

25 avril 2018



Fencing Fox

Fencing Competition Software

SmartApp User Guide

Copyright AFC Europe 2014-2018

25 avril 2018

1 TABLE OF CONTENTS

| | | |
|-------|--|----|
| 2 | General overview | 3 |
| 2.1 | Installation..... | 3 |
| 2.2 | Local network setting..... | 3 |
| 2.3 | Starting the service in fencing fox | 4 |
| 2.4 | QRCode generation and scan with the smartphone | 4 |
| 2.5 | Liste of matches | 5 |
| 3 | Match result entering..... | 7 |
| 3.1 | Entering the score..... | 7 |
| 3.2 | Chrono | 8 |
| 3.3 | Score reset..... | 9 |
| 3.4 | Priority drawing | 9 |
| 3.5 | Cards and fencer status..... | 10 |
| 3.6 | Team handling | 12 |
| 3.6.1 | Random upper team selection..... | 13 |
| 3.6.2 | team swapping | 14 |
| 3.6.3 | Team order modification | 14 |
| 3.6.4 | Rounds..... | 15 |
| 3.6.5 | Replacing a fencer..... | 18 |

25 avril 2018

2 GENERAL OVERVIEW

2.1 INSTALLATION

The SmartApp utility allows a referee near to the piste to enter scores and cards through a direct connection to the Fencing Fox software using Wifi. In fact this is rather a WepApp than a SmartApp, which means that it uses the phone internet browser et requires no install.

The counterpart is that the display is not persistent, but the advantage is that it does not consume disk space on the phone, and is compatible with IOS, Android and Windows Phone.

It is useful to have a QRCode scanner application on the phone to avoid entering painful URLs. There are a lot available for free.

2.2 LOCAL NETWORK SETTING

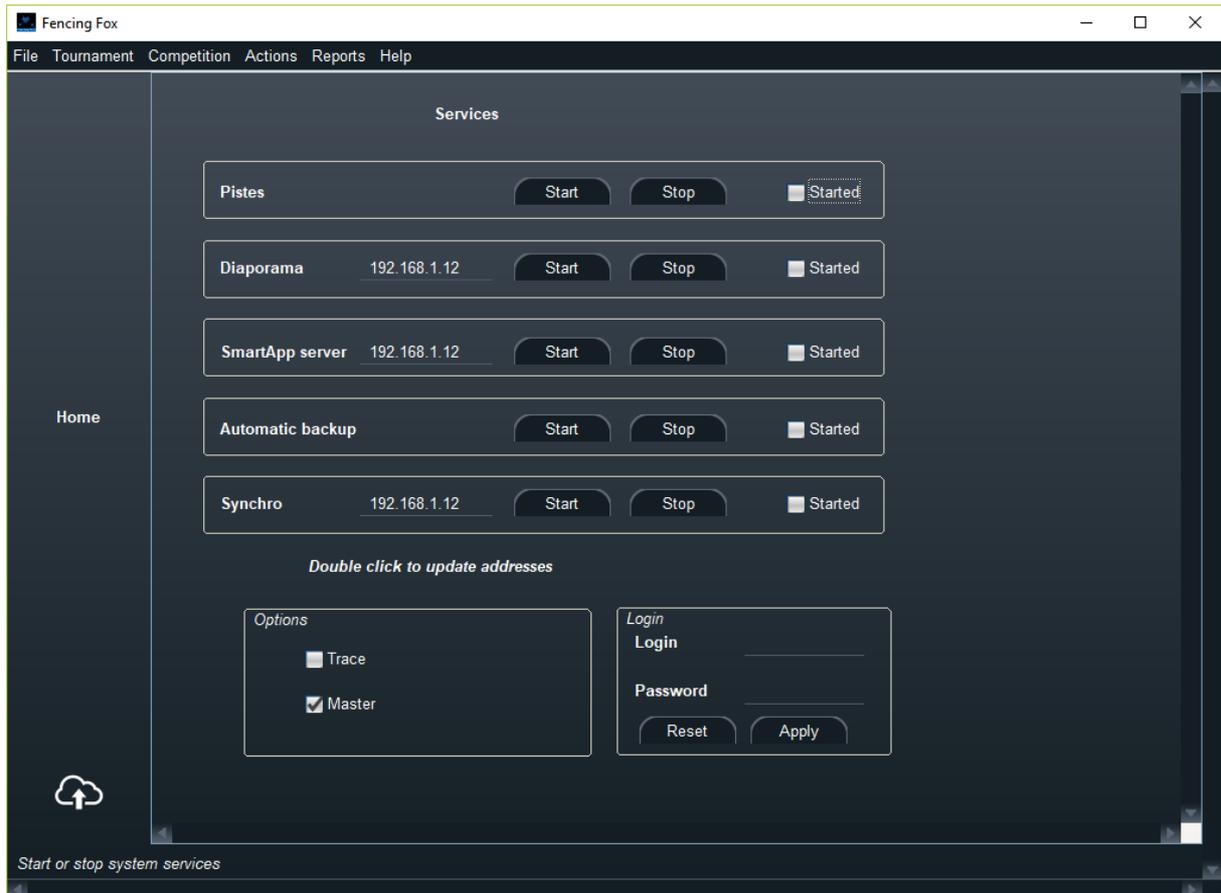
The WebApp requires a WIFI connection between the computer running Fencing Fox and the smart phone. It is not necessary to have internet access, and event it might disturb the phone with unnecessary interaction. If the phone is not too far from the computer, it is event possible to use the 4G distant access on the phone as a WIFI device.



