

User's Guide

Version 8.3.0

Copyright © 2014-2023 SmartRun Systems, Inc.

RegistrationSR is used to enter and confirm contestants arriving at an open tournament. It allows you to quickly determine if someone is preregistered or needs to have their information added. Multiple computers can be used so the registration process runs quickly and smoothly.

RegistrationSR can also be used to enter a wrestler's actual weights during or after weigh-ins. This ensures the participants are processed quickly and can be bracketed well before the tournament's first matches are scheduled to start.

This guide describes how to use the program. It requires the Java Runtime Environment to be installed on your computer. Consult the document at the URL below for installing Java:

https://www.smartrunsys.com/TournamentSR/Documentation/InstallJRE.pdf

You can download RegistrationSR at any time by saving the program at the following URL:

https://www.smartrunsys.com/TournamentSR/Documentation/RegistrationSR.jar

Save the file to your desktop. Double clicking the icon starts the program.

Table of contents

1	Net	work connection recommendations	. 5
	1.1	Most reliable: both computers wired to the router	. 5
	1.2	Next best: TournamentSR wired, RegistrationSR on WiFi	. 5
	1.3	Least reliable: all computers connected via WiFi	. 5
2	Pre	paring TournamentSR for RegistrationSR	. 6
3	Cor	nnecting RegistrationSR to TournamentSR	. 8
4	Reg	gistrationSR controls	10
	4.1	Making lists easier to read	11
	4.2	Filtering the contestant list	11
	4.3	Adding a new team	11
	4.4	Adding a new contestant	12
	4.5	Changing a contestant's information	13
	4.6	If the TournamentSR connection is lost	14

System requirements

RegistrationSR is written in the Java programming language. While older Macintosh and Linux computers come with Java, <u>Windows and recent Macintosh computers require</u> Java to be downloaded and installed.

Consult the document at the URL below to determine if your computer already has Java and where to download it from:

https://www.smartrunsys.com/TournamentSR/Documentation/InstallJRE.pdf

No matter which system you use, we recommend the following minimum hardware features:

- 1 GBytes RAM
- 10 MBytes Hard disk space
- A network connection to another computer running TournamentSR v8.3.0 or later

1 Network connection recommendations

This manual assumes you are using two or more computers: one for the director running TournamentSR, and one or more for people running RegistrationSR.

All computers must be connected to the same network. This is usually handled by the WiFi router which is also used to provide brackets, team scores, and mat assignments to wrestlers, coaches, and spectators.

Unfortunately, most WiFi routers have built-in "firewall" features that restrict computer to computer connections. This section describes how to connect the computers so the firewall problems are avoided.

1.1 Most reliable: both computers wired to the router

The network cable connections on most routers are on the same side of the firewall. As a result, computers attached via network cable to these connectors are free to communicate. Whenever you are testing communications between TournamentSR and RegistrationSR, we strongly recommend you connect all computers using network cables.

1.2 Next best: TournamentSR wired, RegistrationSR on WiFi

While each computer connected via WiFi is protected from every other such computer, most routers don't protect the WiFi connections from the network cable connections. They appear on the same side of the firewall.

When you cannot have the TournamentSR computer and the RegistrationSR computers wired to the router, we suggest you connect the TournamentSR computer to the router via a network cable, and connect the RegistrationSR computers via WiFi.

1.3 Least reliable: all computers connected via WiFi

As stated earlier, many routers protect each WiFi connected computer from all others via the firewall. The feature may prevent the RegistrationSR and TournamentSR computers from communicating with each other.

Fortunately, these routers also provide a mechanism for disabling the firewall. Consult your manufacturer's manual or configuration software for instructions. There should be a mechanism to "turn off" or "disable" the firewall. Once that is done, the TournamentSR and RegistrationSR computers can communicate.

2 Preparing TournamentSR for RegistrationSR

TournamentSR only allows other computers to connect if configured to do so. This is done via TournamentSR's "File"/"Remote services" menu. You must start Remote services before you can use RegistrationSR.

