



SeeYou Competition Help

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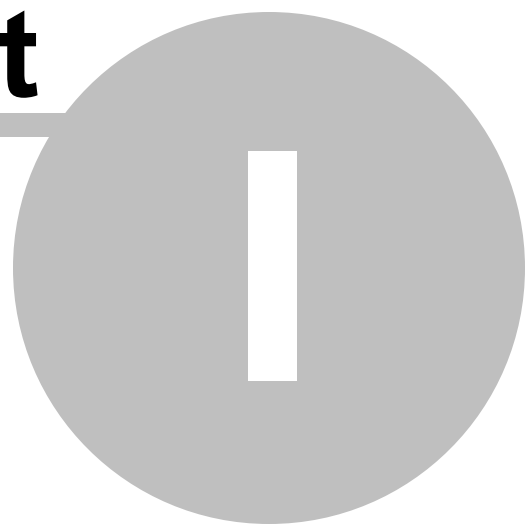
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Part



1 Introduction

1.1 What is SeeYou Competition?

SeeYou Competition is a stand-alone Contest managing software solution for gliding contests worldwide. It may score sailplane as well as paraglider and hang glider competitions.

It features

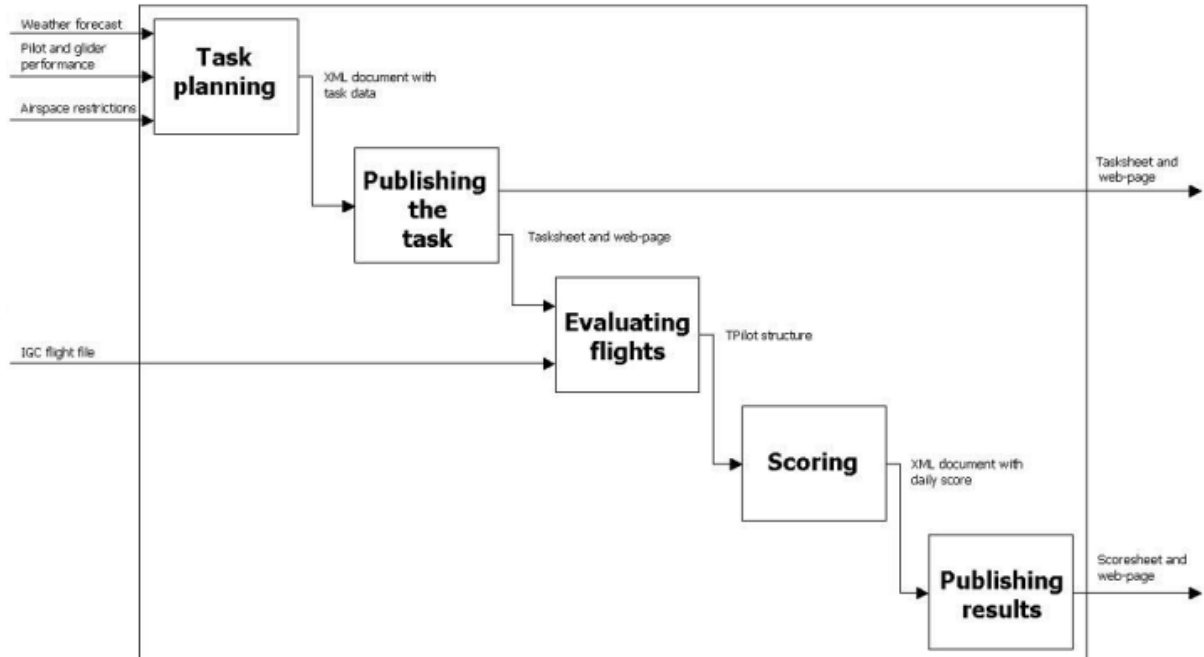
- Task planning
- Downloading the flight recorders
- Automatic evaluation of the contest flights
- Printing of the results
- Publishing results on the web

All in one software package.