25 avril 2018

2.3 STARTING THE SERVICE IN FENCING FOX

It is necessary to start the web server in the Fencing Fox competition management software. Go to menu “Tournament/Services”, check that the IP address is consistent with the network mask used by the smartphone (same prefix), and start the SmartApp server.



It is possible to use a login and password to enhance security. Check the bottom right quadrant.

2.4 QR CODE GENERATION AND SCAN WITH THE SMARTPHONE

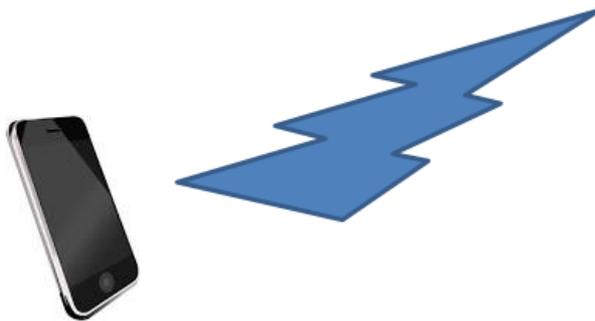
It is then necessary to generate QR Codes in Fencing Fox to get a list of matches.

The QR Codes have different parameters in order to filter matches :

- Either by poule (Menu Document/Poule QR Code)
- Either by tableau, ¼ of tableau, piste or referee (Tableau menu for QR codes)

25 avril 2018

Fencing Fox Menu/QR Code



QRCode scan using the smart phone (App necessary)

To scan the QRCode, you need to have an application on the smart phone to do this (There are plenty available).

2.5 LISTE OF MATCHES

You then get a list of matches, according to the used filter.

25 avril 2018



If the matches are assigned to a piste, the piste number appears on the left.

In the following example, le first match is on piste 1 (P1).

Validated matches are displayed in yellow.

For tableau, the title designates the tableau (here Tableau of 128 in the main suite A).