This should be done after you have loaded the information file into TournamentSR ("File", "Open..." menu) and are preparing to start registration or weigh-ins. When you select "File"/"Remote services", the following window will appear:

Configure remote services ×		
All server addresses:	192. 168. 46. 9 on Broadcom 802. 11n Network Adapter 192. 168. 66. 28 on Broadcom NetXtreme Gigabit Ethernet	
Password: Port: 12644 Start services Close		

You should write down the four numbers separated by periods in the highlighted row of the "All server addresses:" list. This is called the "IP address." In the example above, the IP address is "192.168.46.9". You will have to enter that information into RegistrationSR.

If other rows appear, write down the IP addresses for them as well. You might need them if the first address doesn't work. In the above example, another address is "192.168.66.28".

You must enter a password in the appropriate field. The password cannot be blank, but otherwise has no requirements. You will need to enter the same password into RegistrationSR.

Once you have written down the Server addresses and entered a password, click the [Start services] button. The window will look similar to the picture below.

📓 Configure remo	ote services X	
All server addresses:	192. 168. 46.9 on Broadcom 802. 11n Network Adapter 192. 168.66. 28 on Broadcom NetXtreme Gigabit Ethernet	
Password	Port: 12644 Stop services Close	

Note that when Remote services are running you cannot change the password (set to "qdsfg1" in the picture above) and the [Start services] button has changed to [Stop services]. You can now click the [Close] button. TournamentSR is ready for RegistrationSR.

IMPORTANTEach time you load information into TournamentSR ("File",
"Open..." menu), "Remote services" are stopped. Whenever you
load a tournament file, remember to start Remote services using
"File", "Remote services...".

The first time you start Remote services on a Windows computer, you might see the following window:

P Windows Security Alert			×
Windows Defender Firewall has blocked some features of this app			
Windows Defender public and private r	Firewall has blo networks.	cked some features of Java(TM) Platform SE binary on all	
(K)	Name:	Java(TM) Platform SE binary	
Ē	Publisher:	Oracle Corporation	
	Pat <u>h</u> :	C:\program files\java\jre1.8.0_151\bin\javaw.exe	
Allow Java(TM) Platform SE binary to communicate on these networks:			
Public networks, such as those in airports and coffee shops (not recommended because these networks often have little or no security)			
What are the risks of allowing an app through a firewall?			
		Allow access Cancel	

Make sure <u>both</u> the "Private networks, such as my home…" and the "Public networks, such as those in airports and coffee shops…" boxes are <u>checked</u> and then click the [Allow access] button. Failing to do so might prevent other computers from communicating with the TournamentSR computer.

3 Connecting RegistrationSR to TournamentSR

Once TournamentSR's remote services are running, you can launch RegistrationSR. When you start the program, the main window will appear behind the connection window shown below.

TournamentSR connection settings	
Server address/name: 192.168.46.16 Password:	
Port: 12644 New contestants are: registering \checkmark	
Connect Exit	

Because the computer running RegistrationSR is different from the one running TournamentSR, the "Server address/name:" information will be wrong. It should be very similar to the correct address (displayed on TournamentSR's Remote services window). It should only differ in the last couple digits.

Update the "Server address/name:" field to be the same as the "Server address:" value written down from the TournamentSR computer. Enter the same password as well.

If you are confirming preregistered wrestlers and/or supporting walk-ins, set "New contestants are:" to "**registering**". This indicates you will be specifying a wrestler's estimated weight. That weight might change when they weigh in. If you don't plan to have weigh-ins or are entering wrestler's weigh-in weights, set this field to "**weighing in**". That indicates weights you are entering will not change.

Once the fields have been populated, click the [Connect] button. The connection window will disappear.

After 30 seconds or so, you might see the window pictured below.

Server c	omputer not responding	(
\bigotimes	No computer responded to the connection. The server address is probably incorrect	
	ОК	

This indicates RegistrationSR couldn't reach the TournamentSR system. Either TournamentSR's Remote services aren't running, the "Server address/name" field was incorrect, you accidentally changed the Port: entry (so it doesn't match the same one in TournamentSR), or your computer has a firewall program that prohibits the connection. Click the [OK] button, fix the connection settings, and try connecting again. Try all of the addresses listed on TournamentSR's Remote services window. If none of them work and you are sure the two computers are on the same network, you likely have a firewall issue. Some anti-virus programs implement their own firewall. Search the anti-virus program's web site for instructions on temporarily disabling its firewall (e.g. for the day).