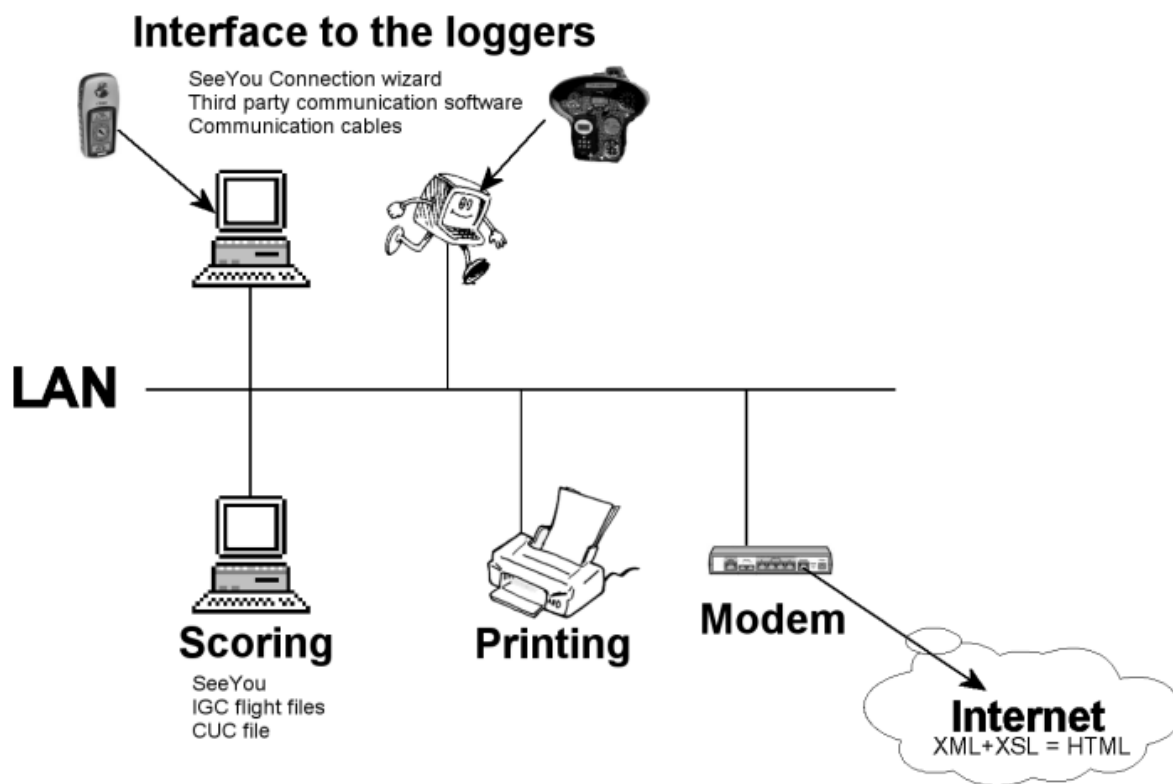


1.2 How does it work?

This is the information flow in SeeYou Competition:



This is how you can design an advanced competition network:



1.3 Basic requirements

What you need to run a contest with SeeYou Competition module:

- The newest version of SeeYou
- Internet Explorer version 6.0

Using SeeYou Competition module is free for competition organization in exchange for a SeeYou banner at the competition site and the website.

SeeYou can be downloaded from

<http://www.seeyou.si/>

Internet Explorer is available from

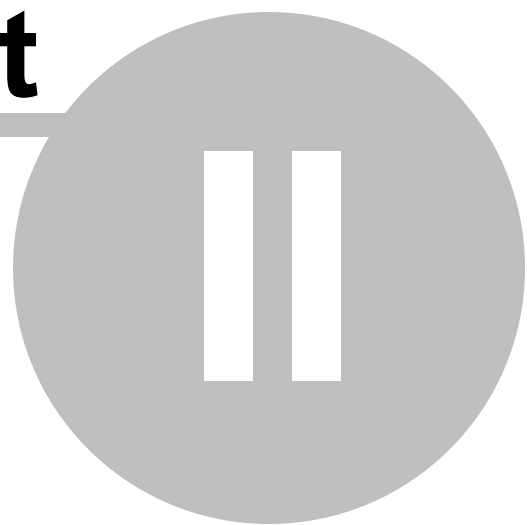
<http://www.microsoft.com/ie/>

1.4 What is Soaring Spot?

The core functionality of Soaring Spot (<http://www.SoaringSpot.com/>) allows you to **manage gliding competitions online**. If you are trying to organize a competition you don't need to worry about how you are going to upload results to the internet or where you are going to publish news about your competition. Soaring Spot is the way to go as there is more than enough features there to cover basic and advanced needs you may have as competition manager.

