

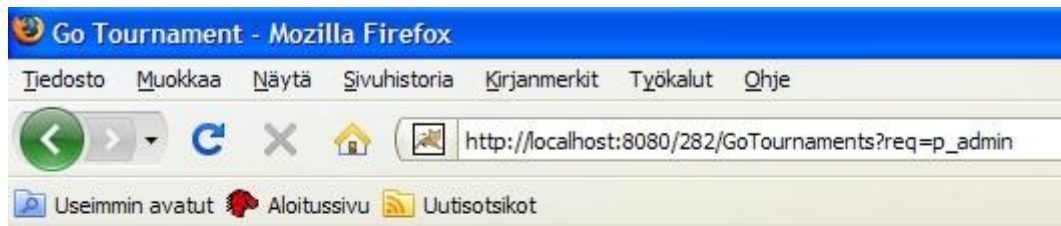
# User manual for the YliGo tournament management system

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## 1. Logging in to the system



[Main page](#)

**You need to log in to view this page**

Enter admin password:

You have to give the administrator (admin) password in order to log in to the system. Type the password and press the **log in** button in order to continue to the next screen.



**Main page:** this link will return you to this page.

**Log out:** will log you out of the system.

**Create new tournament:** this link will allow you to new add tournaments.

[Main page](#)[Log out](#)

## Create tournament

Name

Base fee

Default country

Start date

Free HTML

[Add discount](#)**Discount Amount Is dominant Remove**[Create](#)

## 2. Creating a tournament

**Name:** Give a name for the tournament

**Base fee:** The base fee of the tournament. All discounts will be calculated from this amount.

**Default country:** The default country of this tournament. This will be the default for every player registration in this particular tournament.

**Start date:** When the tournament is held. The format must be dd.mm.yyyy

**Free HTML:** You can add your own HTML code into this field. Eg. additional text.

**Add discount:** Will create new discount field. Explained in more detail below.

**Create:** Will create the tournament.

**Add discount** button will create the discount fields where a new discount can be entered.

Pressing this button again will create another field. You can add as many discounts as you want. When you have given all the information press the create button so that the tournament will be created.

If the **Is dominant** check box is used the discount will be made dominant, which means that it will be the only discount used for a person, if this discount is checked for a person in the registration page.

The field can be left empty, if the add discount button is accidentally pressed. You can edit the tournament later through the edit button on the main page if you wish.

### 3. Managing tournaments

[Main page](#)

[Log out](#)

#### Upcoming tournaments

Name	File	Actions					
EtuPotku	tournament_0.xml	<a href="#">Registration</a>	<a href="#">Edit</a>	<a href="#">Import</a>	<a href="#">Export</a>	<a href="#">Log</a>	<a href="#">Delete</a>

[Create new tournament](#)

We have created a tournament called EtuPotku. The tournament data has been saved into tournament\_0.xml file. This file is located in the Data folder of the project.

**Registration:** You can enter new player registrations or edit old ones. See chapter 3.1 for more details.

**Edit:** You can edit the tournament data. See chapter 2 for more information.

**Import:** Will open a new page with the wiki import box. You can copy/paste information from the current wiki system. When completed, press import.

**Export:** Will print the player information in the McMahon format. This information can be copy/pasted into a text file which can be imported into McMahon.

**Log:** Will display information when the tournament has been modified. Eg. a new player added.

**Delete:** Will delete the whole tournament. This will also delete the tournament file.

### 3.1 Player registration

New player registration will be typed into the name fields. While typing, the preregistered and already registered players will be searched for a match. The probable matches will be displayed on the top half of the page. If no match is found, type all the required information and press **add**. This will display the player in the entries. These entries can be edited later.

[Main page](#)

Log out

#### Entry registration

Pre-entries (0)

Last name	First name	Rank	Club	Actions
-----------	------------	------	------	---------

Last name

First name

Rank

Club

Country

Total fee

Paid

Opiskelija ☐ 10

Register

Total income: 0 / 0

Entries (0)

Last name	First name	Rank	Club	Country	Total fee	Paid	Discounts	Actions
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**Last name:** Input the family name of the player.

**First name:** Input the first name of the player.

**Rank:** Select the correct rank of the player from the drop down menu.

**Club:** The club of the player.

**Country:** Select the country from the dropdown menu. The program will offer the default country, selected when the tournament was created.

