



IANSEO ScoreKeeper Quick Start Guide

Revision 1.3

This guide will help you get started using the ScoreKeeper app. To be fully functional, the app requires access to the IANSEO Archery software to send and retrieve competition information.

To use the app, you will need the following:

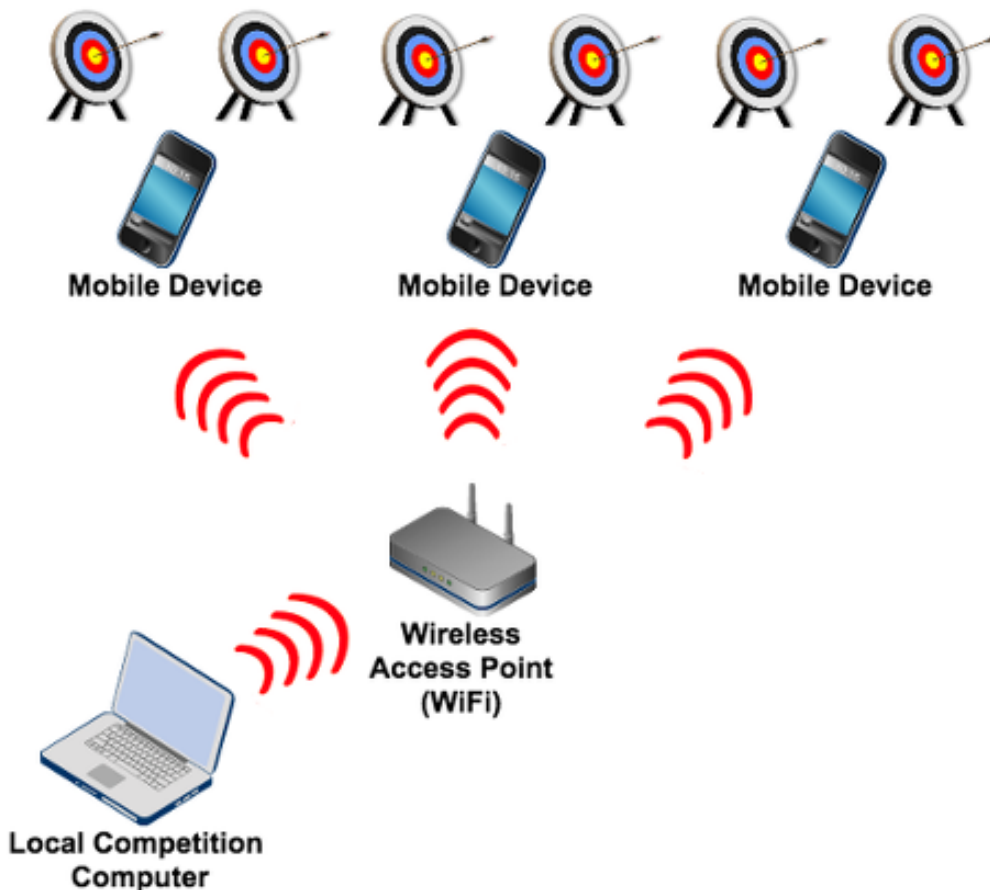
- One or more mobile devices using the Android or iOS operating system
- A computer with lanseo installed
- Local WiFi connection accessible by the device and the lanseo computer

Lite or Pro?

Beginning with app version 1.3, there is now support for *Lite* and *Pro* competitions in the same app. Both types allow you to score arrows at the target but Pro is focused on professional competitions and allows you to configure the devices directly from IANSEO and see real-time status of each device and archer when scoring. Any competition can be Lite, but Pro competitions require a license key that can be obtained from ***ianseo.net***.

Configuring the network

To function properly, this app requires access to the IANSEO Archery software at all times. The easiest way to accomplish this is to use a local WiFi connection (wireless router) to which the IANSEO computer and the mobile device(s) connect. The diagram below shows a possible configuration for connecting the devices to the scoring computer. For information regarding the proper installation and configuration of wireless connections, refer to the owner's manual for your specific computer/router.