25 avril 2018



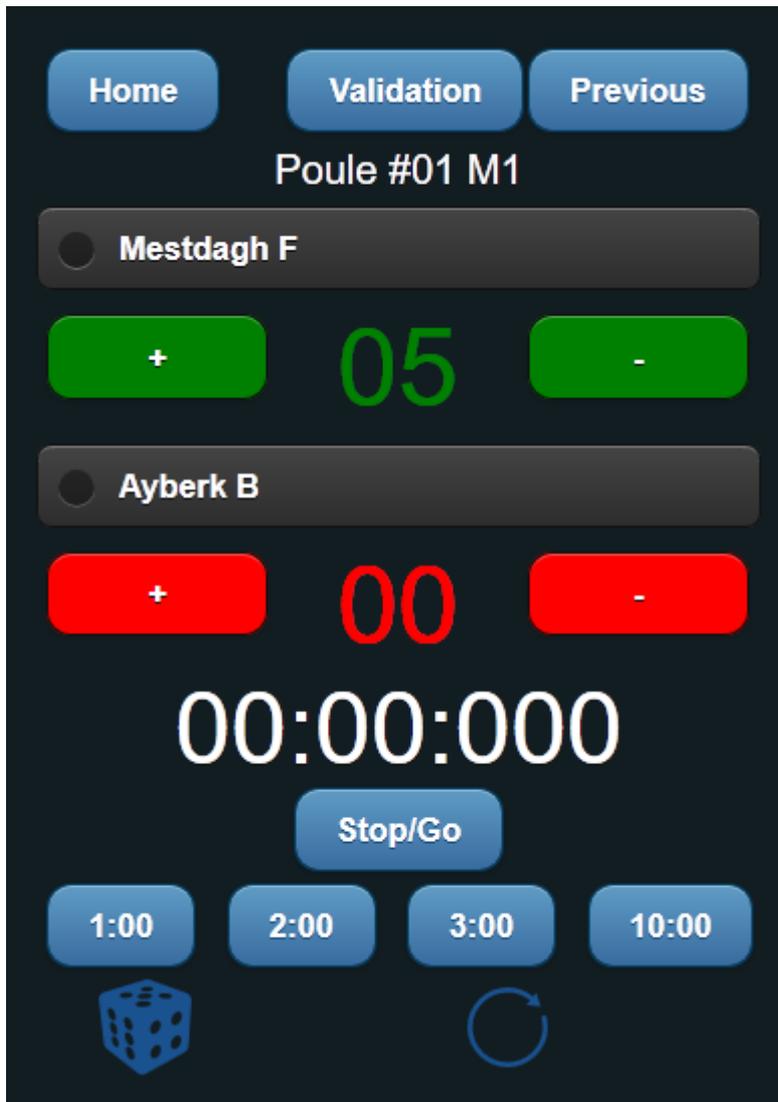
3 MATCH RESULT ENTERING

Click on one match. A new window appears.

3.1 ENTERING THE SCORE

Just press the + and – buttons.

25 avril 2018



The score is directly sent to the software. It is event possible to use the Diaporama Fencing Fox companion to simulate a piste display in real time.

3.2 CHRONO

It is necessary to initialize the chronometer with the desired time (typically 3 minutes 3:00) by clicking on the desired duration.

The chrono can be started/stopped either by a simple tap on the display or using the buttons (it seems this is necessary on IOS).

When the chrono starts, the user can feel a small vibration, different when the chrono stops.

25 avril 2018

3.3 SCORE RESET

To reset the score, just use the button.

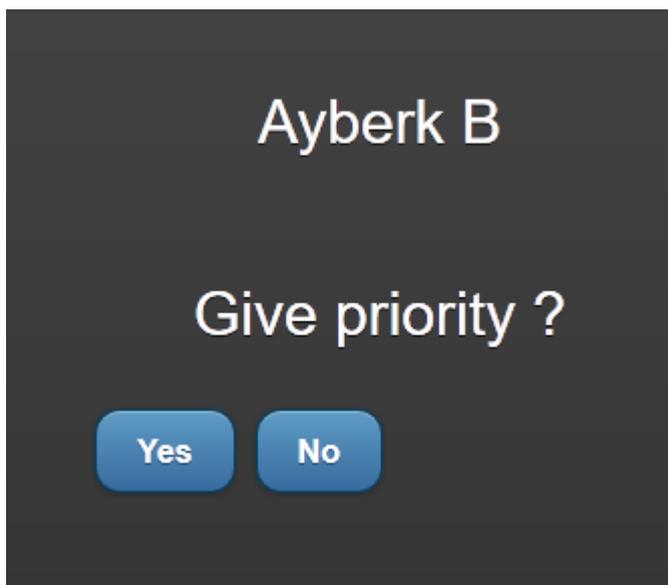


For team rounds, the score is reset to the previous round result.

