.
- List of categories.
- Next fights.

The screenshot shows the JudoShiai software interface. The main window is titled "JudoShiai - C:\msys\1.0\home\hjokinen\svn\judoshiai\trunk\test-shiai.shi". The interface includes a menu bar (Tournament, Competitors, Categories, Drawing, Results, Preferences, Help) and a toolbar with flags for Finland and the UK. The main content area is divided into three sections:

- Competition Bracket:** A tree diagram showing the progression of matches for "Test Shiai April 6th, 2010 Helsinki Men-81". It lists competitors and their scores, leading to a "Results" table with columns for Position (Pos) and Name.
- Competitors List:** A list of participants for various categories: Men-50, Men-55, Men-60, Men-66, Men-73, Men-81, Men-90, Women-44, Women-48, Women-52, Women-57, Women-63, and Women-70.
- Match Results:**
 - Tatami 1:** Match: Men-81. Julian SCHWARZ - JSV Nippon Ahlen (10 7 5 3 1) vs Filip JÖNSSON - Borås JK (10 7 5 3 1). Next: Men-81 (?? - ?). Fynn WEBER - TSV Ellgau.
 - Tatami 2:** Match: Women-70. Olivia WILLIAMS - Walderslade Judo Club (10 7 5 3 1) vs Sara MÄKELÄ - Kakkolan Budo (10 7 5 3 1). Next: Men-81 (Luka FISCHER - Judo-Club Passau vs Veeti HÄMÄLÄINEN - Nummelan Judo).
 - Tatami 3:** Match: Women-63. Mathilde ANDERSEN - Roskilde Budo Klub (10 7 5 3 1) vs Alice PETERSSON - Borlänge JC (10 7 5 3 1). Next: Women-63 (Sophie THOMPSON - Cambridge Judo vs Leoni SCHNEIDER - Judo-Club Passau).

Click category name to show the relevant bracket. Sheet of the last finished fight is displayed automatically if the menu selection *Preferences* → *Automatic Sheet Update* is checked. You can set the match result by clicking the numbers next to the matches. The yellow cross on black background is used to cancel the previous result.

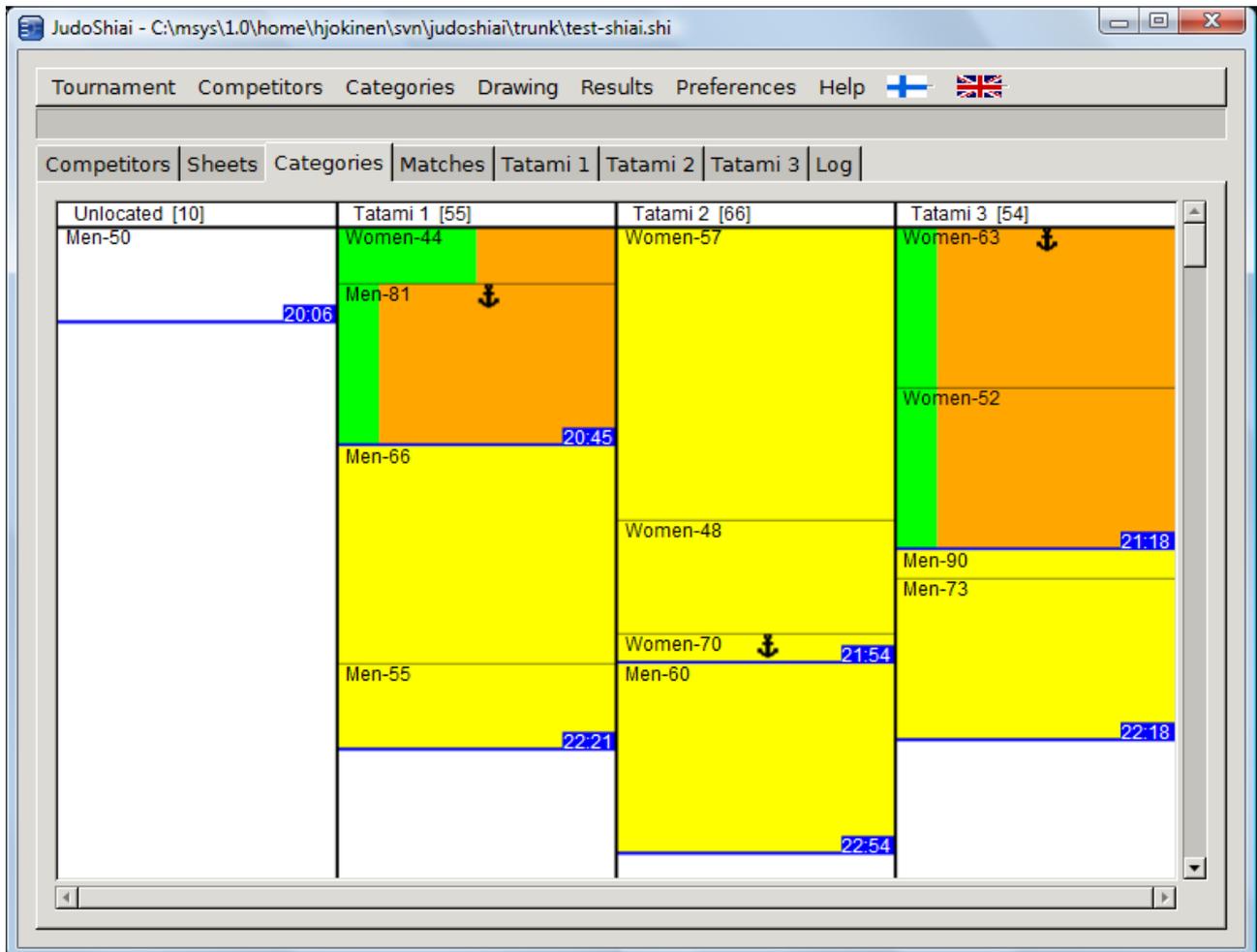
JudoShiai program selects the next match automatically, but you can affect to the match order by right clicking the *Comment* field on the *Tatami* sheets. You have the following selections:

- *Next match*: This will be the next match. Program will select the match after this one.
- *Preparing*: This will be the second match in the list.
- *Delay the match*: Match will be delay for an undetermined time. JudoShiai suggest other matches next, if possible.
- *Remove comment*: Remove any of the settings above. If you remove the *Next match* comment the first and second matches switch places.

One way to delay a whole category is to move it temporarily to tatami 0.

Controlling the Matches

You have seen a couple of ways to control the competition, but two other sheets enables an easier way. Categories sheet is illustrated below:



Categories are displayed by tatami. Color codes have the following meaning:

- White: Category has not been drawn.
- Yellow: Category has been drawn, but no fights have finished.
- Green/orange: Finished matches/matches left.

Number of matches left is shown in brackets for each tatami. Length of the rectangle representing the category is proportional to the number of matches left in that category, i.e. the rectangle shrinks as the contest progresses. The blue line separates the groups from each other. The time on the blue background is an estimate of the end time of the group's last match. An anchor symbol marks the category who's match is starting or ongoing. You cannot move that category.

You can move the category by left clicking it and dragging it to another place. You may change both tatami and group. One way to delay a category is to drag it to the left (column Unlocated) or to an unused extra tatami. You may want to delay a category if there is something to correct or if you want to delay all the medal matches.

Although the anchor prevents the moving of the category on this sheet it is possible to do on the *Competitors* sheet, but be careful.

You can see the next matches on the *Matches* sheet:

JudoShiai - test.shi

Tournament Competitors Categories Drawing Results Preferences Help

Competitors Sheets Categories Matches Tatami 1 Tatami 2 Tatami 3 Log

Delayed	Tatami 1	Tatami 2	Tatami 3
M-81 Daniel Veeti WHITE HÄMÄLÄINEN GBR FIN	Prev. winner: M-90 Maximilian NEUMANN	Prev. winner: N-52 Emma CHRISTENSEN	Prev. winner: M-73 Elias PERSSON
N-70 Olivia Sara WILLIAMS MÄKELÄ GBR FIN	N-63 Nora Ingrid KRISTIANSEN LARSEN NOR NOR	M-81 Julian Jayden SCHWARZ VD BERG GER NED	N-57 Emily Sofie JOHNSON NIELSEN GBR DEN
	M-90 Maximilian Leon NEUMANN SCHMIDT GER GER	M-81 Julian Daniel SCHWARZ WHITE GER GBR	M-66 Joona Louis UUSITALO SCHRÖDER FIN GER
	N-63 Nora Sophie KRISTIANSEN THOMPSON NOR GBR	N-52 Lieke Anni DE JONG LEHTIMÄKI NED FIN	N-57 Emily Lara JOHNSON SCHÄFER GBR GER
	M-90 Frederik Leon CHRISTENSEN SCHMIDT DEN GER	AP-66 Tim Eetu WAGNER MÄKINEN GER FIN	M-66 Joona Harry UUSITALO WRIGHT FIN GBR
	N-63 Ingrid Sophie LARSEN THOMPSON NOR GBR	N-52 Emma Anni CHRISTENSEN LEHTIMÄKI NOR FIN	N-57 Sofie Lara NIELSEN SCHÄFER DEN GER
	AP-81 Lucas Sem HANSEN BAKKER DEN NED	M-81 Jayden Veeti VD BERG HÄMÄLÄINEN NED FIN	M-66 Louis Harry SCHRÖDER WRIGHT GER GBR

On the left is a list of delayed fights. You may want to run the medal matches later. At the top of the Tatami column is the winner of the previous fight. The name shows up after a match on yellow background. You can click the cell to turn the color green. The announcer can utilize the colors as a “sticky note” reminder.

Below the winner name is information about the next matches. The first two matches are automatically frozen, but from the third fight on their position may change if *Automatic Match Delay* has been selected. Reason for possible rearrangement is shown using two colors:

- Red means that the competitor already has a match or preparation ongoing for another category (for example cadet fights also in juniors).
- Blue means that competitor should have more rest time.

The colors are updated only after a match is finished and their purpose is just to give a hint why some match may be delayed.

By right clicking the match you can force it the first (*Next match*) or second (*Preparing*) on the list, or delay it (*Delay the match*). *Remove delay* clears the previous settings.

You can drag'n'drop one match to a selected place (another tatami or position in the match queue). It is possible to freeze the first ten matches at once, too. All the freezed matches are done before the other matches on that tatami. Freezed matches have a yellow background. Right click the match to pop up the following menu selections:

- *Freeze match order*: Match order of the ten first matches is frozen.
- *Unfreeze exported*: Unfreeze matches that has been dragged to another contest area back to this “home” tatami.
- *Unfreeze imported*: Unfreeze matches that has been dragged to this contest area

back to their original “home” tatami.

- *Unfreeze this*: Unfreeze this match.