Obtaining the software


IANSEO Archery software can be downloaded here: <http://ianseo.net/download>

IANSEO ScoreKeeper can be downloaded from Google Play (Android) or AppStore (iPhone).

Android: <https://play.google.com/store/apps/details?id=net.ianseo.scorekeeperlite>

iPhone: <https://itunes.apple.com/app/ianseo-scorekeeper-lite/id912947613>

Below you can find QR codes that will help you find the app. Scan the code for the desired platform and then install the app.

Android	iPhone
	

Configuring the IANSEO Archery System

Competition Info

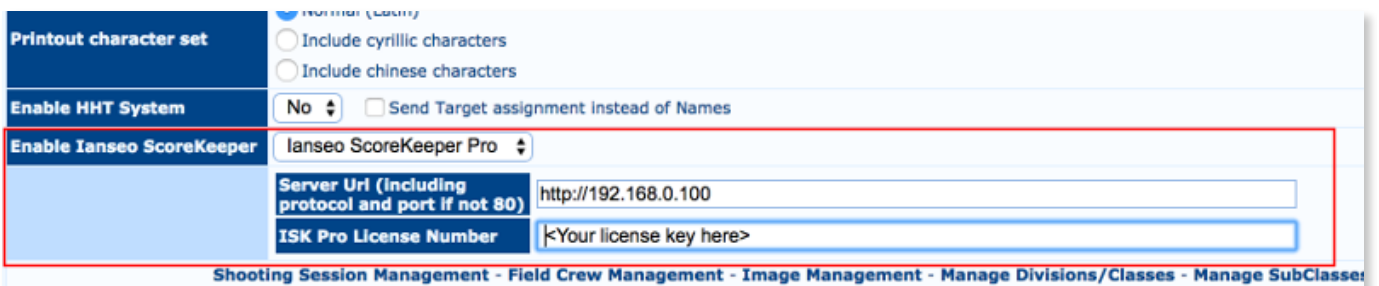
Begin by starting the IANSEO software on your computer and creating a competition as you normally would. To activate the settings for ScoreKeeper Lite, connect the computer to a local WiFi router and then edit the competition information by choosing the menu item **Competition**, **Edit Competition**, **Competition Info**. In the lower part of the screen you will see the area to enter the information for the app.



The screenshot shows a configuration window with a blue header and a white body. The 'Printout character set' section has a dropdown menu set to 'Normal (Latin)' and two radio buttons: 'Include cyrillic characters' and 'Include chinese characters'. The 'Enable HHT System' section has a dropdown menu set to 'No' and a checkbox labeled 'Send Target assignment instead of Names'. The 'Enable Ianse ScoreKeeper' section has a dropdown menu set to 'Ianse ScoreKeeper'. The 'Server Url (including protocol and port if not 80)' field contains the text 'http://192.168.0.100'. At the bottom, there is a navigation bar with links: 'Shooting Session Management - Field Crew Management - Image Management - Manage Divisions/Classes - Manage SubClasses'.

The server url is the ip-address that was assigned by the wireless router. Enter “http://” together with the ip-address and choose Normal to enable the app settings. **Note:** if this value of the ip-address changes for any reason, the value here must be updated accordingly.

For Pro competitions, you will need to choose **IANSEO Scorekeeper Pro** and enter your license key as well. The configuration screen looks similar to the one below:



The screenshot shows a configuration window similar to the one above, but with the 'Enable Ianse ScoreKeeper' dropdown menu set to 'Ianse ScoreKeeper Pro'. The 'Server Url (including protocol and port if not 80)' field contains the text 'http://192.168.0.100'. The 'ISK Pro License Number' field contains the text '<Your license key here>'. At the bottom, there is a navigation bar with links: 'Shooting Session Management - Field Crew Management - Image Management - Manage Divisions/Classes - Manage SubClasses'.

License keys are specific to a single competition and can be obtained online from IANSEO using the link <http://www.ianseo.net/UpFiles/> and logging in to your competition.