3.4 PRIORITY DRAWING

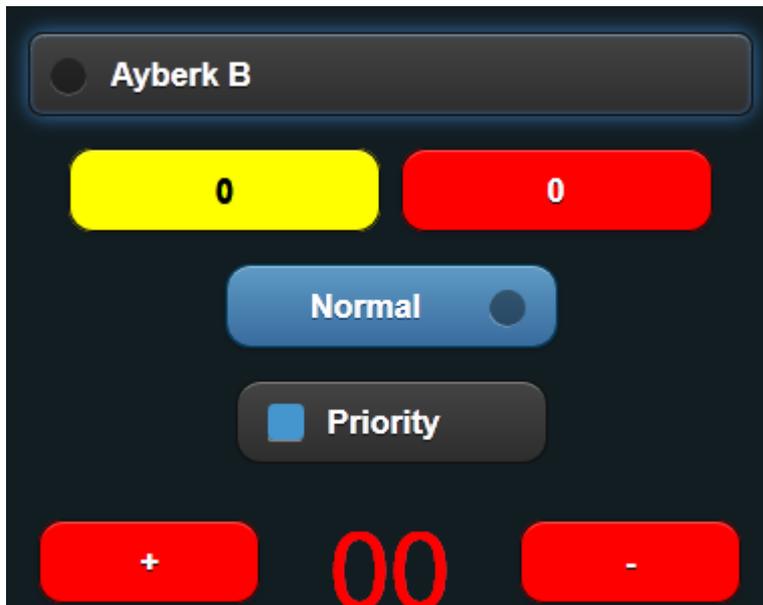


The priority drawing button allows to choose at random which fencer has a priority.



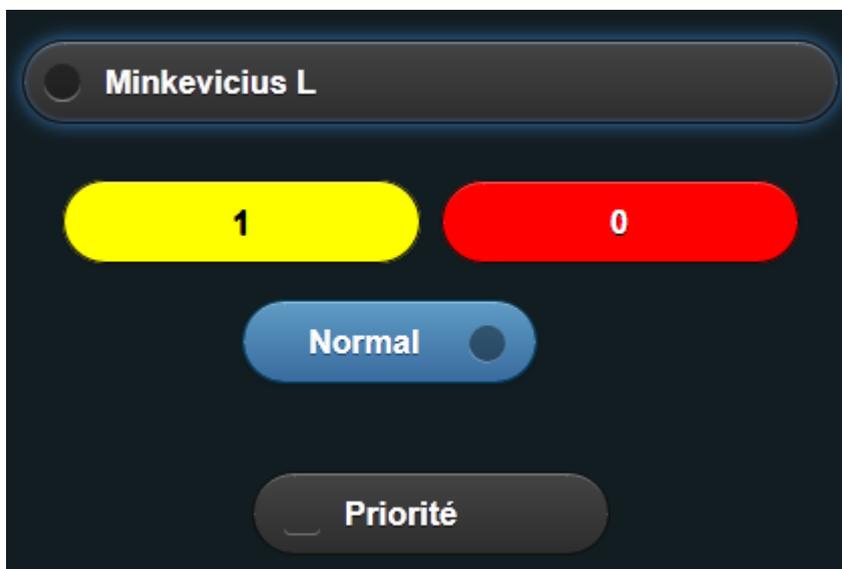
It is possible to check the priority is set in the collapsible fencer details, which are visible using the left button on the fencer name.