Automatic Match Delay

In official tournaments fights have their defined order without any deviations. This may lead to rest times, waiting, and empty contest areas. However, in national lower level tournaments the protocols are more flexible and if the number of contestants is high it may be better to arrange the matches so that the waiting times are minimized. Also there may be conflicting fights at the same time if a competitor is allowed to participate in two categories.

JudoShiai keeps track of the old and coming matches. This information is utilized if the menu selection *Preferences* → *Automatic Match Delay* is turned on. Competitor's matches are delayed if necessary to avoid waitings caused by the rest times.

The disadvantage is that also JudoInfo shows the changes in the match order which can get the audience confused.

Team Events

Team event is a special type of competition. Although IJF rules are clear there are national differences. For example it is not necessary to have a competitor for a certain weight class. If both teams miss a competitor in the same weight class the match result is a draw, hiki-wake (in JudoTimer use hiki-wake).

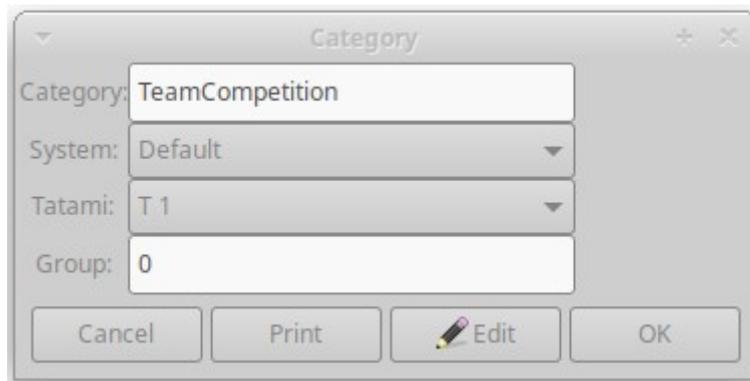
Instructions for team events:

Select your rule options in Tournament → Properties → Team event.

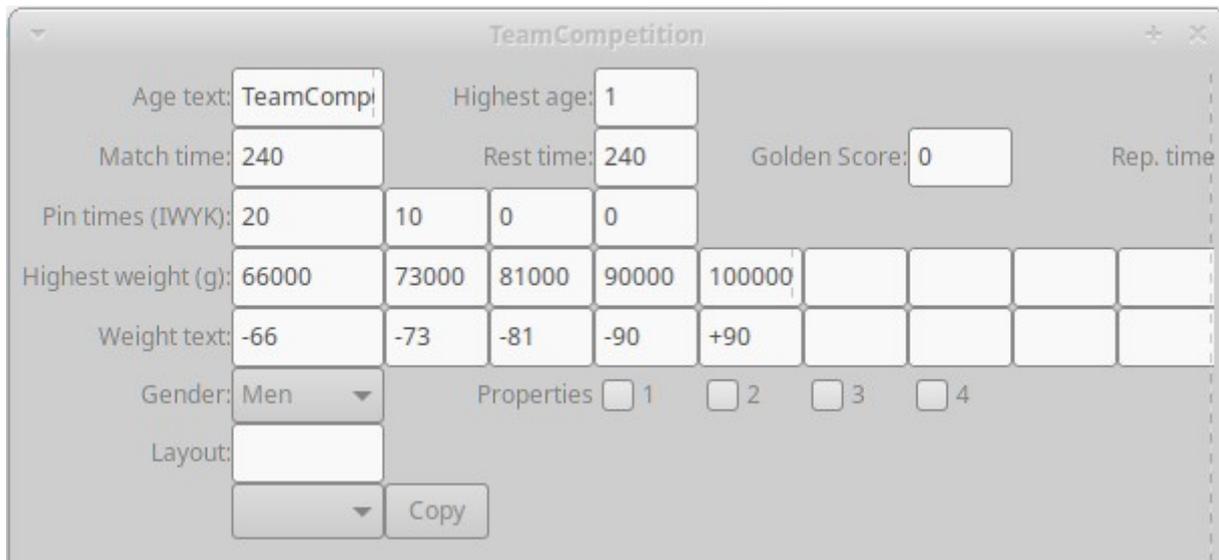
Make up a name for your event. We use here “TeamCompetition”.

Create a new tournament.

Create a new Team event: *Click Categories → New Team Category*. Fill in the name “TeamCompetition”.



Click OK. Category editor appears that suggest some default values. Edit as necessary:



Age text:	TeamComp	Highest age:	1	Golden Score:	0	Rep. time:	
Match time:	240	Rest time:	240				
Pin times (IWYK):	20	10	0	0			
Highest weight (g):	66000	73000	81000	90000	100000		
Weight text:	-66	-73	-81	-90	+90		

Gender selection is not important but *Highest age* must be 1. You can copy existing weight class definitions by selecting from the list left to the *Copy* button.

Click OK. Next you can create teams:

The screenshot shows a window titled "TeamCompetition" with a "Team:" label and an empty text box. Below it is a table with three columns labeled "-66", "-73", and "-81". The first row is labeled "Last Name:" and has three empty text boxes. The second row is labeled "First Name:" and has three text boxes containing "-66", "-73", and "-81". At the bottom right are "Cancel" and "New" buttons.

Fill in the team name. It will be copied to all the *Last Name* boxes:

The screenshot shows the same "TeamCompetition" window. The "Team:" text box now contains "Ippon Club". The "Last Name:" row now has three text boxes, each containing "Ippon Club". The "First Name:" row remains unchanged with "-66", "-73", and "-81".

You can leave it as is, but if you know the players why not fill in their names:

The screenshot shows the "TeamCompetition" window with "Ippon Club" in the team name. The "Last Name:" row has four text boxes containing "Wood", "Neumann", "Nilsen", and "Dahl". The "First Name:" row has four text boxes containing "James", "Felix", "Andreas", and "Jonas". The column headers are now "-66", "-73", "-81", and "-90".

Finally, click the *New* button. The form is not cleaned but you should edit the data for the

next team and again click the *New* button:

Team:

	-66	-73	-81	-90	
Last Name:	Brown	Nilsson	Larsson	Weber	Sci
First Name:	Lucas	Emil	Alexander	Daniel	Alf

When all the teams are done click the *Cancel* button. Competitors view will look like this:

Last Name	First Name	Year of Birth	Grade	Club	Country	Reg. Category
▼ Ippon Club		Team	[5]	T 0		
Dahl	Jonas	0	?	Ippon Club		-90
Neumann	Felix	0	?	Ippon Club		-73
Nilsen	Andreas	0	?	Ippon Club		-81
Wilson	Oliver	0	?	Ippon Club		+90
Wood	James	0	?	Ippon Club		-66
▼ Koka Club		Team	[5]	T 0		
Brown	Lucas	0	?	Koka Club		-66
Larsson	Alexander	0	?	Koka Club		-81
Nilsson	Emil	0	?	Koka Club		-73
Schröder	Alfie	0	?	Koka Club		+90
Weber	Daniel	0	?	Koka Club		-90
▼ TeamCompetition		Best of 3	[2]	T 1		
Ippon Club			0	?		
Koka Club			0	?		

You can modify and add data:

- Double click the *TeamCompetition* category.
- Click the *Edit* button to run through the previous forms.
- You can also double click members of a team and edit their data. **Note: Do not change the Reg. Category, Category, or Club fields!** Those are used to relate a competitor to a certain team and weight class.

To create a new team member:

- Create a new competitor as usual.
- Set *Club* and *Category* to the team name, for example *Ippon Club*.

Make drawing. You should see a normal sheet.

Move category on some tatami if not yet done so. (BUG: all matches may not be visible on *Tatami* tab! Restart JudoShiai or draw another category to fix the display.)

Matches are shown like this:

Match: TeamCompetition: James Wood, Ippon Club - Lucas Brown, Koka Club										
Preparing: TeamCompetition: Felix Neumann, Ippon Club - Emil Nilsson, Koka Club										
Group	Category	Match	White	IW/S	Points	Points	IW/S	Blue	Time	Comment
▼ 0										
▼	TeamCompetition			Best of 3 [2]						
		1/-66	Ippon Club	00/0	0	0	00/0	Koka Club	0:00	Next match
		1/-73	Ippon Club	00/0	0	0	00/0	Koka Club	0:00	Preparing
		1/-81	Ippon Club	00/0	0	0	00/0	Koka Club	0:00	
		1/-90	Ippon Club	00/0	0	0	00/0	Koka Club	0:00	
		1/+90	Ippon Club	00/0	0	0	00/0	Koka Club	0:00	
		2/-66	Ippon Club	00/0	0	0	00/0	Koka Club	0:00	
		2/-73	Ippon Club	00/0	0	0	00/0	Koka Club	0:00	
		2/-81	Ippon Club	00/0	0	0	00/0	Koka Club	0:00	
		2/-90	Ippon Club	00/0	0	0	00/0	Koka Club	0:00	
		2/+90	Ippon Club	00/0	0	0	00/0	Koka Club	0:00	

Match number consists of two parts

- match number as seen in bracket sheet
- weight class

JudoTimer has an option Hikiwake. This is for occasions when two teams do not have a competitor in the same weight class.

You can see all the matches of a category by clicking *Matches* on the bottom of the sheet (scroll down) after creating results with statistics.

[JUDO-KAN](#) (PDF)

[MEIDOKAN](#) (PDF)

[TeamCompetition](#) (PDF)

Matches					
Match	White				
1	CHIKARA	1	2	JUDO	
2	MEIDOKAN	3	4	BOD	
3	CHIKARA	1	3	MEIC	
4	JUDO-KAN	2	4	BOD	
5	CHIKARA	1	4	BOD	
6	JUDO-KAN	2	3	MEIC	

Results	
Pos	Name
1	
2	
3	
4	

[Matches](#)

JudoTimer

JudoTimer is a scoreboard and timer program that you can use as a standalone application or together with the JudoShiai. In the picture below JudoTimer has received information about the next matches. Contestants and the weight category are shown.



Automatic Rest Time

JudoShiai communicates the possible rest time when needed. The clock starts to count down using red numbers. Also name of the competitor is shown.

New Match

Choose an option from the *Contest* menu to start a new match.

Key	Menu option	Function
0	automatic	Contest duration from the JudoShiai program
1	2 min (short pin times)	Contest time is 2 min with short osaekomi times
2	2 min	Contest time is 2 min
3	3 min	Contest time is 3 min
4	4 min	Contest time is 4 min

5	5 min	Contest time is 5 min
9	Golden Score	Menu for the golden score time

Golden Score

JudoTimer will suggest the golden score itself. However, you can select it also from the *Contest* menu. In the pop-up menu there are times from one minute to five minutes and the automatic setting from the JudoShiai program.

Hantei

In case of referee voting you have to tell the result by choosing the *Contest* menu option *Hantei: Blue Wins* or *Hantei: White Wins*.

Hansoku-make

Hansoku-make in JudoTimer gives the winner 10 points. Competitor can continue in the tournament. *Note: Hansoku-make in JudoShiai disqualifies competitor and he/she cannot continue the tournament.*

Clocks and Scoreboard

You can control clocks and scoreboard by using both the keyboard and mouse.