[Read more about how to setup Soaring Spot account for your competition.](#)

Part



2 Before the Contest

2.1 Checklist

Before you start a competition think about how you are going to manage these required items:

- List of competitors
- List of unique identifiers for the loggers
- Do you have the software for downloading flight files from all loggers in the competition?
- Where are you going to save the IGC files?
- Which tasks are going to be flown in the competition?
- Are you able to setup each one of them?
- Which Scoring scripts do you need?
- Do you need a script for total results?
- What starting method will be used? Can you set it up?
- How will you publish the results?
- Are XSL files setup for your competition?
- Is your Soairng Spot account setup?

2.2 CUC file overview

CUC file is the main thing in SeeYou Competition.

It stores the general preferences of the contest, pilot data, start points, scoring scripts and day performance data for each pilot for each contest day. The data organized in these chapters:

[Options]

Under this keyword, general preferences of the contest are stored. Things like Contest title, competition class etc. Most of these settings are arranged through [Edit->Contest properties](#).

[SearchPath]

A list of folders, one line each are listed here. When SeeYou Competition is searching for flights that need to be scored, it will browse through these folders. Note that the paths can be relative "flights\day1\", absolute "c:\flights\day2\" or network ones "\\scoring_computer\flights\day3\".

The user interface will let you enter this data through [Edit->Contest properties->Flight search folders](#).

[Pilots]

Each pilot is represented with one line in this section of the CUC file. The data is entered through [Edit->Add Pilot](#).

[TotalScript]

If you wish to calculate total points in any other way than just adding up all daily points, write a script doing just that.

[Script0]

This is the essential part of calculating the Points for each day performance. While SeeYou calculates day performance data like start time, finish time, marking distance, speed etc., the script will assign points to each day performance with regards to what other pilots have done.

A single CUC file can contain several scoring scripts, each separated by the keyword [ScriptX] where X must be a consecutive and unique number. Examples: [Script0] [Script1] [Script2] [Script3] etc.

You can either use [an existing script](#) or [write your own script](#) for your special purpose.

[Starts]

In case of using the Multiple start option in the contest, each available start point should be listed here. One line each. Format is the same as the C-record in an IGC file, just omitting the C.

The start points can be entered through [Edit->Contest properties->Start points](#).

[Day1] [Day2] [Day3] [Day4] [Day5] [Day6] ...

Each contest day is stored in one of these sections.

The data stored in each [DayX] comes from the declared task, as return from the scoring script, from day properties dialog etc. They are explained in different sections of this help file.

See also:

[Preparing the CUC file with an existing script](#)

[Preparing the CUC file by writing own script](#)

[Contest properties](#)

[Entering pilots](#)

2.3 Preparing the CUC file by using an existing script

SeeYou will calculate the day performance items like Marking Distance, speed, start and finish times etc. It is the responsibility of the script to determine how many POINTS are awarded for the achieved performance.

To start a new contest or contest class, you have to make an empty text file first. The naming convention is "class_name.cuc" where CUC extension is required and is also associated to SeeYou by default. One of the ways to create an empty text file is to open Notepad and select Save As... then give it a name "class_name.cuc".

There are several scripts available from the SeeYou Competition website:

<http://www.naviter.si/products/seeyou-competition.php?Itemid=63>

You can browse through the forum to find the script that does exactly what you want it to. After you have found it, copy its content to the previously created "class_name.cuc" file. It must start with

```
Program Scoring_Script_Name;  
begin  
... // Your script here  
end.
```

A script is added through [Edit->Contest Properties->Scoring Scripts](#). Script can also be edited there.

2.4 Preparing the CUC by writing own scripts

Scripts for daily results

SeeYou will calculate the day performance items like Marking Distance, speed, start and finish times etc. It is the responsibility of the script to determine how many POINTS are awarded for the achieved performance.

To start a new contest or contest class, you have to make an empty text file first. The naming convention is "class_name.cuc" where CUC extension is required and is also associated to SeeYou by default. One of

the ways to create an empty text file is to open Notepad and select Save As... then give it a name "class_name.cuc".

SeeYou Competition scripts are implemented using the Innerfuse Pascal Scripts (<http://www.carlo-kok.com>). They are very basic Pascal routines with some exceptions. Please consult the [Competition Support forum](#) for those.

You can either write SeeYou in [Edit->Contest properties->Scoring scripts](#) or in Notepad or any other Text editor of your choice. It is important to keep the general structure of the script:

```
[Script0]
Program Scoring_Script_Name;
begin
... // Your script here
end.
```

and to number the scripts sequentially:

```
[Script0]
...

[Script1]
...

[Script2]
...
```

See below for available variables to the Daily Script.