25 avril 2018



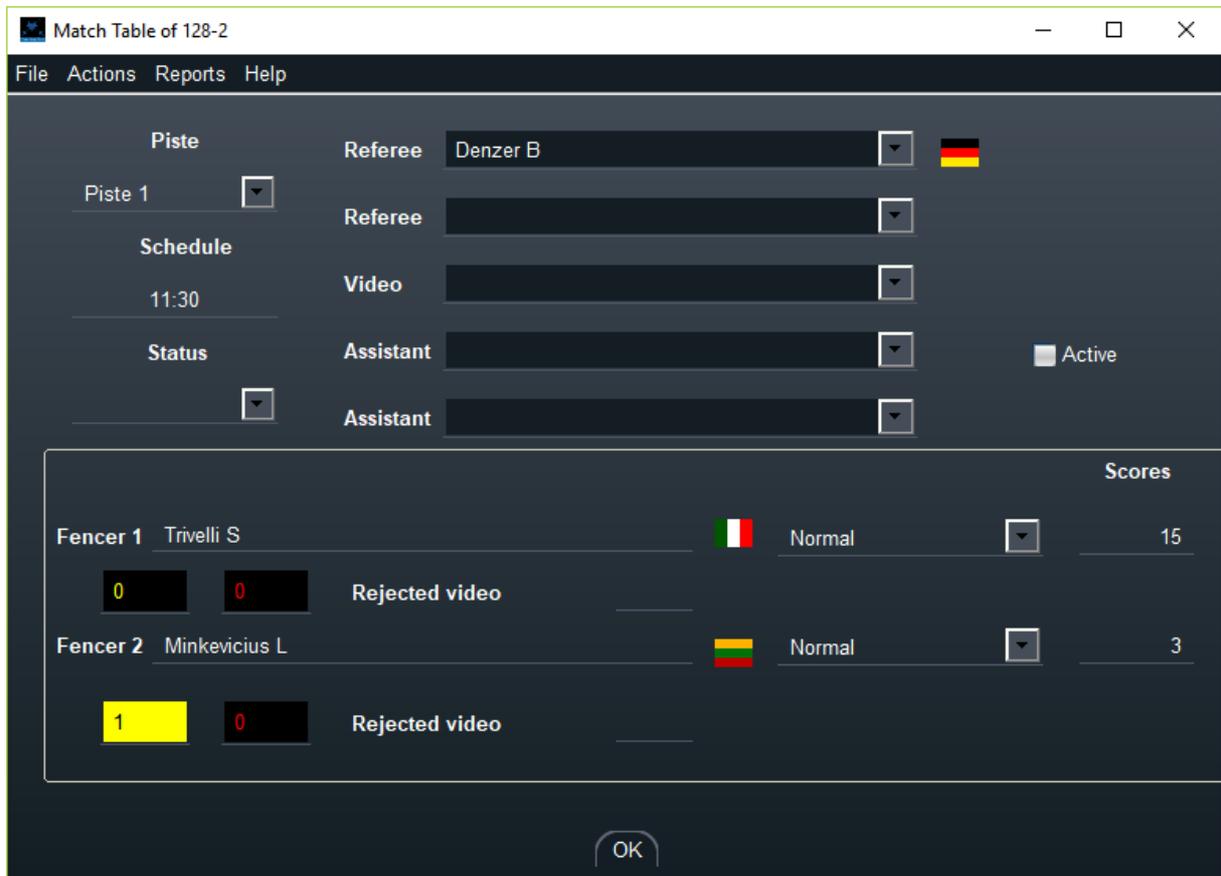
3.5 CARDS AND FENCER STATUS

It is possible to give yellow and red cards to a fencer using the collapsible details. Just click on the yellow and red buttons. Value are in a carrousel, so that for instance on yellow reset is done by 2 clicks.

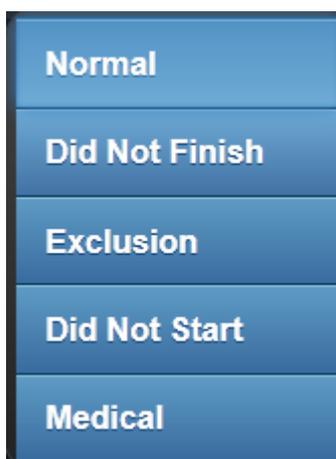


This can be tracked in Fencing Fox competition management.

25 avril 2018



It is also possible to modify a fencer status. Here is the list of possibilities (this accounts for new FIE regulations) :



- **Did Not Start (DNS)** : the fencer did not start the bout
- **Did Not Finish (DNF)** : the fencer did not finish the match for no medical reason

25 avril 2018

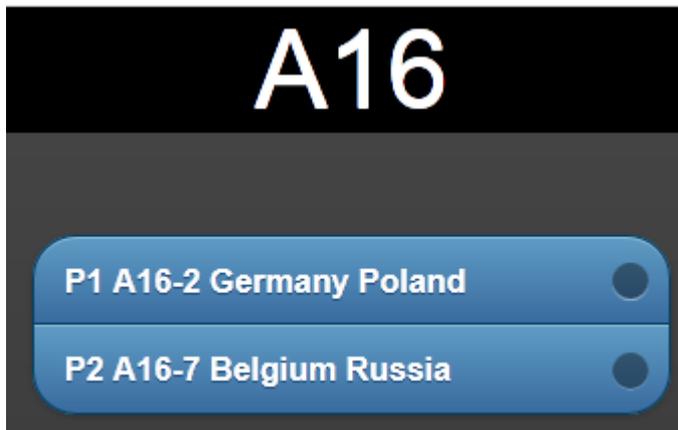
- **Medical (MED)** : the fencer did not finish the match for a medical reason
- **Exclusion (EXC)** : the fencer is excluded for a disciplinary reason and gets a black card.