Distances

The distance information is very important to the app, so you must check that this is configured correctly. Choose the menu item **Competition**, **Edit Competition**, **Manage Distances**. Verify that all distances for the competition are defined and contain correct values for *Ends* and *Arrows/End*.

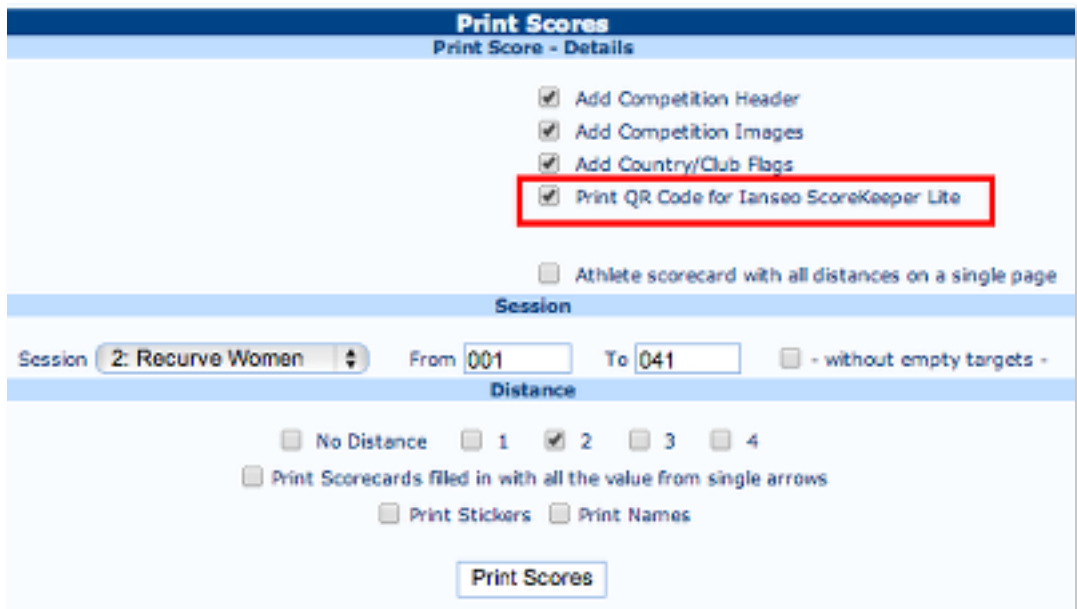
Target Types

The target types information is also very important. Choose the the menu item **Competition**, **Edit Competition**, **Manage Targets** and verify that all the divisions/classes used in the competition have a valid target type defined.

Scorecard QR-code

For Pro competitions, you can setup all devices with a single QR code. Choose the menu item **ISK, Print QR codes** and the QR will be generated; the QR code is the same for all devices. The session and target number will be configured directly in IANSEO.

For Lite competitions, IANSEO provides an easy way to setup the app before a competition by creating a QR-code that contains the competition information. To generate this code, choose the menu item **Qualification, Scorecard Printout** and verify that the *Print QR Code for Ianseo ScoreKeeper Lite* option is chosen.



Choose the session, target numbers, and optionally a distance to be used when creating the scorecards. Clicking on the *Print Scores* button will generate the scorecards and a QR code unique for that target (and optionally distance). Similar options are available when creating scorecards for individual and team matches.

Target Grouping

The app supports scoring multiple targets with the same device. This reduces the number of devices needed for a competition. To configure this function, choose the menu item **Qualification, Target Grouping** and select the desired session. Enter a name for the group, click the target numbers, and then the green check mark to save the row. Repeat until all the target groups have been defined. If a single target will be scored by one device, it does not need to be defined.