If the connection fails, you might see one of the following windows instead of the one above:



This indicates the password you entered into RegistrationSR is not the same as the password entered into TournamentSR. Click the [OK] button, fix the password, and try connecting again.

Tournam	nentSR not accepting the connection	Х
\bigotimes	TournamentSR did not respond. This may be due to incompatible program versio	ns.
	ОК	

This occurs when the TournamentSR version is incompatible with the RegistrationSR version. Go to the TournamentSR website and download the latest version of both programs.

Eventually you'll establish a connection between the two programs. When that occurs, RegistrationSR's main window will fill with information.

4 RegistrationSR controls

The program's window is divided into 3 lists and an entry area for adding and modifying contestants. A picture of the window with information for an open tournament is shown below:

📽 RegistrationSR 8.3.0 (Nov 26, 2023) using Java v1.8.0_391		- 0	×
Program View			
Show contestants for selected teams	Show contestants for selected brackets	Contestants list	
ALL IN WC (ALIW) Arlington Youth Wrestling Club (AYWC)	Boys 14 & Under Staging Boys 16 & Under Staging	Sort by: Contestant name	
Bear Claw Wrestling Club (BCWC)	Boys 18 & Under Staging	Adapte McDonell 20 (South Puget Sound CC Wrestling): Mens 18 & Older Post HS (Staging (reg: 195)	^
Bethel All-Stars (BthA)	Girls 14 & Under Staging	Adam Hokenson 20 (Bear Claw Wrestling Club): Boys 18 & Under Staging (reg: 220)	
Blue Ribbon Gentlemen (BIRG)	Girls 16 & Under Staging	Adam Soule 10 (Highline Hawks): M/F 8 & Under (Staging {reg: 75+}	
Braveheart Wrestling Club (BrWC)	Girls 18 & Under Staging	Addie Mejia 19 (Sammamish Plateau Wrestling Club): Girls 16 & Under (Staging (reg: 130)	
Chain Wrestling (ChnW)	M/F 4-6 Staging	Adrian Avena 19 (Reality Sports Wrestling Club): Boys 18 & Under Staging (reg: 160)	
Clackamas Wrestling Club (ClWC)	M/F 8 & Under Staging	Adrian Cordova 22 (Fife Trojan Wrestling): Mens 18 & Older Post HS Staging {reg: 135}	
Coast Wrestling Academy (CsWA)	M/F 10 & Under Staging	Agustin Gonzalez 11 (Vandit Wrestling Academy): M/F 10 & Under Staging {reg: 50}	
Cruiser Wrestling Club (CrWC)	M/F 12 & Under Staging	Alan Salguero Jr. 10 (Puyallup Wrestling Club): M/F 8 & Under Staging {reg: 50}	
Dawson (Dwsn)	Mens 18 & Older Post HS Staging	Alec Hunter 14 (Fox Valley Elite): M/F 12 & Under Staging {reg: 65}	
Eatonville Wrestling (EtnW)		Alex Fasthorse 18 (Team Toss`em): Boys 16 & Under Staging {reg: 145}	
Elite Wrestling Club (ElWC)		Alex Kudryashov 20 (Redmond HS Wrestling): Boys 18 & Under Staging {reg: 172}	
Extreme Takedown (ExtT)		Alex Sinclair 14 (NWWC): M/F 12 & Under Staging {reg: 75}	
Family Cruz Wrestling Team (FCWT)		Alivia White 12 (Unattached): M/F 10 & Under Staging {reg: 95}	
Federal Way Eagle Wrestling (FWEW)		Alma Mendoza 17 (Sequim Wrestling): Girls 16 & Under Staging {reg: 130}	
Federal Way Spartans Wrestling (FWSW)		Amari Medina 11 (NWWC): M/F 10 & Under Staging {reg: 60}	
Fife Thunder Wrestling (FfThW)		Ana Sanchez 19 (Unattached): Girls 16 & Under Staging {reg: 112}	
Fife Trojan Wrestling (FfTW)		Andrew Villalobos 22 (USA Everett Wrestling Club): Mens 18 & Older Post HS Staging {reg: 175}	
Forks Wrestling Club (FrWC)		Angelo Belicina 16 (Seattle Wrestling Club): Boys 14 & Under Staging {reg: 195}	
Foss Falcons (FssF)		Antonio Cruz 19 (Family Cruz Wrestling Team): Boys 16 & Under Staging {reg: 220}	
Fox Valley Elite (FxVE)		Antonio De La Pena 9 (Federal Way Spartans Wrestling): M/F 8 & Under Staging {reg: 45}	
Franklin Pierce Wrestling Club (FPWC)		Austin May 10 (Federal Way Spartans Wrestling): M/F 8 & Under Staging {reg: 55}	
GK Grapplers (GKGr)		Avery Standifer 11 (Bethel All-Stars): M/F 10 & Under Staging {reg: 95}	
		Baylee Tran 18 (UP Vikings): Boys 16 & Under Staging {reg: 138}	
Show contestants for all teams Add a new team	Show contestants for all brackets	Beau Springer 8 (Team Springer): M/F 4-6 Staging {reg: N/A}	
		Bg Metcalf 13 (Federal Way Spartans Wrestling): M/F 10 & Under Staging {reg: 100}	
Contestant information		Blane Hays 20 (Saucy Posse Wrestling): Boys 18 & Under Staging {reg: 138}	
		Brad Hildenbrandt 20 (Khalsa Wrestling Club): Boys 18 & Under Staging {reg: 255}	
Contestant name: Abbr	eviation:	Brad Hildenbrandt 20 (Khalsa Wrestling Club): Mens 18 & Older Post HS Staging {reg: 255}	
		Braden Goucher 16 (Puvallup Wrestling Club): Boys 14 & Under Staging {reg: 85}	
ream: ALL IN WC (ALW) VBracket: Boys[14 & Under Staging VBracket: Boys[14 & Under Staging VBracket: Boys[16 & Under Staging (res: 138)			
		Brandon Cormier 15 (Team Aggression): M/F 12 & Under Staging {reg: 70}	
Registration information:	Paid:	Brandon Cupp 19 (St. Helens Wrestling): Boys 16 & Under Staging (reg: 152)	
		Brandon Cupp 21 (St. Helens Wrestling): Boys 18 & Under Staging (reg: 152)	
Add a new contestant	Clear	Brandon Vaught 25 (Oly Mountain Wrestling Club): Mens 18 & Older Post HS IStaning (reg: 195)	~
		Brandon Hadgine (20 (ory Houritain Wilcolang alaby Hichs) 10 a Older Hosenbiologing (reg. 155)	