Important note : the change is only taken into account on validation. It is important to realize that this modification may ripple on other matches of a poule if it is the case, and that backtracking requires an operator on the competition software.

3.6 TEAM HANDLING

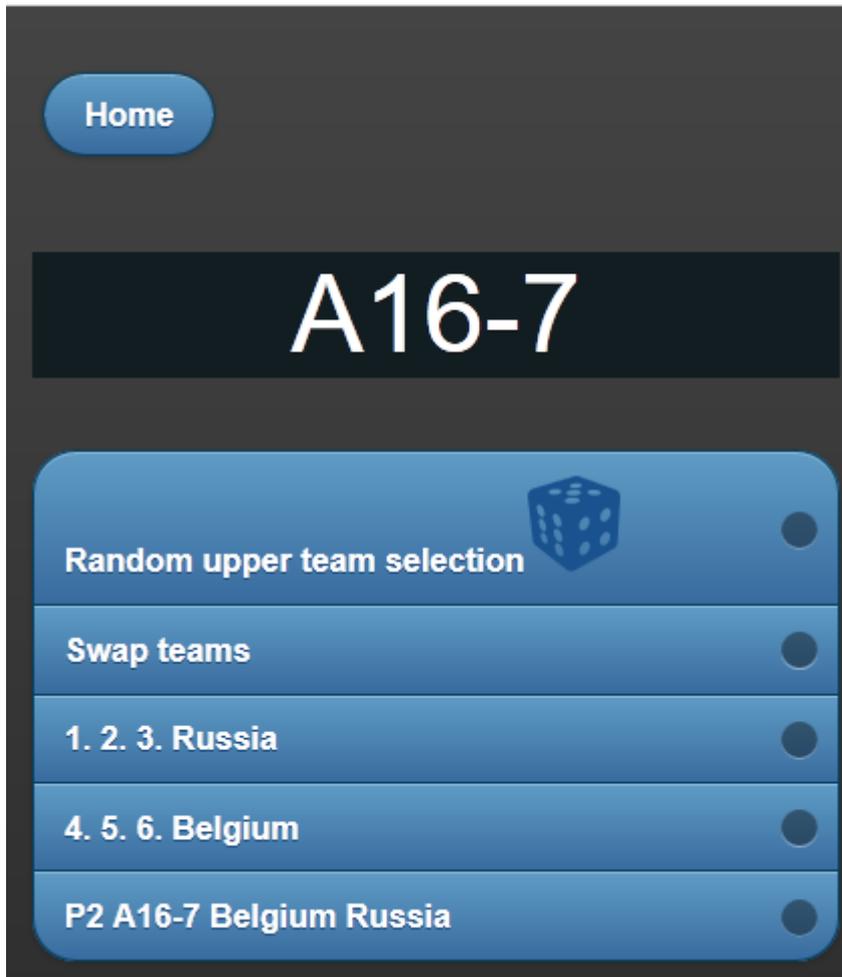
It is possible to handle team matches down to the rounds.

After reading the QRCode, they appear in the same way as a list.



It is possible to manage a match by clicking on it.