Shiai clock start/stop:	Click the shiai clock numbers or press the space bar.
Osaekomi clock start/stop:	Click the osaekomi clock numbers or press the Enter key.
Sonomama/yoshi:	Click the "SONOMAMA" text or press the 's' key. To start the clocks redo the previous or click the shiai or osaekomi clocks.
Scoring:	Click the scoreboard number or use the keys: F1 Ippon for blue F2 Waza-ari for blue F3 Yuko for blue F4 Shido for blue and score white F5 Ippon to white F6 Waza-ari to white F7 Yuko to white F8 Shido to white and score blue
Remove score:	Remove a score by - holding down the shift key while clicking or pressing a function key; or - right-clicking the scoreboard.
Osaekomi scores:	After the osaekomi clock has been started you have to tell who is scoring. Click the blue or white area to the right of the osaekomi clock or press the up or down-key. The program adds the ippon automatically to the scoreboard and stops the clocks. Otherwise the points flash on the display and you have to give them manually by clicking the scoreboard or using the arrow keys.

Preferences

You can change the looks and functionality of the program from the *Preferences menu*.

Menu option	Function
Red Background	Change blue scoreboard background red.
Full Screen Mode	Display fills the whole screen.
2017 Rules	Use 2017 rules.
2018 Rules	Use the latest rules.
Stop Clock on Ippon	Soremade ends the fight and stops the clock, not the ippon. Check this if you want ippon automatically stop the clock.
Confirm New Match	Confirmation for a new fight is asked in suspicious cases. Check this if you always want a confirmation question.
No SOREMADE/IPPON texts	No notification texts after ippon or the time ends.
Show Competitors	Show names of the competitors at the beginning of a new fight. You may design your own layout by using SVG files .
Display Layout	There are many possibilities to choose the display layout. You can create your own layout by editing a text file. Please see appendix X.
Name Format	Select how competitor's name should appear.
Contest Area	When communicating with the JudoShiai the program must know on which contest area it is used.
Communication Node	Normal usage: Set the address of the JudoShiai program. Usage as a slave: Set the address of the master JudoShiai program. Note: IP address 0.0.0.0 makes programs find the correct address themselves.
Own IP Addresses	Check IP addresses of this computer.
Video Server	Set address for a MJPEG video server.
Set Time	Correct the clocks either by one second at a time or everything at once. Works only when the clocks are not running.
Mode	You can create a master/slave pair to have two displays. Use master in the operated JudoTimer and slave in the other.
Advertise	Select a folder containing PNG and GIF picture files. When a match starts one of the pictures is shown on the display for a couple of seconds.
Sound	Select a sound file to play on certain occasions (soremade, ippon).

Log File

JudoTimer writes events to a log file. Log file name has the format

judotimer_yyyymmdd_hhmmss.log

In Windows it is located in the folder

C:\Users\username\AppData\Local

In Linux it is located in the directory

/home/username/.local/share/

A new log file is created every time JudoTimer is started. The file looks as follows:

```
13:30:42 [-:--] <10002-03> Automatic next match 10003:1 (Heimo LUMME, Otalammen Judokat - Kristoffer ALA-KUJALA, Yukolan judoseura)
13:30:44 [3:00] <10003-01> MATCH START: CP-50: Heimo LUMME, Otalammen Judokat - Kristoffer ALA-KUJALA, Yukolan judoseura
13:30:44 [3:00] <10003-01> Shiai clock start
13:30:47 [2:56] <10003-01> Ippon to blue: IWYKS = 10000 - 00000
13:30:47 [2:56] <10003-01> CP-50: Heimo LUMME, Otalammen Judokat wins by 3,190000 s Ippon)!
13:30:47 [2:56] <10003-01> CP-50: Heimo LUMME, Otalammen Judokat wins by 3,190000 s Ippon)!
13:30:49 [2:55] <10003-01> Shiai clock stop
13:30:49 [2:55] <10003-01> CP-50: Heimo LUMME, Otalammen Judokat wins by 4,897000 s Ippon)!
13:30:51 [-:--] <10003-01> Automatic next match 10003:2 (Teemu NIEMELÄ, Otalammen Judokat - Volodymyr GULBANI, Salmen Judokat)
13:30:54 [3:00] <10003-02> MATCH START: CP-50: Teemu NIEMELÄ, Otalammen Judokat - Volodymyr GULBANI, Salmen Judokat
13:30:54 [3:00] <10003-02> Shiai clock start
13:30:56 [2:57] <10003-02> Osaekomi clock start
13:31:13 [2:40] <10003-02> Osaekomi clock stop after 16,958000 s
13:31:16 [2:38] <10003-02> Shiai clock stop
13:31:17 [2:37] <10003-02> Osaekomi score to white: IWYKS = 00000 - 00100
13:31:20 [2:37] <10003-02> Shiai clock start
13:31:28 [2:30] <10003-02> Shido to white: IWYKS = 00000 - 00101
13:31:30 [2:27] <10003-02> Shido to white: IWYKS = 00100 - 00102
13:31:34 [2:23] <10003-02> Ippon to white: IWYKS = 00100 - 10102
13:31:34 [2:23] <10003-02> CP-50: Volodymyr GULBANI, Salmen Judokat wins by 36,426000 s Ippon)!
13:31:34 [2:23] <10003-02> CP-50: Volodymyr GULBANI, Salmen Judokat wins by 36,426000 s Ippon)!
13:31:35 [2:22] <10003-02> Shiai clock stop
13:31:35 [2:22] <10003-02> CP-50: Volodymyr GULBANI, Salmen Judokat wins by 37,497000 s Ippon)!
13:31:39 [-:--] <10003-02> Automatic next match 10004:3 (Staffan NYBERG, Salmen Judokat - Erkki ELORANTA, Salmen Judokat)
```

At first there is the real time and then the remaining shiai time. Next there is the category code and the match number. At the end there is the event description.

Web version

Open web JudoTimer using URL http://IP_ADDR:8088/. Click the JudoTimer icon.

Web version of JudoTimer has some features that makes it suitable to be used as a slave. You can have all the configuration in a file in JudoShiai computer. Name of the file is in the URL. Format for the URL:

http://IP_ADDR:8088/web/timer/#/config=FILE_NAME

Location of the FILE_NAME in the JudoShiai computer:

JudoShiai/etc/web/timer/assets/assets/config/FILE_NAME

There is an example file t2s.txt. Open URL

http://IP_ADDR:8088/web/timer/#/config=t2s.txt

Read documentation in JudoShiai/etc/web/timer/assets/assets/config/t2s.txt. To create your own configurations follow these steps:

1. Make a copy of JudoShiai/etc/web/timer/assets/assets/timer-custom.txt for normal display layout or JudoShiai/etc/web/timer/assets/assets/timer-tv-logo.txt for video streaming.
2. Rename your copy for example like this:
 - t1m.txt = tatami 1 master
 - t1s.txt = tatami 1 slave
 - t2m.txt = tatami 2 master
 - etc.
3. Put copy to the directory JudoShiai/etc/web/timer/assets/assets/config/.
4. Edit the copy. Notice the last lines starting with number 106. Those are preferences.
 - If you are using timer in slave mode change line "106 masterip=127.0.0.1". It has IP address of the master JudoTimer. Also turn slave mode on (line "106 modeslave=true").
 - Check that tatami number is correct (line "106 tatami=2").
5. You can have a background picture. It can have any name. Put it into the directory JudoShiai/etc/web/timer/assets/assets/config/myimage.png. Set image in the configuration file: "105 config/myimage.png". Notice the number 105.

OBS Studio

T2s.txt contains example configuration for tatami 2 slave timer suitable for video streaming. This can be used for example in OBS Studio video recording and live streaming software.

In OBS add source Browser and set its properties (select width, height, and FPS to suit your taste):

- URL: `http://IP_ADDR:8088/web/timer/#/config=t2s.txt`
- Width: 480
- Height: 126

There are two files for the example:

- JudoShiai/etc/web/timer/assets/assets/config/t2s.txt contains configuration.
- JudoShiai/etc/web/timer/assets/assets/config/myvideologo.png is a background picture for the JudoTimer.

The background picture is an edited copy of JudoShiai/etc/web/timer/assets/assets/timer-tv-logo.png. User logo has been added on top of the default picture.

Properties for 'Linux Browser'



Men-60		Round 1	4:00
	JÄRVINEN, Aleksi	S	00
	DE VRIES, Daan	S	00

Local file

URL

Width

Height

FPS

Defaults

Cancel

OK

JudoInfo

JudoInfo lists the match order. It is useful for the contestants, audience, and the announcer.

Tatami 1		Tatami 2		Tatami 3	
Prev. winner: #0		Prev. winner: Men-60 #24 Hugo DURAND FRA/Hurionville Ju		Prev. winner: #0	
B15-55 #11 Rasmus ALATALO FIN/Finndai	Round 1 Hugo DURAND FRA/Hurionville Ju	Men-60 #32 Aleksi JÄRVINEN FIN/Iisalmen Judo	Round 1 Daan DE VRIES NED/Judo Verenig	Men-81 #5 Lucas HANSEN DEN/Brøndby Jud	Round 1 Sem BAKKER NED/Judoclub Mid
B15-55 #1 Isak HANSSON SWE/Borlänge JC	Round 1 Felix HOFFMANN GER/TuS Holle	Women-70 #2 Sanne VAN DIJK NED/SC Sonnenb	Round Robin Sara MÄKELÄ FIN/Kokkolan Buc	Men-60 #21 Matias GUNDERSEN NOR/Hamar Judo	Round 1 Emil KRISTENSEN DEN/Måløv Judo
B15-55 #15 Daan DE VRIES NED/Judo Verenig	Round 1 Mathias FREDRIKSEN NOR/Bergen Judo	Women-48 #9 Emma MARTIN FRA/Dojo Provend	Round 2 Emma VIRTANEN FIN/Finndai	Men-60 #41 Leevi VÄLIMÄKI FIN/Nummellan Ju	Round 2 Charlie EVANS GBR/Peebles Jud
B15-55 #17	Round 2 Lauri JÄRVENPÄÄ FIN/Raision Ryhti	Women-48 #10 Elsa SVENSSON SWE/Kristinehamr	Round 2 Tea BERG NOR/Hamar Judo	Men-81 #7 Elias PETTERSEN NOR/Bergen Judo	Round 1 Luka FISCHER GER/Judo-Club P
B15-55 #18 Matias GUNDERSEN NOR/Hamar Judo	Round 2 Thomas BROWN GBR/Cambridge J	Women-48 #11 Aino MÄENPÄÄ FIN/Nummellan Ju	Round 2 Anna SCHULZ GER/SV Darmstad	Men-81 #8 Filip JÖNSSON SWE/Borås JK	Round 1 Jack TAYLOR GBR/Stonehaven

Winner of the previous match is at the top. It will appear with yellow background, but the announcer can click it green.