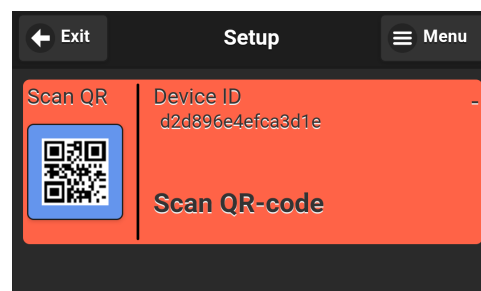
Configuring the IANSEO ScoreKeeper App

Pro Setup

From the ISK menu, choose Device Management. You should see a screen which looks similar the one below. Initially, there should be no devices in the list.

Device management												
Session										Distance	End	
Qualification Round: 1										1	0	Save Cancel
<input type="checkbox"/> Show only today's matches												
Target	Authorization Request	Tournament	Device Code	Device ID	Online	Device Status	Force new Status	Battery	IP Address	Last Seen	Remove	
14		✓	a1 Ianse ScoreKeeper Pro 1.2.0 isk-test-device	isk-test-device	4	✓	✗ ? ✓ ✓	0	192.168.0.100	2017-04-04 19:43:27	Remove	
13		✓	a0 Ianse ScoreKeeper Pro 1.2.0 d2d896e4efca3d1e	d2d896e4efca3d1e	14	✓	✗ ? ✓ ✓	29	192.168.0.101	2017-04-04 19:43:17	Remove	

Start the Scorekeeper app on a device and the screen to the right should be displayed. Press the QR-code button and scan the QR-code generated in step 3. The app will contact the server and request authorization. The status should change to "Awaiting authorization" and a timer will be displayed in the upper right-hand corner of the screen. The authorization request will continuously be performed when the counter reaches 0 until the device is approved in IANSEO.



Return to the device management screen and the device should now be displayed on a row of its own. The device can be verified by comparing the Device ID on the app screen with the value in the Device ID column. The device should have a red exclamation mark icon in the Authorization Request column. In the target column, set the desired target # (click on it and change) and then press the red icon in the Tournament column to authorize this device. The icon will change to a green check and the device status icon will change to a red X. Click on the yellow question mark icon in the Device Status column; status will change to a question mark. The status on the device should change to "Awaiting configuration" and the background should be yellow.

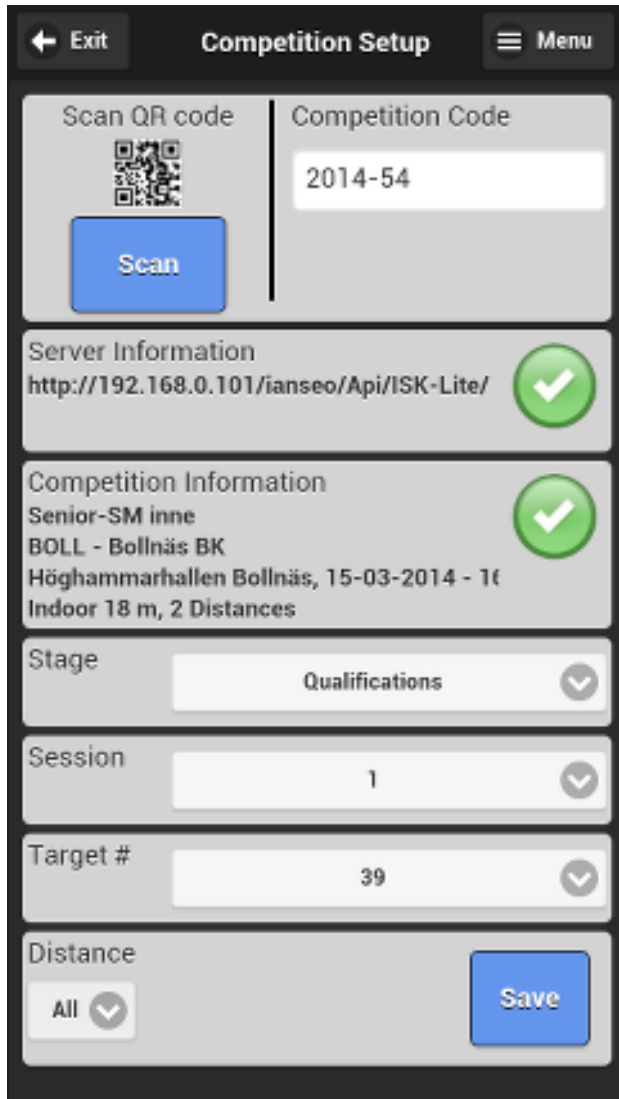
Perform the above steps for each device to be used. Once done, the devices are ready to receive the configuration. Each device will get a short device id (e.g. a0, a1) which is shown in the header bar of the device and in the device management screen. This allows for easier identification of individual devices.