Scripts for total results

You can also write a script for Total results. Procedure is the same way as for daily scripts, but the header must be [TotalScript]. See below for available variables to the Total Script.

How does it work?

A TPilots record is provided by SeeYou to the Scoring script. TPilots record and a couple other fields determine all the information required to calculate the scoring for a given contest day. This is the definition of the TPilot record:

SCRIPT FOR DAILY POINTS

Pilots[i] = record (values are Double if not indicated otherwise)

- sstart start time displayed in results sets in seconds
- sfinish finish time displayed in results sets in seconds (negative values - no finish)
- sdis distance shown in results in meters (negative values will be shown in parenthesis)
- sspeed speed shown in results in m/s (negative values will be shown in parenthesis)
- points points shown in results
- pointString: string; a string representation of points for custom output
- Hcap handicap factor as declared in pilot setup
- penalty penalty points defined in Day performance dialog
- start start time of task (-1 if no start)
- finish finish time of task (-1 if no finish)
- dis flown distance
- speed speed of finished taks (-1 if no finish, takes into account task time)
- tstart start time of task with time (-1 if no start)

- tfinish finish time of task with time
- tdis flown distance in task time
- tspeed flown distance divided by task time
- takeoff takeoff time (-1 if no takeoff)
- landing landing time (-1 if no landing)
- phototime outlanding time (-1 if no outlanding)
- isHc set to TRUE if not competing is used
- FinishAlt altitude of task finish
- DisToGoal distance between Task landing point and flight landing point
- Tag string value as defined in Day performance dialog
- Leg,LegT array of TLeg records; info about each leg, LegT for timeout calculation
- Warning: String; used to set up a user warning
- td1,td2,td3: Double; temprary variables

TLeg = record; holding leg information

- start,finish,d,crs Double; time in seconds, distance in meters, crs in radians
- td1,td2,td3 Double; variables may be used as temporary variables

other variables

info1..info2 informational strings shown on results

DayTag string value as defined in Day properties dialog

ShowMessage(s:string); use this to debug your scripts

Task = record; holding basic information about task

- TotalDis: Double; task distance in meters
- TaskTime: Integer; task time in second

SCRIPT FOR TOTAL POINTS

Pilots = record

- Total : Double; total points (default value is sum of DayPoints, not 0)
- TotalString : String; if this is not empty, total points will be shown as the string defined in this value
- DayPts : array of Double; Points from each day as calculated in daily scripts
- DayPtsString : array of String; Same functionality as TotalString

2.5 Contest Properties

You will need to go through the Contest properties once before the contest.

To see what each of the pages in Contest properties does, please read these topics:

[Contest Properties - General](#)

[Contest Properties - Task](#)

[Contest Properties - Start Points](#)

[Contest Properties - Scoring scripts](#)

[Contest Properties - Total script](#)

[Contest Properties - Warnings](#)

2.6 Entering pilots

Pilots are entered through Edit->Add Pilot menu.

You can enter the following information:

- Given name
- Last name
- Country or Club
- Birth date
- Whether the pilot flies in the competition or not (Not competing)
- Glider type
- Glider registration
- Glider Competition ID
- Glider Class
- Glider Index (Handicap)
- PilotTag (to uniquely identify a pilot in scoring scripts)
- Whether or not the glider has an engine (Pure glider)
- Unique identifier of the pilot's Flight recorder.

Loading data from an IGC file

You may choose to load some of the data above from a well prepared IGC file. If pilots submit one file from each of their flight recorders where pilot and glider data have been entered correctly this greatly reduces the amount of errors when entering pilot data. It is highly recommended to add pilot data by loading them from the IGC files.

Unique identifier of the flight recorder

It is a set of characters in the filename of the IGC file in one of the search folders (see [Contest Properties->General](#)) which links the the IGC file with the pilot unambiguously.

The standard for IGC files is:

- First three letters are the date 27a for 10th of July 2002, 2ab for 11th of October 2002
- Next four are a unique for each data logger, they represent the logger's serial number
- The last one is consecutive number of a flight on the particular date.

The unique code can be anything, it is not limited to 4 letters or anything. Do it differently if your downloading software allows you. SeeYou will look for this string in the filename. If it finds it, that is considered to be your flight.