In addition to the contestant names and weight category there are also information about the start of the category, round number, medal matches, and rest time.

It is possible to show the bracket of the ongoing contest if only one tatami is shown. Current match is highlighted. If you are using SVG templates you can define the highlight style yourself.

Tatami 2

Prev. winner:
#0

Test Tournament 2016-10-24 Espoo Double pool

Competitors: 8

Double pool #3 Round Robin
Chadwick Laverne
ZAMORA YOUNGBLOOD

Competitors A										
#	Name	Grade	Club	1	2	3	4	Wins	Pts	Pos
1	Opal ZAVALA	?	BRA			100			1	100
2	Jan ZIEGLER	?	BAN							
3	Chadwick ZAMORA	?	DEN							
4	Laverne YOUNGBLOOD	?	UZB							

IJF 32 #15 Round 1
Alec Oscar
PATE PALMER

Matches A							
Match	White	Blue	Result	Time			
1	Opal ZAVALA	Jan ZIEGLER	101-002a2	2:35			
3	Chadwick ZAMORA	Laverne YOUNGBLOOD					
5	Opal ZAVALA	Chadwick ZAMORA					
7	Jan ZIEGLER	Laverne YOUNGBLOOD					
9	Opal ZAVALA	Laverne YOUNGBLOOD					
11	Jan ZIEGLER	Chadwick ZAMORA					

Double pool #4 Round Robin
Cedrick Deloris
ZUNIGA YU

Competitors B										
#	Name	Grade	Club	5	6	7	8	Wins	Pts	Pos
5	Rae ZAPATA	?	DEN		100			1	100	
6	Tomas ZIMMERMAN	?	RU							
7	Cedrick ZUNIGA	?	CIV							
8	Deloris YU	?	ISL							

IJF 32 #17 Round 2
Nicolas Benny
PADILLA PATTON

Matches B							
Match	White	Blue	Result	Time			
2	Rae ZAPATA	Tomas ZIMMERMAN	102-000a1	2:02			
4	Cedrick ZUNIGA	Deloris YU					
6	Rae ZAPATA	Cedrick ZUNIGA					
8	Tomas ZIMMERMAN	Deloris YU					
10	Rae ZAPATA	Deloris YU					
12	Tomas ZIMMERMAN	Cedrick ZUNIGA					

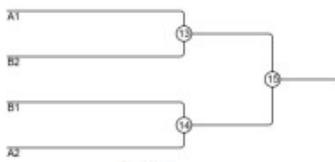
IJF 32 #18 Round 2
Delia Dale
PACK PARR

IJF 32 #19 Round 2
Quinton Heidi
PARRISH PAINTER

IJF 32 #20 Round 2
Bobbi Marjorie
PARRA PADGETT

IJF 32 #21 Round 2
Phillip Carroll
PATTERSON PAUL

IJF 32 #22 Round 2
Percy Anton
PATRICK PATEL



Results	
Pos	Name
1	
2	
3	
3	

JudoWeight

JudoWeight enables remote weigh-in. You may connect a scale to the laptop using a serial interface. A barcode scanner is useful to speed up the weigh-in.

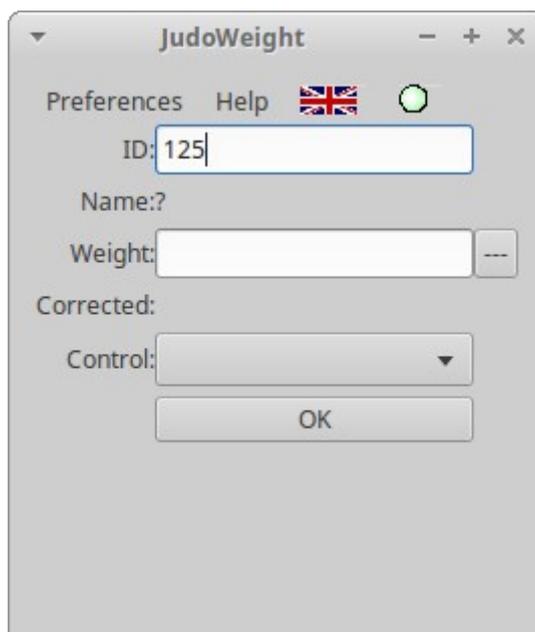
First you want to have accreditation cards or weigh-in cards with a barcode. The default card is below:



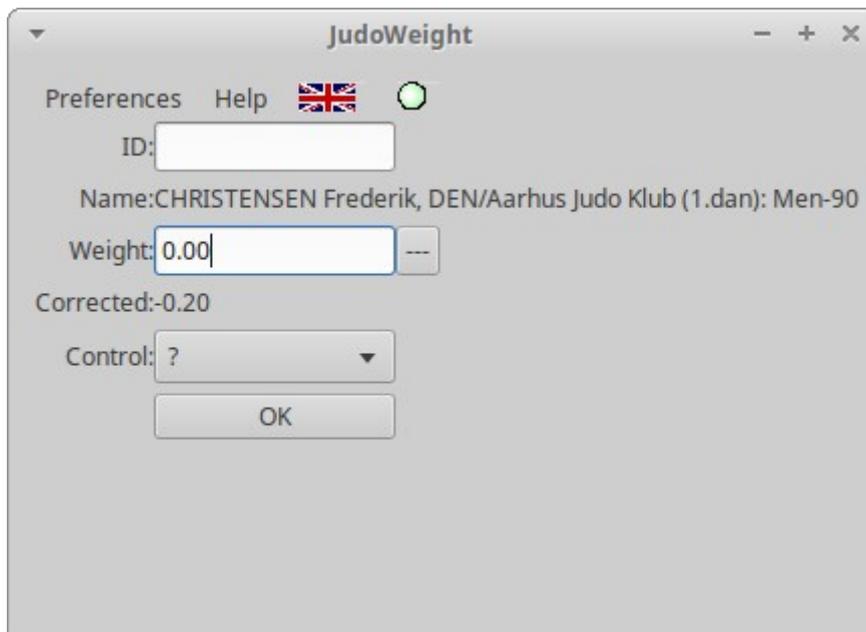
You can make your own customized cards. Please see appendix 1 for further information. JudoWeight can print customized weight labels (stickers) that can be attached on accreditation cards. Please see appendix 4.

You may write the weight manually after the "Weight:" if you do not use sticker printing. All the weights go to a log file, just in case.

Open the JudoWeight and create connection to the database:



ID is the competitor's internal ID in the database (125 in the example) or a manually given ID. When you scan the barcode or type the ID number manually JudoWeight will show competitor's current data:

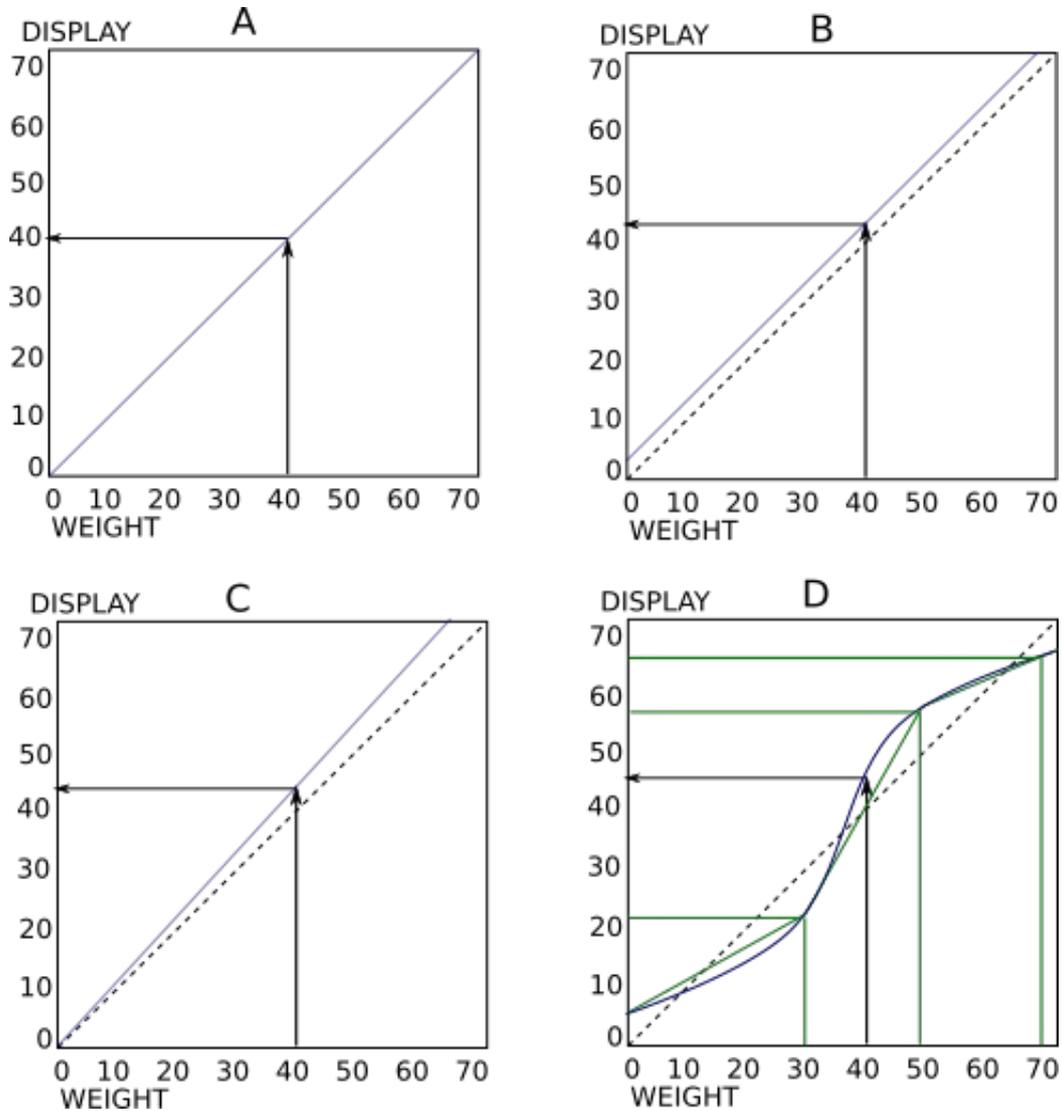


If a scale is connected the weight will appear on the button right to the Weight field. Click button to copy the value to the Weight field, otherwise type the weight manually. Click OK to send the weight to the database. Database will confirm the action by showing the updated data at the last row:



an editable table:

The first column contains weight of the real load, next column shows what the scale displays. The third column shows the difference to the correct value. In the example an empty scale displays 200 grams and 100 kg load displays 100.2 kg. Next charts have examples of measurement errors:



In chart A the scale displays the loads correctly. A 40 kg load will display 40 kg. No correction is needed.