To send the configuration to all the devices, choose the correct round, distance #, and end #. Press the Save button. The status column for the devices should change to a yellow question mark icon (if not already). The devices will soon retrieve the updated configuration; they check every 30 seconds for updated configuration. The column *Online* shows the number of seconds since IANSEO had contact with the device. When the device has received the configuration, the status icon will change to a grey icon with check. Once the configuration has been set on the device and confirmed by the device, the icon will change to green. The device is now ready for scoring.

Lite Setup

There are two ways to configure the app for a Lite competition — automatically by scanning a QR code or manually. Scanning a QR code is by far the easiest. Once the app is started, click the Scan QR button and scan the QR code on the scorecard. If all the information in the QR code is correct, a screen similar to the one below will be shown. If the distance has also been included in the QR code you will only need to press the Save button to continue.

The exact contents of the setup screen will vary slightly depending on the type of competition and what the current stage of the competition is.

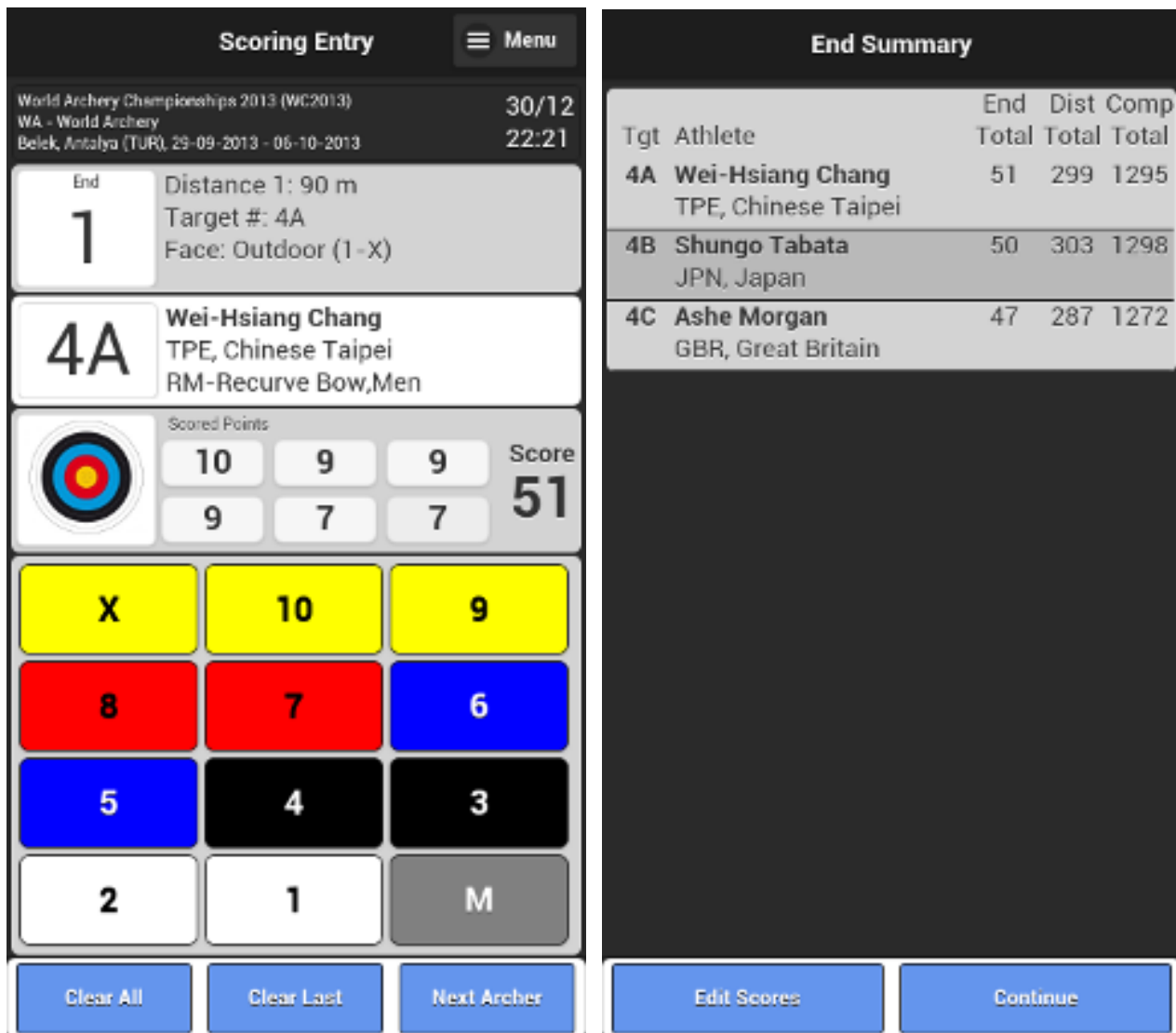


It is possible to configure the app manually by pressing the Menu button in the upper right corner and choosing *Manual Entry* instead of scanning the QR code. This will allow manual entry of the url and the competition code. Note that manual entry of the url will require technical knowledge of the IANSEO computer installation and setup.