Example given:

Filename for my flight on 11th of July 2002 would read 27bf0sr1.igc. That means that f0sr is the unique code for my flights.

But if flights are saved in another way, say 27b_AndrejKolar.igc, then the unique identifier for my flights will be _AndrejKolar.

2.7 Setting up Soaring Spot

The core functionality of Soaring Spot (<http://www.SoaringSpot.com/>) allows you to **manage gliding competitions online**. If you are trying to organize a competition you don't need to worry about how you are going to upload results to the internet or where you are going to publish news about your competition. Soaring Spot is the way to go as there is more than enough features there to cover basic and advanced needs you may have as competition manager.

There are three simple steps that you need to go through to start the competition at Soaring Spot:

1. Acquiring a competition key

needs to be done through the email address info@soaringspot.com

Send a request for Soaring Spot key and we will get back to you with key and instructions how to proceed.

2. Registering a competition at Soaring Spot

First you need to [sign in to Soaring Spot](#). Then enter the Competition key into the Competition Key form in the Manage Competition section of "MyAccount":

After that you must **fill out all the required information** including Official competition title, Short competition title, Competition begin and end date, Competition location, Country, UTC offset and Class (es) of the competition (most important). For more information on these essential elements of Soaring Spot please read the Add or Edit Competition through MyAccount chapter:

EDIT COMPETITION

Official competition title
28th World gliding championships

Short competition title = Something like 'WGC2006'
wgc2003 Allowed characters are a-z and digits 0-9

Competition begin date
2003-07-27 Format : YYYY-MM-DD

Competition end date
2003-08-10 Format : YYYY-MM-DD

Competition location
Leszno

Country
Poland

Select local time (UTC offset)
14:31 (UTC +02)

CURRENT COMPETITION CLASSES

- Standard class
- 15-meter
- 18-meter
- Open class

3. Setting up the CUC file in SeeYou Competition

you need to make sure of two operations:

1. Enter the competition key to Edit > Contest Properties > Options > Registration key

Contest properties

General Options Start points Scoring scripts Total script Warnings

Overall results after:
Selected day

Prefix comments with:
Callsign

Publish to Internet
Registration key

2. Make sure that you have selected correct class in Edit > Contest Properties > General > Class

Contest properties

General Options Start points Scoring scripts Total script Warnings



Contest title:
Državno prvenstvo v jadralnem letenju za mladince

Contest site:
Lesce

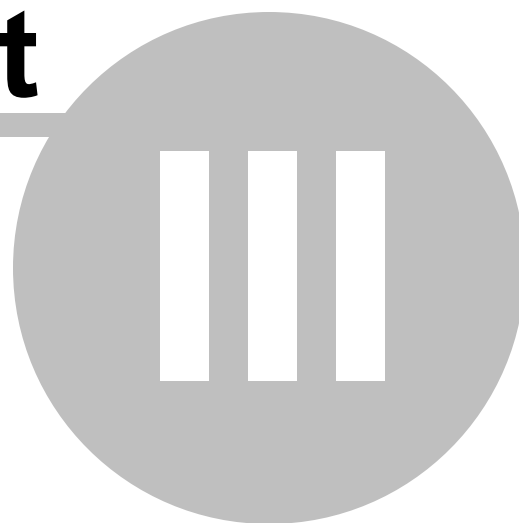
Contest period:
19. 5. 2007 27. 5. 2007

Class:
Standard

Takeoff altitude:
504m

If you have completed the Setup correctly, then all you need to do is choose Edit >  Publish to Internet (or corresponding toolbar icon ) to send competition data to Soaring Spot each time there is some news.

Part



3 Planning the task

3.1 General information

Design tasks in the Task editor (Ctrl+T).

You can design several alternatives and print the correct ones shortly before they are needed. When you are ready to score the competition day with the task, use Edit->Assign Task to copy it to the Competition file and proceed with [Auto Evaluating the flights](#).

See also:

[Racing task](#)

[Speed or Distance task with Assigned Areas](#)

[Speed or Distance task Pilot Selected](#)

Refer also to SeeYou documentation on how to design a task in SeeYou Task editor both graphically and in List view.

(seeyou.chm file must be available in the same folder as this Help file in order for the links to work)

3.2 Preparing the task

3.2.1 Racing task

Racing task is the most commonly used task in competition today. Waypoints are set and everyone flies the same route.