In chart B the scale has a constant 200 grams offset. 40 kg load will display 40.2 kg. Correction table needs one calibration point:

Scale Correction		
In Use	Real	Display Error
<input checked="" type="checkbox"/>	0.00	0.20
	0.00	0.00

Actually JudoWeight will add also another point (100, 100.20) for its internal use.

In chart C the slope is wrong. Although empty scale displays zero the error becomes bigger when the load gets heavier. For example 40 kg will display 42 kg. You need two calibration points:

Scale Correction		
In Use <input checked="" type="checkbox"/>		
Real	Display	Error
0.00	0.00	0.00
40.00	42.00	2.00
0.00	0.00	0.00

The error can also be a combination of the B and C. Chart D shows an exaggerated more complicated error curve (blue line). You can estimate that by dividing it to segments (green line). Segment ends are the calibration points. Here calibration is done using four points: 0, 30, 50, and 70 kg:

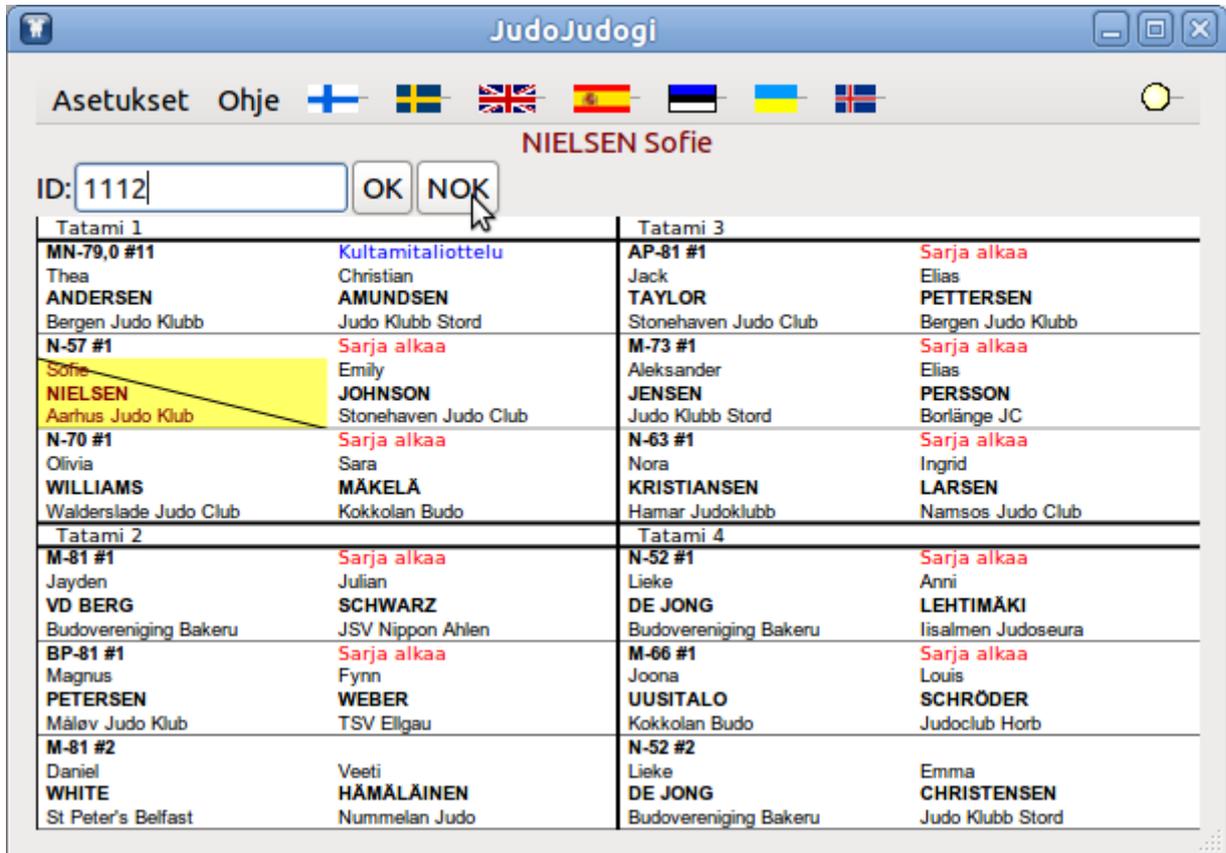
Scale Correction		
In Use <input checked="" type="checkbox"/>		
Real	Display	Error
0.00	5.00	5.00
30.00	22.00	-8.00
50.00	58.00	8.00
70.00	67.00	-3.00
0.00	0.00	0.00

Usually two calibration points should be enough, empty scale reading and some heavy load reading. If the competitor weights more than the heaviest calibration point correct value will be extrapolated.

JudoJudogi

It is possible to have a centralized judogi control point before the competitors are allowed to the contest areas. JudoJudogi helps to keep track on competitor's judogi status:

- Scan competitor's ID
- JudoJudogi will tell if there are no fights for the competitor soon
- Otherwise you can click OK or NOK if the judogi passes or fails.
- Competitor's name will show green or red. Reg is also emphasized by a diagonal line over the name.



JudoJudogi doesn't affect anything; it is rather a notepad for the gate keeper.

JudoHttpd

JudoHttpd is a web server that can be used to edit and create competitors with your browser. Also it works like JudoInfo.

FAQ

How do I make a backup of the tournament data?

All the information is in one ordinary file with an extension shi. Copy it as any other file. JudoShiai has also a menu selection for automatic backup.

Why does the shiai clock keep running when a player scores ippon?

The referee in the middle may announce ippon but the referees in the corners may overrule the judgment. The match ends when the referee announces soremade. It is possible to change the behavior in the Preferences menu.

Player's names on the JudoTimer display are too small. Cannot they be larger?

Display is a compromise between different needs. Clocks and scoreboard must be well visible so their font cannot be smaller. There is not too much space available if you want to have first name, family name, club and/or country visible, too. It is encouraged to use the JudoInfo to at least partly solve the problem.

Is it feasible to use wireless networks?

It depends. Please read the blog

<https://sourceforge.net/apps/wordpress/judoshiai/2010/02/05/wireless-networks/>

Is it possible to browse or change the database without JudoShiai program?

Yes, it is. The database is based on SQLite (<http://www.sqlite.org>). There are lots of instructions and software available. For example Sqliteman is a free program.

Windows

Communication between JudoShiai and JudoTimer doesn't work.

Most probably JudoShiai doesn't accept connections to the port 2310. Log in as an administrator. Disable the firewall. Check that the computer has an IP address.

Linux

Communication between JudoShiai and JudoTimer doesn't work.

Linux uses iptables concept to control the traffic. Your rule base most probably prevent communication. You can get rid of the rules by giving the following command:

```
sudo iptables -F
```

or

```
sudo /etc/init.d/iptables stop
```

Accreditation Card Customization

It is possible to customize accreditation cards for different purposes like weigh-in notes or diplomas. You have to create a text file that describes the wanted layout.

Template file is composed of lines. A line starting with a hash mark is a comment, otherwise it is a data line. Data belongs to one of the following categories:

- general settings
- attributes
- texts and pictures

Example:

```
# This is a comment
```

General settings

Card size is the size of the printed note in mm. As many as possible cards are fitted on one A4 page unless overruled otherwise.

Example:

```
cardsize 105 59.4
```

Page geometry is a better way to tell how many cards you want on one page. Printer marginals are taken into the consideration. The following line is the default and can be left out (2 columns, 5 rows).

```
pagegeom 2 5
```

Background picture can be used. Only PNG files are supported. Picture is resized to the notesize. Example:

```
background C:\Pictures\MyBackground.png
```

Note is surrounded by a border. You can set the border line width. Line width 0 means no border. Example:

```
border 1
```

It is possible to print medal winners only. The following line prints gold, silver, and bronze medalists:

```
winners 1 2 3
```

Positions 1 – 7 are valid. Note! You must print the results with the statistics first, since that saves the position information to the database!

There are a couple of basic printing orders:

1. If medal winners are printed the order is by category and position.
2. Otherwise order is by country, club, last name, and first name.

If any other order is wanted it can be set by the keyword order. After the order list all the table column names that are used for sorting.

Optionally use word asc or desc for ascending or descending sort order. asc and desc can be inserted before any column name and it affects till the next asc or desc.

Available database table column names are:

```
index, last, first, club, country, regcategory, category, weight, birthyear, belt, id, coachid, seeding, clubseeding, comment.
```

Examples:

Sort by category, last name and first name in ascending order:

```
order category last first
```

Sort by category, last name and first name all in descending order:

```
order desc category last first
```

Sort by category in descending order and then by last name and first name in ascending order:

```
order desc category asc last first
```

Attributes

Attribute lines describe how the text should look like. Their values are valid until replaced by another attribute line.

Font should be something that is supported by your system. The default is Arial.

```
font Arial
```

Default font size is 12:

```
fontsize 12
```

Text can be bold and/or italic:

```
fontweight normal
```

```
fontweight bold
```

```
fontslant normal
```

```
fontslant italic
```

Text can be aligned left, center, or right. Left is the default:

```
align left
```

Font color is described by three numbers from 0.0 to 1.0. Numbers indicate the amount of red, green and blue. The default is black. Examples:

White:

```
color 1.0 1.0 1.0
```

Black:

```
color 0 0 0
```

Blue:

```
color 0 0 1.0
```

Grey:

```
color 0.5 0.5 0.5
```

Text uses the current attribute values. A text line contains also text's position (mm) and angle (degrees). Position is expressed by two numbers telling the text's distance from the card's left and top sides. The distance is measured to the left bottom corner of the first letter. Example text starting 15 mm from the left and 30 mm from the top:

```
text 15.0 30.0 0.0 This is sample text
```

Vertical text from bottom up:

```
text 55 77 90.0 This text is rotated 90 degrees counter-clockwise.
```

Text going down in 45 degree angle:

```
text 10 20 -45 Going downhill...
```

All the text after the angle is printed to the end of line.

A picture can be inserted anywhere inside the note sheet. The picture line contains the position, size, angle, and path to a PNG file.

```
picture 10 20 10 6 0 C:\Pictures\MyFlag.png
```

The position (10 20) is the place for the top left corner of the picture (mm). Picture will be resized to 10x6 mm. Angle is 0. In the end of the line is the file name of the picture.

Both text and picture file name can contain special strings that are substituted by their real values. For example the following line would write competitors name:

```
text 10 20 0 Competitor: %LAST%, %FIRST%
```

The note would have text "Competitor: Smith, John" and the next note could read "Competitor: Jones, Sarah", etc.