Clicking on the menu button in the upper right corner of the screen will display a menu of items including manual setup, changing languages, and updating of languages.

Scoring

The scoring entry screen is the main screen of the app and will be the one most used by the archers. This screen is the same for Lite and Pro competitions. After setup, a screen similar to the one below will be displayed. The appearance may differ slightly depending on the archery discipline (target/field/3D) and the type of mobile device used. Information regarding the current end, target number, archer information, and target type is clearly displayed. The arrow values are entered using the larger, colored buttons. The current arrow is highlighted in red. The command buttons at the bottom of the screen have functions to clear all arrow values, clear the last entered value, or progress to the next archer. If a single value needs to be changed, that value can be selected by clicking on it. After the last archer has been scored for the end, a summary of the end is shown. In the summary screen, it is possible to change an archer's score for the current end by clicking on the archer's name.

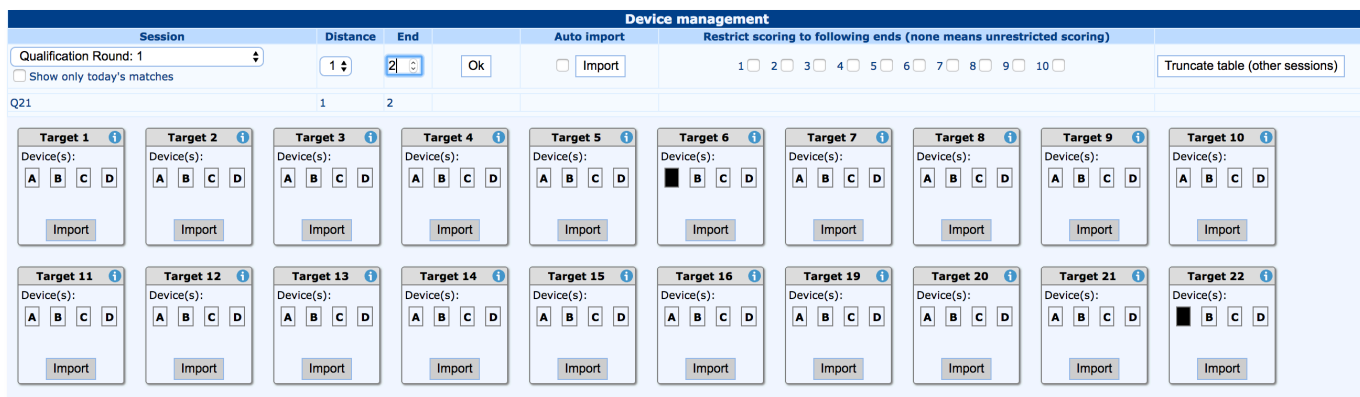


Clicking on the menu button in the upper right corner of the screen will display a menu of items including an electronic scorecard, a help screen, app information and the possibility to return to the setup screen.