The left-most list contains team names. While most contestants will be associated with a specific team, others are assigned to the "Unattached (-)" team.

The center list contains the available brackets for the tournament. In the above picture, staging brackets have been created for each age group. This is appropriate for tournaments using the "Madison system." If the tournament uses specific weight classes, the available brackets list would be much longer (one bracket for each age group and weight combination).

The right-most list contains the participant names that have already registered. The picture shows the list sorted by contestant name. Options are provided for sorting by team name and bracket.

The lower-left portion of the window is where you add and change wrestler information.

4.1 Making lists easier to read

As with other support programs, RegistrationSR allows you to change the font used to display the three lists. Use the "View"/"Change font..." menu to bring up a window for changing the font. A window similar to the picture below appears.

👹 Set font for all lists 🛛 🗙
Name: Tahoma
Size: 11 🗸
Bold Italic
Current selection
Example text
Apply Close

Change the "Name:" and "Size:" drop down lists to specify the desired font. Click [Apply] to have RegistrationSR's main window redraw with the selected font. Click [Close] once the main window is comfortable to read.

4.2 Filtering the contestant list

Since the contestant list can get very long, it's often easier to only show wrestlers assigned to a specific team or bracket. Clicking on a team name in the left-most list, and/or a bracket in the center list filters the contestant list on the right. The contestant list only shows wrestlers assigned to the highlighted team and/or bracket.

To clear the filter, click [Show contestants for all teams] button (under the team names list) and/or [Show contestants for all brackets] (under the bracket titles list). Click on "**Unattached (-)**" in the team names list to filter by wrestlers that aren't associated with any team.