The special strings are:

%REGCATEGORY%	Name of the category the competitor registered.
%REALCATEGORY%	Name of the category the competitor really participates.
%LAST%	Last name.
%FIRST%	First name.
%CLUB%	Name of the club.
%COUNTRY%	Name of the country.
%CLUBCOUNTRY%	Club and country combined (result depends on the settings).
%INDEX%	Internal database index.
%BARCODE%	This is not text but a barcode presentation of the INDEX.
%WEIGHT%	Competitor's weight.
%YOB%	Competitor's year of birth.
%GRADE%	Competitor's grade (belt).
%ID%	Competitor's ID.
%ID-BARCODE%	Competitor's ID printed as barcode 39. Supported characters are numbers, uppercase characters A-Z, and special characters '-', '.', '\$', '/', '+', '%', and space.
%ID-BARCODE-EXT%	Competitor's ID printed as extended barcode 39. All the 7-bit ASCII characters are supported. Barcode reader must be set for the extended mode. UTF-8 is not supported.
%WEIGHTTEXT%	Text "Weight" in selected language.
%WINPOS%	Competitor's position in Arabic numerals (1-7). Note! You must print the results first!
%WINPOSR%	Competitor's position in Roman numerals (I-VII).
%COMPETITION%	Name of the tournament.
%DATE%	Date as in the properties.
%PLACE%	Place as in the properties.

Picture file name can also contain the special strings. The following line inserts the flag of the competitor's country rotated 45 degrees:

```
picture 10 30 10 6 45 C:\Pictures\Flags\%COUNTRY%.png
```

(The flags are not included in the JudoShiai software)

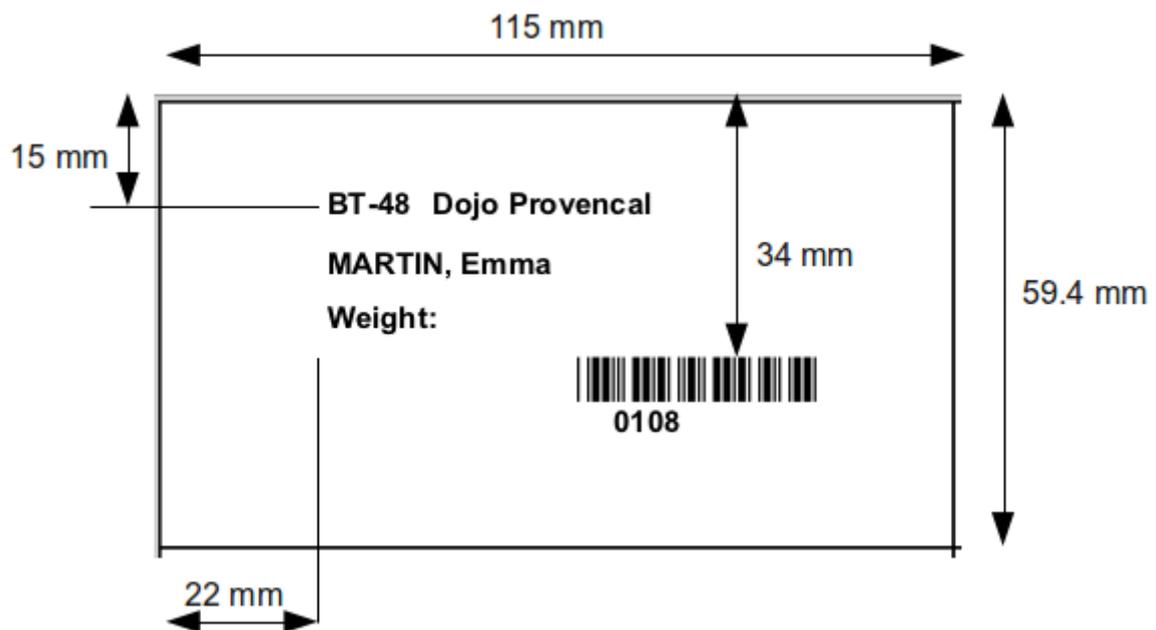
Next is the default template for the weigh-in notes (so there is no real use for it):

```
cardsize 115 59.4
```

```
fontslant normal
fontweight bold
font Arial
fontsize 12
color 0.0 0.0 0.0
```

```
text 22.0 15.0 0 %REGCATEGORY%
text 36.0 15.0 0 %CLUBCOUNTRY%
text 22.0 23.0 0 %LAST%, %FIRST%
text 60.0 44.0 0 %INDEX%
text 55.0 34.0 0 %BARCODE%
text 22.0 30.0 0 %WEIGHTTEXT%
```

Result is depicted below:



JudoTimer Display Layout Customization

You can use text file to customize the JudoTimer display layout. Two example files are provided in JudoShiai/etc directory: timer-custom.txt and timer-tv-logo.txt. Note! The files will be overwritten when you install a new JudoShiai version. Take copies and edit those.

The file consists of text lines. Each line describes one label (letter, text, number) or special data. Label lines have 14 values (columns) separated by spaces. Lines beginning with a hash mark (#) are comments. Number of special data line values depend on the data.

X and Y coordinates can have values 0.0 – 1.0. Upper left corner has coordinates 0.0, 0.0, upper right is 1.0, 0.0, lower right is 1.0, 1.0.

Width and height can have values 0.0 – 1.0. 1.0 means the full width or height of the window.

Colors can have values 0.0 – 1.0 (black to full intensity). Many times negative red color means transparency. Note! Transparency is fully supported in Linux only. Also transparency depends on the display adapter.

Meanings of the label line columns are described in the following table:

Column	Description
1	Number of the label. Do not change.
2	X coordinate of the label's upper left corner 0.0 - 1.0 (left to right).
3	Y coordinate 0.0 - 1.0 (top to bottom).
4	Width of the label 0.0 - 1.0. Width = 0 means label is not displayed.
5	Height of the label 0.0 - 1.0.
6	Size of the text. 0 means automatic adjustment, otherwise text size is this value multiplied by height of the label. For example size = 0.6 means text height is 60% of the label height.
7	Horizontal alignment of the text: -1 = align left, 0 = center, 1 = align right.
8	Foreground color, red component (0.0 - 1.0).
9	Foreground color, green component (0.0 - 1.0).
10	Foreground color, blue component (0.0 - 1.0).
11	Background color, red component (0.0 - 1.0). Negative value means transparent background.
12	Background color, green component (0.0 - 1.0).
13	Background color, blue component (0.0 - 1.0).
14	Wrap too long text: 0 = no wrap. 1 = wrap.

Label numbers define the following 37 items:

Number	Label description
0	Name of the first player
1	Name of the second player
2	Name of the preparing first player
3	Name of the preparing second player
4	Club name of the first player
5	Club name of the second player
6	Text "Match:"
7	Text "Next:"
8	Letter "I"
9	Letter "W"
10	Letter "Y"
11	Letter "S"
12	Padding for any use
13	Text "Sonomama"
14	Ippon score for the first player
15	Waza-ari score for the first player
16	Yuko scores for the first player
17	Shidos for the first player
18	Ippon score for the second player
19	Waza-ari score for the second player
20	Yuko scores for the second player
21	Shidos for the second player
22	Contest clock minutes
23	Contest clock colon
24	Contest clock tens of seconds
25	Contest clock seconds
26	Osaekomi clock tens of seconds
27	Osaekomi clock seconds
28	Osaekomi score, a letter

Number	Label description
29	White area to click during osaekomi
30	Blue area to click during osaekomi
31	Comment text (e.g. "Points going to blue")
32	Category name for the ongoing fight
33	Category name for the following fight
34	Golden score text
35	Flag of the first competitor's country
36	Flag of the second competitor's country

Special data lines are described in the following table column by column:

Number	Col 2 →	Data description
100		Screen background color. This is useful if texts do not cover all the areas.
	2	Red component (0.0 – 1.0, -1.0 means transparent)
	3	Green component (0.0 – 1.0)
	4	Blue component (0.0 – 1.0)
101		Clock foreground run and stop colors, and background color.
	2, 3, 4	Run color (red, green, blue).
	5, 6, 7	Stop color.
	8, 9, 10	Background color (negative red = transparent).
102		Clock foreground run and stop colors, and background color.
	2, 3, 4	Run color (red, green, blue).
	5, 6, 7	Stop color.
	8, 9, 10	Background color (negative red = transparent).
103		Miscellaneous settings.
	2	Hide clock if osakomi clock runs. This makes possible to use the same space for both clocks (0 = no hide, 1 = hide).
	3	Hide frames and menu (1 = hide). Press ctl-M to show frames and menu.
	4	Do not show shidos if there aren't any (0 = show, 1 = don't show number, 2 = don't show background, 3 = show nothing).

Number	Col 2 →	Data description
	5	Put timer to slave mode (0 = normal, 1 = slave mode). Handy if you want a TV logo.
104		Window layout. This useful for TV logos. Some window managers ignore requests for initial window positions so x and y values may have no impact.
	2	X position in pixels (0 – screen width).
	3	Y position (0 – screen height).
	4	JudoTimer window width in pixels.
	5	JudoTimer window height.
105		Background picture. Picture will fill transparent areas.
	2	Path to a PNG picture, for example C:\Pictures\logo.png. If picture is relative to the JudoShiai installation directory you can use two dots for the JudoShiai directory. For example timer-tv-logo.txt is here: ../etc/png/timer-tv-logo.png
106	2	JudoTimer preference line. Lines have format 106 option_name=option_value For example: Do not use year 2017 rules: 106 rules2017=false Select font: 106 displayfont=Arial Bold List of preferences is in timer-custom.txt example file. To find correct values: Manually set the preferences, quit JudoTimer, and find file judotimer.ini. It contains preference lines. Pick a line and insert number 106 in the beginning. This is handy way of having preferences per category class and eliminate human errors.

JudoShiai includes example files with comments. For example line

```
4 0.0 0.3 0.721 0.1 0 -1 0.0 0.0 0.0 0.0 0.0 1.0 0
```

tells that

- label is club name of the first competitor (4)
- is positioned left and 30 % down from the screen top (0.0 0.3)
- is 72.1 % wide and 10 % high compared to the screen size (0.721 0.1)
- has the default font size (0)
- is aligned left (-1)
- has black foreground color (0.0 0.0 0.0)
- has blue background color (0.0 0.0 1.0)
- has no long text wrapping (0)

Customized mode is activated from the JudoTimer menu *Preferences* → *Display Layout* → *Display Customized Layout*. Custom file is selected from *Preferences* → *Display Layout* →

Custom layout file.

Example

We want to make a layout for video streamer (see Appendix Video Stream Setup). JudoTimer will run in slave mode, but it should look different than the master clock. It would be nice to have a fancy looking background. It is not necessary to show both clocks if there is no osaekomi. To save space the clocks should be overlapping. Also shidos should be hidden if there is none.

There is a ready made example in JudoShiai/etc directory:

- timer-tv-logo.txt: text file with layout information
- timer-tv-logo.png: PNG file for the background.

Our PNG picture looks like this:



There are white and blue backgrounds for the competitor names. Dark gray background is for the scores. Clocks are in the top right corner. Square area on the left is used for a possible logo.