**Total fee:** This fee will change if the discount check buttons are selected.

**Paid:** How much the player has paid.

**Register:** Will add the player to the entries list.

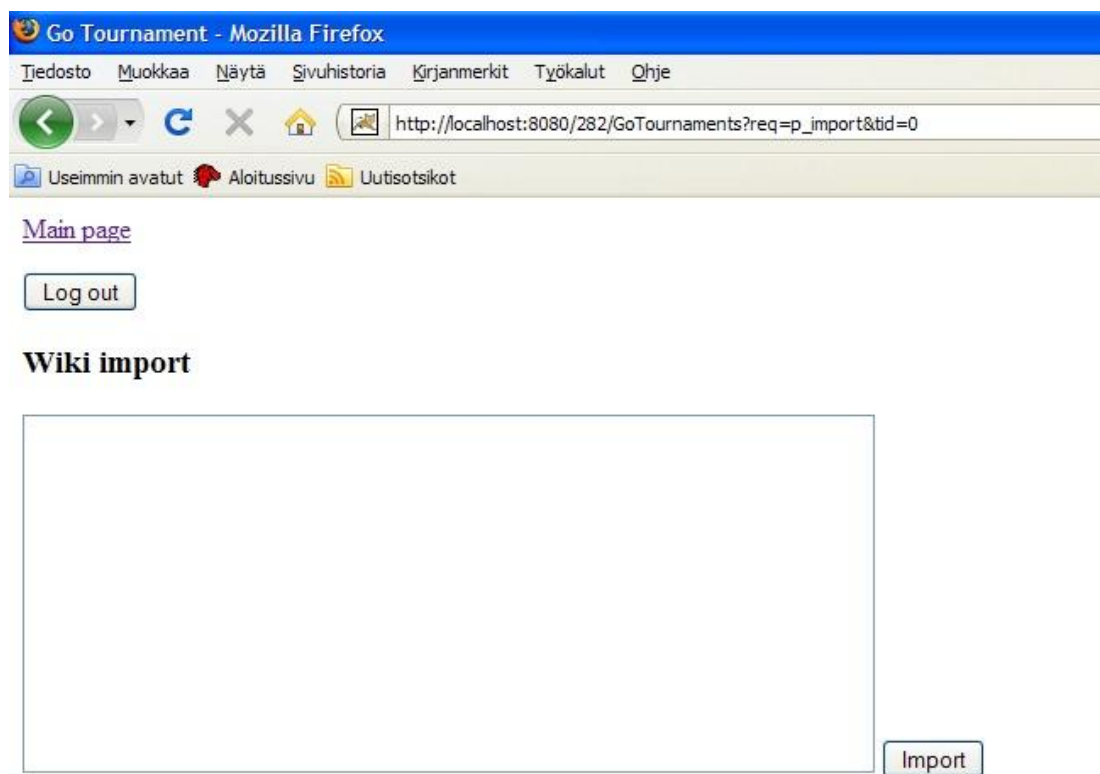
**Total income:** Will display all paid/all total fees.

Possible discounts, which were created in the tournament creation page, will be shown under the paid field.

The registered person will be displayed under entries. The number after entries will show the current number of players registered.

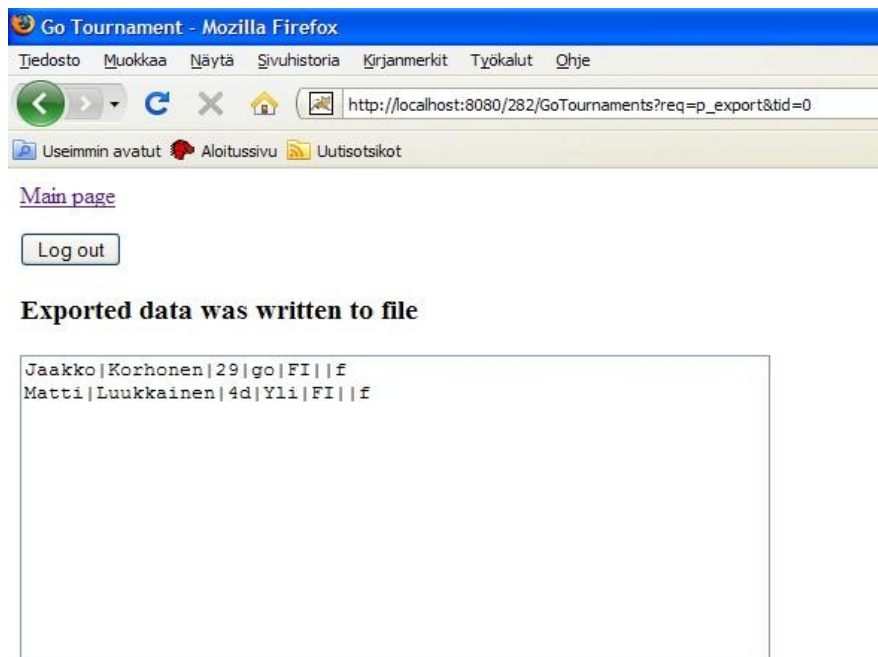
The Pre-entries list shows the players which have used the pre-entry form. This form must be imported to the system for it to appear here. See section 3.2 for more information.

## 3.2 Wiki-import



Copy/paste the information from of the players from the current wiki registration system and press **import**. This will add the players to the tournament.

### 3.3 Export to pairing software



Export data will display the registered players in the McMahon format. This data will be saved in to the pub folder and it will be like: tournament\_x.txt. This file can then be imported into McMahon through McMahon's interface. This data can also be copy/pasted from this screen to a text editor and saved, if the exported file becomes corrupted.