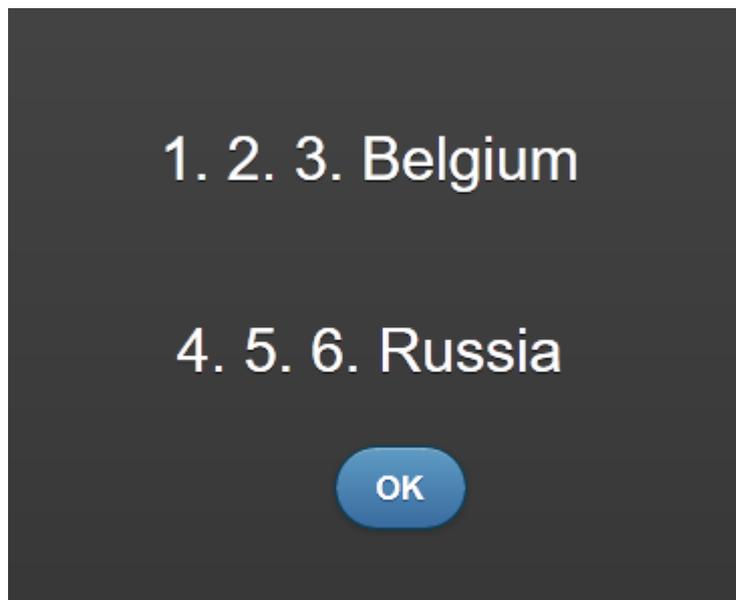
25 avril 2018



3.6.1 RANDOM UPPER TEAM SELECTION

The random upper team selection allows to draw at random which is upper team and lower team. If the draw has been done, the button is yellow.

25 avril 2018



3.6.2 TEAM SWAPPING

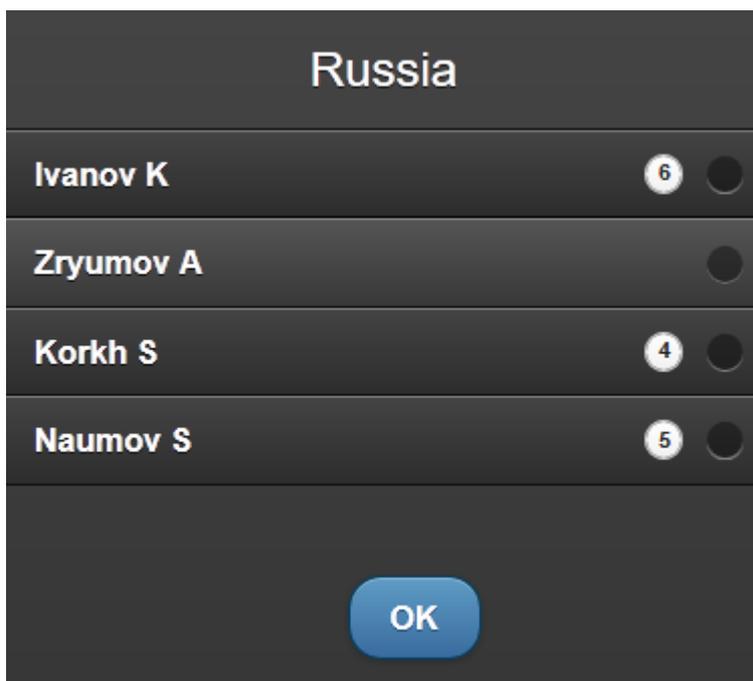
Team swapping allows to match the team order if the draw has been done manually or is done in the central computer.

3.6.3 TEAM ORDER MODIFICATION

It is possible to modify the team order by clicking on it.

A new window appears with the fencers composing the team. Click in sequence on fencers to specify the order.

25 avril 2018



Numbers are generated in a carousel, just start again if the order is wrong.

The team is shown in yellow if the choice for the match has already been made. If this is the case, the number in appears in the team window.

3.6.4 ROUNDS

25 avril 2018



The rounds appear according to the team order.

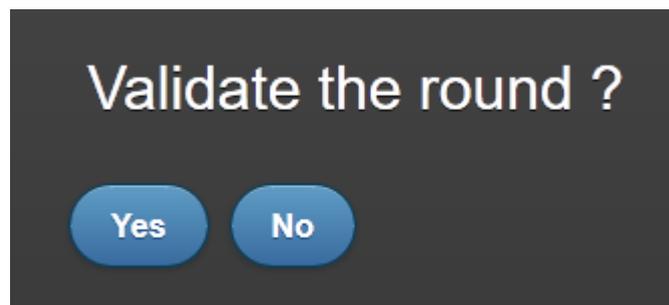
Click on each round, as if it was an individual match.

On round validation

25 avril 2018

Validation

The next round is displayed. The score is initialized with the previous round score. On the last round, we go back to the match level.



A16-2 1-5 #2

A-16 designated the tableau of 16 in the main suite (A).