Timer-tv-logo.txt file is edited so that the names, scores, and clocks are positioned and sized properly. All the label backgrounds are transparent to show the background picture. When osaekomi starts shiai clock is not drawn any more.

Result will look like this:

M-66	Round 2	2:43
	FREDRIKSEN, Mathias	01
	VÄLIMÄKI, Leevi	00

Draw Algorithm

Drawing utilizes a random number generator that is seeded with a start time (<http://linux.die.net/man/2/time>, <http://linux.die.net/man/3/rand>).

Choosing Contestants for the Drawing

Choose a random position in the competitors list. Go through the list until a competitor fulfilling the criteria is found. The competitors are selected in the following order:

1. Seeded starting from the 1st seeded.
2. Competitors from the same club/country than the seeded starting from the 1st seeded's club/country.
3. Those competitors whose club/country has the most participants. If there is equal amount of participants club/country is selected randomly.

The third point is because it is easier to draw the competitors as far as possible from the other competitors from the same club or country.

Double Knockout

In double knockout systems the sheet is divided into two half tables (1 and 2). The half tables are divided into two quarter tables (A, B, C, and D). Drawing is conducted as follows:

1. Select a random half table, quarter table, and number for the 1st seeded.
2. Select a random quarter table and number from the other half table for the 2nd seeded.
3. For the 3rd seeded select a random number from the same half table but different quarter table than for the 2nd seeded.
4. For the 4th seeded select a random number from the same half table but different quarter table than for the 1st seeded.
5. Rest of the contestants are drawn in the previously explained order. Position in the table is defined using classification of the positions to ensure that competitors from the same club/country are spread as far from each other as possible.

Give "badness" points to the positions of the sheet:

- If there is an opponent for the position give one point.
- If the first opponent would be from the same club/country add 4 points for the position. If the opponent is seeded add one more point.
- Double the search area to four matches. If this wider area contains a competitor from the same club/country add another 5 or 6 points i.e. the second match would be against a contestant from the same club/country.
- Continue doubling the search area till the size of the area is a half table.

An example clarifies the algorithm. There is a table for a 16 player double knockout system. In the upper half is a competitor from the same club and in the lower half is another competitor from the same club:

		6	6	6+6=12
		6	6	6+6=12
Same club seeded	6	6	6	6+6+6=18
	7	6	6	7+6+6=19
			6	6
			6	6
			6	6
			6	6
			5	5
	6	5	5	5+5+5=16
Same club	5	5	5	5+5+5=15
		5	5	5+5=10
		5	5	5+5=10

There are four positions with the least (5) “badness” points. Select one randomly. The table looks like this:

		6	6	6+6=12
		6	6	6+6=12
Same club seeded	6	6	6	6+6+6=18
	7	6	6	7+6+6=19
			6	6
Competitor	5	5	5	5+5+5=15
	6	5	5	6+5+5=16
		5	5	5+5=10
		5	5	5+5=10
	6	5	5	6+5+5=16
Same club	5	5	5	5+5+5=15
		5	5	5+5=10
		5	5	5+5=10

The next competitor from the same club/country would be put in one of the positions with 6 points. Continuing like this it is always possible to find the best place far from the other competitors from the same club/country.

Pool

In pool system the competitors are drawn so that the last match will be between the two seeded. For example in a pool of five the first seeded will get randomly position 2 or 5 and

the second seeded the other number.

Size of the pool	Competitors of the last match
2	1 - 2
3	2 - 3
4	2 - 3
5	2 - 5

Rest of the competitors are drawn so that the last match will not be against another competitor from the same club/country.

Double and Quad Pool

Seeded competitors will be drawn to different pools and so that the seeded will be in the pools last match. Also other competitors from the same club/country will be drawn to different pools, if possible. Drawing order is the same as in the double knockout system.

SVG Templates for the Sheets

It is possible to create your own layouts for the bracket sheets. Scalable Vector Graphics (SVG) is a family of specifications of an XML-based file format for two-dimensional vector graphics. SVG text file content is easy to read. An example text field could look like this:

```
<text x="200" y="330"
      style="font-size:12px;font-style:normal;font-family:Sans">
Hello, world!
</text>
```

You do not need to worry about the internals of the SVG format. Just create a sheet template like any PowerPoint presentation although the software must be SVG capable. Inkscape is an easy to use and free program. Adobe Illustrator misses some features but is usable.

File Names

You may use default sheet layouts and your own SVG layouts mixed:

- Create SVG files for the chosen categories.
- Copy the SVG files to an empty folder.
- Select from the JudoShiai menu *Preferences* → *Sheet Layout* → *SVG Templates*. Choose the folder with the SVG files. Remember to check the box "Use SVG Templates".

JudoShiai uses your file for the layout if it exists, otherwise it uses the internal default layout.

SVG files must have certain names that contain three numbers. Name format:

<competition system> - <competitor count> - <page number> . svg

The first number is a code for the competition system, the second is the number of players and the third is the page number. For the pools the number of players is the exact number, but for the knock out systems the number is the maximum number of competitors for the sheet (8, 16, 32, 64, 128). You can have as many pages for one category as you wish (each page is its own file).

Competition systems are listed in the following table:

Code	Description
1	Single pool
2	Double pool
3	Double repechage
4	Swedish dubbelt återkval (SWE Double Repechage)
5	Swedish direkt återkval (SWE Double Elimination)
6	Estonian double elimination for D class
7	Double elimination without repechage
8	Swedish enkelt återkval (SWE Single Repechage)
9	Quad Pool

10	Spanish doble perdida (ESP Double Lost)
11	IJF double repechage
12	Spanish repesca simple (ESP Simple Repechage)
13	Modified double elimination
14	Double repechage, one bronze
15	Double pool 2 (third pool for final matches)
16	Double lost
17	British knock out
18	Double pool 3 (pool winners fight for the gold, second best for the bronze)

File name examples are listed in the following table:

File Name	Description
1-1-1.svg	Single pool, 1 competitor, 1 page.
1-2-1.svg	Single pool, 2 competitors, 1 page.
1-n-1.svg	Single pool, n competitors, 1 page.
2-7-1.svg	Double pool, 7 competitors, 1 page.
3-16-1.svg	Double repechage for 16 players, 1 page.
3-64-1.svg 3-64-2.svg 3-64-3.svg	Double repechage for 64 players, 3 pages.

Tags

You can draw and write any texts on the sheets, but when you want to have for example a competitors name you write a *tag*. Tags are text strings starting with the letter %. Example: you want to write the last and first names of the competitor #3:

`%c3-last-s-first`

Result is "Smith John". Add club and country:

`%c3-last', 'first-s-club'/'country`

or

`%c3-last|, |first-s-club|/'country`

Result will be "Smith, John Ippon Judo/GBR". It may be better to use bars (|) instead of quotation marks (') since some editors may change quotes to something else.

Tags have attributes. Many times they are composed of a string or a letter followed by a number. You can write them attached to each other: `%m23p1` (match 23, player 1). If letters or numbers are missing you have to use a dash to separate the attributes: `%c7first-s-last`. You can use dash any time for clarity.

The following table describes the available tags.

Competitor related tags	
%c<number><letter>	Tags start with %c and the number of the competitor. %c7
%c<number>w	Number of wins in the pool systems. %c7w
%c<number>p	Number of points in the pool systems. %c7p
%c<number>r	Result (place) in the pool systems. %c7r
%C<number><letter>	In a three pool system a capital C denotes the final pool while a lower case c denotes the first pools. Otherwise the tags are the same.
%c<number><name attributes> Name attributes are first last grd club country weight s hm<optional number> '<any text>' <any text>	Name attributes describe information about the competitor. There are attributes for the first and last names, grade, club, country, and weight. Letter s writes a single space. Special attribute hm describes what to do if the competitor has a hansoku-make. Optional argument affects to the behavior: hm1: Start strikethrough. hm2: Don't write anything. hm: Back to normal. You can have any text between quotation marks. Example: %c7-first-s-last' Country: 'country would write John Smith Country: GBR
Match related tags	
%m<number>	Tags start with %m and the number of the match. %m23
%m<number> - <number><name attributes>	The second number denotes the competitor whose name is to be printed. 1 = the first player (nowadays white) 2 = the second player (blue) Name attributes are the same as with the %c. %m23-1-first-s-last
%m<number>p<number>	Points of the player 1 or 2.

	%m23p1
%m<number>p<number> -1	Print points of the player 1 or 2 if the match has been fought. %m23p1-1
%m<number>p<number> -3	Print points of the player 1 or 2 if the match has been fought and player won. %m23p1-3
%m<number>p<number>==<value> '<text>'	Print <text> if competitor's points are <value> otherwise print points %m23p1==0 'LOST' (print LOST if white's points in match #23 are 0)
%m<number>p<number>==<value> '<text>' -1	Print <text> if competitor's points are <value> otherwise print nothing %m23p1==0 'LOST' -1
%m<number>p<number> -1==<value> '<text>'	Print <text> if competitor's points are <value> otherwise print points but only if the match has been fought %m23p1-1==0 'LOST'
%m<number>t	Match time
%m<number>winner<name attributes>	Write name of the winner of the match. %m23winner-last
%m<number>s<number>	Same as %m<number>p<number> except IWY/S score is printed. Also other forms apply.
Result related tags	
%r<number><name attributes>	Write the name of the competitor who's place is <number> %r1-first-s-last-s-club
Tournament information related tags	
%i-competition	Tournament's name
%i-date	Date
%i-place	Place
%i-catname	Name of the category
%i-tatami	Number of category's contest area
Multilingual texts related tags	
%t<number> Numbers for the phrases are:	Print a text using the selected language.

0: Competitors 1: Competitors A 2: Competitors B 3: Competitors C 4: Competitors D 5: # (number) 6: Name 7: Grade 8: Club 9: Matches 10: Matches A 11: Matches B 12: Matches C 13: Matches D 14: Match 15: Blue 16: White 17: Result 18: Results 19: Time 20: Wins (short word for wins) 21: Pts (short word for points) 22: Pos (short word for position) 23: Previous winner 24: Next 25: Weight: 26: PRELIMINARY SCHEDULE 27: weighin-notes.pdf (a file name) 28: schedule.pdf (a file name) 29: categories.pdf (a file name) 30: Category 31: Next fights 32: Categories 33: Statistics 34: Medals 35: Total 36: Country	
--	--

Score Legends

JudoTimer can send information about how the fight was won, i.e. ippon as a result of a throw, choke etc. These legends can be shown on the bracket sheets. Two methods exist. Common to both is that the text tags are not used any more. It is important to set correct IDs (names) for the graphical elements. For example SVG code for a rectangle looks like this:

```
<rect id="my-id" x="100" y="200" .../>
```

IDs are used to distinguish between legends and their placements.