4.3 Adding a new team

All contestants must be associated with a team. If you don't see the team's name in the left-most list, you can add it by clicking [Add a new team] (under the team names list). When you click that button, the following window shown below appears.

Input		×
?	Please enter the	e new team name below
	ОК	Cancel

Enter the new team's name in the area provided and then click [OK]. If the team name already exists, you will be informed and given a chance to enter the team name again.

4.4 Adding a new contestant

You add a new contestant whenever the button in the lower left corner of the screen reads "Add a new contestant". Click the [Clear] button if you don't see "Add a new contestant". A picture of that area is shown below.

Contestant info	ormation		
	Contestant name: Al	bbreviation:	
Team:	ALL IN WC (ALIW)	✓ Bracket:	Boys 14 & Under Staging \lor
	Registration information:		Paid:
	Add a new contestant	Clear	

The individual entry fields are populated as follows:

Contestant name:	Fill this with the contestant's full name. If names in the contestant list include a vertical bar and an age or grade (e.g. "John Smith" is shown as "John Smith 16"), this field should include that information. Separate the name from the age or grade using the vertical bar character (typed using <shift><\>).</shift>
Abbreviation:	This field will automatically fill in when you <tab> or click away from the "Contestant name:" field for the first time. You can use the automatic text, or modify the contestant's abbreviated name as you see fit.</tab>
Team:	Choose the new contestant's team from this drop down list. If the contestant isn't associated with a specific team, choose "Unattached (-)". If the contestant is associated with a new team, use the [Add a new team] button to create it.
Bracket:	Choose the bracket that the contestant will be participating in. For Staging brackets, choose the appropriate classification and division combination (e.g. "Boys 16 & Under Staging" for a 15 year old boy).

Registration information:

	Fill in this field with the contestant's expected weight (when
	registering) or actual weight (after weighing-in). You don't need to
	add the " reg: " prefix - the program will do this for you automatically.
Paid:	Fill in this field with either the amount the contestant paid for his/her
	entry fee, or a simple character (e.g. "X"). If this is non-blank, the
	registration card printed by TournamentSR for the contestant will
	indicate " PAID ". Leave this blank if you don't want paid indications
	on registration cards.
Add a new contestant	
	Click this button after ensuring the other fields are correct. It will
	send a message to the TournamentSR computer to add the
	contestant. If the addition fails, you will be notified in a few seconds.
	If the addition succeeds, you will see the new wrestler added to the
	contestants list.

Clear Use this button to erase all of the fields listed above. It also forces the button at the bottom left of the window to read "Add a new contestant".

When entering the information, we strongly suggest you use the <tab> key to get from one field to the next. This keeps your hands on the keyboard. Use <shift><tab> to move back one field. Typing <tab> from the "Registration information:" field highlights the "Add a new contestant" button. Press the <enter> (or <return>) key to send the information.

4.5 Changing a contestant's information

Some preregistered wrestlers might want to change their estimated weight or bracket. This can be done by highlighting the appropriate name in the contestants list. The fields in the lower left corner of the window automatically fill-in with the highlighted contestant's information.

When you highlight an entry in the Contestants list, the [Add a new contestant] button changes to [Change contestant]. If you decide you don't want to change the highlighted contestant, click the [Clear] button.

You are allowed to modify any of the fields listed in the previous section. Once you have updated the Contestant name:, Abbreviation:, Team:, Bracket:, and/or Registration information fields, click [Change contestant] to send the updates to the TournamentSR computer. If the operation fails, you will be notified in a few seconds. If the modification succeeds, you will see the wrestler's information changed in the Contestants list.

IMPORTANT When changing a wrestler's "Registration information:" field prior to weigh-ins, you must ensure the "**reg:**" prefix is kept. That prefix indicates the field contains an estimated (not actual) weight.

4.6 If the TournamentSR connection is lost

If remote services in TournamentSR are stopped or the network connection is lost, RegistrationSR displays the following window:



Click the [OK] button and the connection settings window is redisplayed. Have the TournamentSR computer operator verify remote services are running. Follow the instructions in section 3 to restore the connection.