1-5 indicates the fencers order in the team (1st fencer in the upper team, 5th fencer in the lower team).

#2 indicates the round number within the match.

The Home button goes up one level.

Validated rounds are shown in yellow, with the score on the right.

25 avril 2018

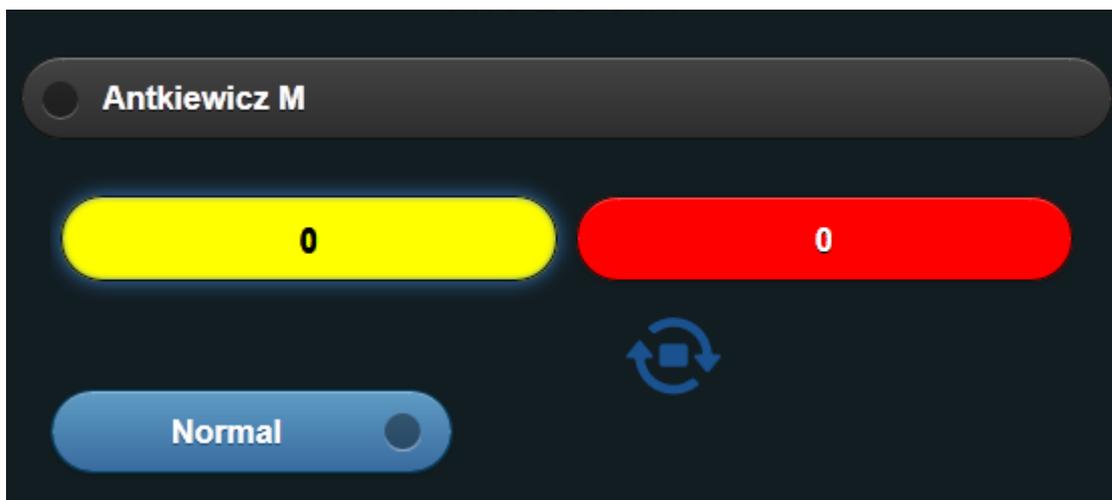
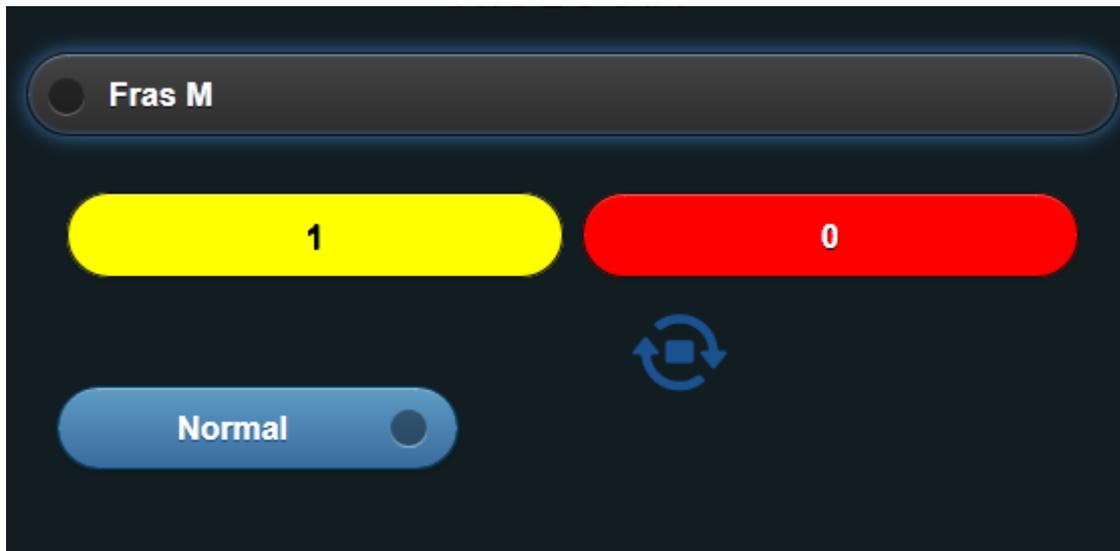


3.6.5 REPLACING A FENCER

To replace a fencer, you must open the collapsible details of him and click on



25 avril 2018



It is possible to cancel by clicking once again.