Legends in a File

Create a file legends.svg in the same directory where the sheet files are. Create all the legends you want and a "no legend" picture (white rectangle). Size of the legends doesn't matter. Set their IDs. The following table lists British legends:

Number	Legend	ID
--------	--------	----

0	Legend not known or no legend	legend0
1	Ippon as a result of a throw	legend1
2	Ippon as a result of a hold	legend2
3	Ippon as a result of a choke	legend3
4	Ippon as a result of an armlock	legend4
5	Win by Sogo-Gachi	legend5
6	Win by direct Hansoku-Make	legend6
7	Win by Kiken-Gachi	legend7
8	Win by Waza-Ari Throw	legend8
9	Win by Waza-Ari Hold	legend9
10	Win by Superiority (Yuko/Hantei)	legend10
11	Win by penalty against (against opponent)	legend11
12	Win by Fusen-Gachi	legend12

Example: Legend #1 is a letter T surrounded by a circle. It is important to group those and set the ID of the grouping element. SVG code should look like this:

```
<g id="legend1" ...>
  <circle id="circle345" x= .../>
  <text id="text123" x= ...>T</text>
</g>
```

In your bracket sheet you mark places for the legends using a rectangle. Rectangles may be visible or invisible according to your preferences. Size of the rectangle determines the size of the legend. ID format for the rectangles is letter 'm' followed by a match number followed by letter 'l':

m<match number>l

Legend is always shown. If you want to show the legend only when the first player (white) has won use ID = m<match number>l-1 and when the second player (blue) has won use ID = m<match number>l-2.

For example m1l is the ID for the first match, m2l for the second match etc. Show legend for the match #23:

```
<rect id="m23l" x="100" .../>
```

Show a legend for match #23 if the second player has won:

```
<rect id="m23l-2" x="100" .../>
```

Embedded Legend Definitions

Legend definitions can be embedded in the SVG file. Idea is to use references to the definitions. You need proper software to do this, like free Inkscape (Adobe Illustrator wouldn't do).

Create all the legends on top of each other. Draw them in a convenient place where they are not visible or cover them with a white square. Legends must have IDs lgnd0, lgnd1, etc. Finally create a dummy legend whose ID is lgnd (this can be the white rectangle that covers the other legends).

Clone the dummy legend to the places where you want the real legends to appear. Cloning is not copying: it creates a reference to the real object. In SVG file it looks like this:

```
<use
  id="use3967"
  xlink:href="#lgnd"
  y="0"
  ...
```

Reference will be replaced by a reference to the real legend. Before that the software must know the match number in question. It can be made known by grouping the cloned object and giving the group an ID match<number>. Example:

```
<g id="match3" ...
  <use xlink:href="#lgnd" ...
```

Legend for the match #3 will be drawn no matter who won the fight. If you want to draw a legend only when the first player (white) has won use ID = match3-1 and for the second player (blue) ID = match3-2.

Highlight Ongoing Match

JudoInfo can show bracket of the ongoing match. By the default competitors' names are highlighted using red font color. You can select your own highlight style by using definitions nextmatchfg and nextmatchbg. To change the background add the following <defs> tag after <svg>. Inkscape should have at least <def xxxx /> ready. Change "/>" to ">" and add a "</defs>" after definitions:

```
<defs id="defs11412">
  <filter x="0" y="0" width="1" height="1" id="nextmatchbg">
    <feFlood flood-color="yellow"/>
    <feComposite in="SourceGraphic"/>
  </filter>
</defs>
```

id must be "nextmatchbg". You can change the text color, too. To make text colorful there are many alternatives. For example:

```
<defs id="defs11412">
  <linearGradient id="nextmatchfg" x1="0%" y1="0%" x2="100%" y2="0%">
    <stop offset="0%" style="stop-color:rgb(255,255,0);stop-opacity:1" />
    <stop offset="100%" style="stop-color:rgb(255,0,0);stop-opacity:1" />
  </linearGradient>
</defs>
```

id must be "nextmatchfg". There are examples in the web. Basic rule:

To use fill the id must be "nextmatchfg" and to use filter the id must be "nextmatchbg". You can use both together to have psychedelic effects.

SVG Templates for the JudoTimer

Competitors display

It is possible to create your own layouts for the JudoTimer competitor advertisement. Idea is similar to what is explained in "SVG Templates for the Sheets".

There are example files JudoShiai/etc/timer-competitors.svg, JudoShiai/etc/timer-competitors-4.svg, and JudoShiai/etc/timer-team.svg

Timer-competitors-4.svg is composed of four pages. Timer-team.svg is intended for team events. It shows the current points situation after each fight.

Select that from the menu *Preferences* → *Show competitors...* → *SVG Templates*.

Layout uses texts like %last-1 that is replaced by the white competitor's real last name. There are also elements whose id and position/size is used for the real item display.

You may select the items that you wish to use and leave others unimplemented.

Tags	
%C	Category name.
%R	Round name.
%first-<number>	Competitor's first name, where number 1 = white, 2 = blue. Example: %first-1
%last-<number>	Competitor's last name, where number 1 = white, 2 = blue. Example: %last-2
%country-<number>	Competitor's country, where number 1 = white, 2 = blue. Example: %country-1
%club-<number>	Competitor's club, where number 1 = white, 2 = blue. Example: %club-1
%rest-<number>	Remaining rest time for the competitor <number>.
ID based elements	
page1, page2, ...	Display may be composed of several pages. Use svg grouping to create a page. Example: <pre><g id="page1"</pre> To make ID based elements to appear on a certain page use id=flag1_n where n is the page number.

flag1, flag2, flag1_2	It is recommended to use square rectangles. Aspect ratio of the flag is preserved; height of the flag is determined by the square. Square can be visible since it is covered by the flag. Example svg code: <pre><rect id="flag1" style="fill:#ffff00;..." width="26.994223" height="22.183371" x="13.09621" y="219.54932" /></pre>
prevflag1, prevflag2, nextflag1, nextflag2	Used in team events.
control1, control2	Judogi control symbol areas. Use invisible square rectangles. Judogi control images are JudoShiai/etc/png/white-ctl.png and JudoShiai/etc/png/blue-ctl.png.
close	Click element to close the window.

Winner display

There is an example file for winner display: JudoShiai/etc/timer-winner.svg.

In addition what has been explained above there are a couple of special colors in use: #abcd01 and #abcde1. You can use these colors in rectangles and texts. Example SVG code:

```
<rect
  y="165.12291"
  x="-0.12080459"
  height="131.76482"
  width="296.57492"
  id="bgcolor"
  style="fill:#abcde1;fill-opacity:1;... />
```

Tags	
%C	Category name.
%R	Round name.
%last	Winner's last name
%first	Winner's first name
Colors	
#abcd01	Replace the color with black if white is the winner, else replace the color with white. Use as text color.
#abcde1	Replace the color with white if white is the winner, else replace the color with blue.

	Use as background color.
--	--------------------------

SVG Templates for the JudoInfo

It is possible to create your own layouts for the JudoInfo. Idea is similar to what is explained in "SVG Templates for the Sheets".

Match number means order of the match on tatami: 0 = last finished match, 1 = ongoing match, 2 = next match, etc. Bracket sheets have their own match numbers that can be displayed using tag `%m<number>-<number>#`.

Tags	
<code>%c<number>-<number></code>	Category name by the tatami and match number. Example: Category of match #4 on tatami 2: <code>%c2-4</code>
<code>%m<number>-<number>#</code>	Number of the match in the bracket by tatami, and match. Example: match number in the bracket of the ongoing match on tatami 2: <code>%c2-1#</code>
<code>%m<number>-<number>-<number>-<name attributes></code>	Competitor's name by tatami, match, and 1 = white, 2 = blue. Name attributes are the same as in bracket sheets. Example: Name of blue competitor in match 3 on tatami 2: <code>%m2-3-2-first-s-last' Country: 'country</code> Winner of the last match on tatami 2 would be (competitor is always 1): <code>%m2-0-1-first-s-last</code>

SVG Templates for the JudoWeight

You can print weight labels using SVG templates (*Preferences* → *SVG Templates*). Idea is similar to what is explained in “SVG Templates for the Sheets”.

Tags	
%c<name attributes> Name attributes are first last club country weight s	Name attributes describe information about the competitor. There are attributes for the first and last names, club, country, and weight. Example: %c2-first-s-last-s-club
%d	Print current date and time in format yyyy-mm-dd hh:mm:ss

Video Stream Setup

To broadcast your tournament on the web you need

- a camera and microphone or similar video source,
- broadcasting services provider, and
- software for streaming.

These instructions assume that you want to overlay competitors' names, score points, and clocks on the video stream. Overlay data is called logo for short.

Basic idea is that you show your video on a computer screen, put a small JudoTimer window in slave mode on the screen, and capture and broadcast the screen. You can use a service provider (Ustream, Youtube, Bambuser) that suits you best. There are many ways to broadcast the screen, for example in VLC you can use Desktop as a Capture Device.

To have a nice looking logo you want to do the following things:

- Show your video in full screen mode.
- Design a JudoTimer custom layout that looks good. You need competitors' names, scores, and clocks (and perhaps flags). Make other texts invisible.
- Set JudoTimer to slave mode and make connection to the master clock.
- Select No SOREMADE/IPPON texts from the Preferences menu. This prevents those notifications from disturbing.
- Resize and position JudoTimer so that it is like a logo in some of the screen corners.
- Remove JudoTimer borders and menus by pressing control-M. This forces JudoTimer window to be always on top, too. Note! After this there is no possibility to use menus any more unless you press control-M again!
- Start your screen capture/broadcasting software.

There is an example logo in the etc directory (timer-tv-logo.txt). Example is explained in Appendix JudoTimer Display Layout Customization.



Note: There are other options when using web version of the JudoTimer. Please check how to use [OBS Studio](#).



JudoInfo

It is possible to broadcast JudoInfo without screen capture. JudoInfo can output mjpeg video to its standard output. This can be read and processed for example by ffmpeg or avconv programs: Linux command line example:

```
judoinfo -mjpeg 640x360 | avconv -verbose -y -re -f image2pipe \  
-vcodec mjpeg -i - -vcodec libx264 -an -metadata title="Next matches" \  
-f flv "rtmp://1.16804539.fme.ustream.tv/ustreamVideo/168xxxxxxxx"
```

Windows cmd would be similar. Option -mjpeg tells the size of the video (640x360). It is best to use JudoInfo in the Small Display mode. Here the target is Ustream, but it can be something else. However, the stream format must be set suitable using avconv options.

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BinReloc - a library for creating relocatable executables

Written by: Hongli Lai <h.lai@chello.nl>

<http://autopackage.org/>

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cJSON

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- lib/misc/daemonize.c - relicensed from Public Domain to LGPL2.1+SLE, link to original Public Domain version

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- test-apps/*.c
- test-apps/*.h
- minimal-examples/*
- lwsWS/*

----- end of exceptions

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Unqlite

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