Results Handling in IANSEO

In addition to Device Management, Pro competitions now have special functions in IANSEO to provide real-time status of each device and archer scoring. Before scoring begins, click on the *ISK, Results* menu item. A suggestion is to open this in a separate tab so you can quickly jump back and forth between Device Management and Results if needed.

The Results screen should look similar to the image below. Each target is shown separately with the individual squares for each archer. As the archers score the arrows, the color of the title and squares will change automatically. A legend showing the colors and their meanings is shown below the target list. Clicking on the "i" (info) icon will bring up a list of the archers on the target; during scoring, the arrow values will be shown next to each archer. The arrows values can be Removed or Imported by clicking on the buttons.



Once the archers have finished scoring, the squares should be yellowish in color. This means the arrows are in a temporary table and not in the official results table. Each individual target can be imported manually, if desired, or all targets can be imported at the same type by clicking the Import button in the Auto Import column. This manual process can be eliminated by checking the box next to the Auto Import button

When all the targets have finished scoring and the results imported, you can move to the next end by changing the value in the end field. This will display the scoring status for that end.

Note: Scorekeeper Pro has an offline cache to save arrow values if the WiFi connection should be interrupted. If this happens, the background of the target# in the app will change to red. Once the connection is restored, the cached arrow values will be sent to IANSEO when the app checks for an updated configuration (currently every 30 seconds). The background will change from red to white once connection has been restored. If you believe that the connection has been restored but the color does not change, tap the target number and it will change to green; the correct status will be updated during the next check (i.e. will change to red or white again).

Troubleshooting

Pro Setup: I've scanned the QR code but it still says "Awaiting authorization" in the app. What's wrong?

This is a configuration problem. Check the following:

- Your device is displayed in the Device Management screen and has a green check in the Tournament column.
- Make sure the device has an assigned target and that target has archers.
- A session and distance have been chosen and saved.
- If all of the above is correct, click the yellow question mark in the force new status column to refresh the device configuration.

Setup: I'm getting the error "Could not verify that the competition computer exists..." when scanning the QR Code. What's wrong?

This is a communications problem. Check the following:

- Is your mobile device connected to WiFi?
- Is your IANSEO computer connected to WiFi?
- Are both the mobile device and IANSEO connected to same WiFi network?
- Is the current ip-address of the IANSEO computer correctly entered in the competition settings?
- Is the competition information (especially ip-address) in the QR code the same as the current settings?

Setup: I'm getting the error "Could not save the athlete information... No target types found..." when scanning the QR Code. What's wrong?

This is a configuration problem. Check the following:

- Are the target types configured for all divisions/classes that are shooting in the competition?

Setup: I'm getting the error "Could not save the athlete information... No distances found..." when scanning the QR Code. What's wrong?

This is a configuration problem. Check the following:

- Are the distances configured for the competition?

Scoring: I'm getting an error "Could not retrieve the scores for the end..." or "Could not save the arrow value...". What's wrong?

This is a communications problem. If the error message under the above text says "Error HTTP status..." or contains the texts "timeout"/"404" this indicates that the lanseo computer cannot be reached. Check that the WiFi connection is active and working properly. Also check that the mobile device is in range of the WiFi router.

Important Information

lanseo and the lanseo ScoreKeeper App are provided "as-is" without any form of liability, implicit or explicit. Any use at your own risk.

lanseo is a flexible, highly-configurable system so we strongly recommend that you test the app with your competition after you have finished the configuration, and before you start your competition.