

## CLUB DIGITAL COMPETITION INSTRUCTIONS

THE Digital Competition System consists of the following files.

- \* CLUBCOMPVx.EXE (the main executable file where x is the current version number)
- \* CLUBSETUP.TXT (A data text file containing the members names, group and code name)
- \* VB40032.DLL (a runtime file which should be placed in your c:\WINDOWS\SYSTEM32 folder)
- \* The image files

The EXE and TXT file along with the image files must all reside in the same folder. Some versions of Windows may require you to right click the EXE file and "Run as Administrator" the first time. If you are using a MAC you must have the conversion program. We suggest you keep a separate folder for each month for archival and End of Year competition purposes.

When all of the image files for the month are collected the program is ready for a test run. During this process a number of temporary files will be created. They will all begin with a ~ and may be safely deleted after the competition is completed but they are tiny files and will not impact your hard drive's storage capacity.

The first step is to click on CREATE THE DATA FILES. This routine verifies that the image file names are in the EXACT format specified and that the makers code and group in the image name is the same as in the CLUBSETUP.TXT file. If there are no errors a green list appears. Print the score sheets and return to the Main Menu.

If a red list appears there are errors that must be corrected. We have tried to trap all the errors and provide you with a message as to what the error actually is. The most common error will be an image from a new maker which is not in the CLUBSETUP.TXT file. The next most common error will be a wrong code designation. Unwanted spaces or hyphens where they should not be are also common problems.

Once you have a green list, return to the main menu and SELECT A SCORING METHOD. The choices are single digits 5 to 9, fractions from 5 to 9 (example 8.3) and 15 to 27. Return to the main menu and run through an entire mock competition using the F (forward) key and if you need to the (the B (back key)). At this point you want to make sure that all of the images load correctly and that the images are sized correctly. An image with a non-JPG extension will not display but will also not generate an error message so you should make sure the count is correct.

Once the run through is finished copy the competition folder to a flash drive, load it onto your laptop and you are ready to go. Bring the laptop, the projector, the score sheets and the flash drive to the competition. During the actual competition you should use the > key to move forward (and < to go back). The > key prevents you from moving on until a valid score is entered.

Note - The image files are randomly sorted when the data files are created. The score sheets are printed from these files. If you click on Create the Data Files again (say at the meeting room where you have no access to a printer) the files will be randomly sorted again and will not be in sequence with the previously printed score sheets. The score sheets are still usable but you will be slowed down a bit. A warning message is posted so you can avoid this.

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A sample image file name is as follows

C27-dickh-B1-flower #1.jpg

Where;

c27 represents the club number.

Dickh is a code name for the maker. It can be anything up to

9 characters but some resemblance to the actual person's name will help.

The B represents the makers classification, in this case a BEGINNER. An A would indicate an ADVANCED maker, an S a SALON worker.

The 1 has no meaning at the club level but it must be replaced with an A thru E to indicate that the image belongs in the first slate when it is sent to the PFLI, a F thru J for the second slate, etc. In addition if the club is sending a make-up slate to the PFLI the C27 should be replaced with an M27.

Flower #1 represents the title. It can be anything up to 36 characters.

NO SPACES are allowed anywhere in the image file name except in the title. The hyphens are mandatory.

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A sample CLUBSETUP.TXT file is as follows;

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XYZ CAMERA CLUB  
c27,dick,hunt,dickh,b  
c27,adolfo,briceno,abriceno,s  
c27,John,DiNicola,johndini,s  
999
```

Where;

The first line is the club name followed by a separate line for each maker which contains the club designation, first name, last name, code name and classification. The 999 just lets the computer know the end of the list has been reached. No spaces are allowed except in the first line.

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The images should be sized at 750 pixels in the longest dimension at 72 PPI in SRGB color space.