1. Open the Tasks widow (Ctrl+T)
2. Either in Map or List view enter the waypoints
3. Open Edit->Task Options->Options
4. Change Type to Racing
5. After the competition had started, you can enter the opening of the start gate in "No start before"
6. Uncompleted leg must be set to "calculate minimum distance to next observation zone"
7. Change values for Missed observation zones if you wish to use this feature. Set them to 0 if you don't.
8. Change page to "Observation Zones"
9. Check that start and waypoints have the correct shape

By default, SeeYou is setup to Racing task. If default Observation Zones are setup the way you will use them in competition, you will not have to change anything. Check Tools->Options->Observation Zones to set up the defaults.

See also:

[Racing task](#)

[Speed or Distance task with Assigned Areas](#)

[Speed or Distance task Pilot Selected](#)

Refer also to SeeYou documentation on how to design a task in SeeYou Task editor both graphically and in List view.

(seeyou.chm file must be available in the same folder as this Help file in order for the links to work)

3.2.2 Speed or Distance task with Assigned Areas

Assigned Areas Task is where one optimum point from each area is used to calculate the marking distance.

1. Open the Tasks widow (Ctrl+T)
2. Either in Map or List view enter the waypoints
3. Open Edit->Task Options->Options
4. Change Type to Assigned Areas Task
5. After the competition had started, you can enter the opening of the start gate in "No start before"
6. Enter the designated time for the task in "Task time"
7. Uncompleted leg should normally be set to "calculate minimum distance to next observation zone", but can be changed in your rules desire
8. IGC Annex A rules allow for the organizer to set minimum finish altitude for Distance tasks. You can enter that in "Minimum altitude"
9. Change values for Missed observation zones if you wish to use this feature. Set them to 0 if you don't
10. Change page to Observation Zones
11. Design the Observation zone for each waypoint separately

Note that Speed and Distance tasks are designed in the same way. When the task is copied to the Competition file (CUC), you must [select the correct script](#) which will compute day points according to the task selected! You can do that in Contest day properties.

See also:

[Racing task](#)

[Speed or Distance task with Assigned Areas](#)

[Speed or Distance task Pilot Selected](#)

Refer also to SeeYou documentation on how to design a task in SeeYou Task editor both graphically and in List view.

(seeyou.chm file must be available in the same folder as this Help file in order for the links to work)

3.2.3 Speed or Distance task Pilot Selected

Pilot selected task is where each pilots is allowed to fly to Waypoints from a given list in any order by not flying back to the one where he was before.

1. Open the Tasks widow (Ctrl+T)
2. Either in Map or List view enter the list of allowed waypoints
3. Open Edit->Task Options->Options
4. Change Type to Pilot selected task
5. After the competition had started, you can enter the opening of the start gate in "No start before"
6. Enter the designated time for the task in "Task time"
7. Uncompleted leg should normally be set to "calculate maximum distance from next observation zone"
8. Change values for Missed observation zones if you wish to use this feature. Set them to 0 if you don't
9. Change page to Observation Zones
10. Check that start and waypoints have the correct shape

Note that Speed and Distance tasks are designed in the same way. When the task is copied to the

Competition file (CUC), you must [select the correct script](#) which will compute day points according to the task selected! You can do that in Contest day properties.

See also:

[Racing task](#)

[Speed or Distance task with Assigned Areas](#)

[Speed or Distance task Pilot Selected](#)

Refer also to SeeYou documentation on how to design a task in SeeYou Task editor both graphically and in List view.

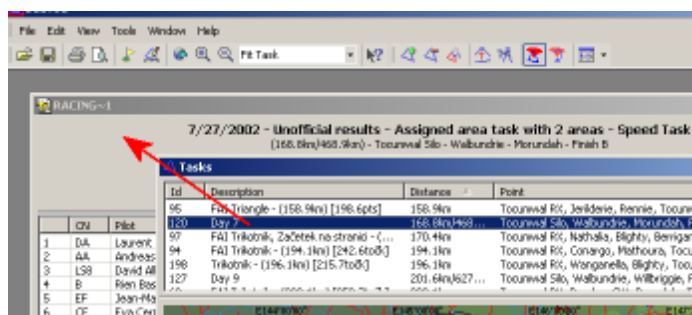
(seeyou.chm file must be available in the same folder as this Help file in order for the links to work)

3.3 Assigning task to Contest day

After you have designed tasks and alternative tasks in the SeeYou's own Task editor, you have to assign the task to the Contest day.

You can do this by choosing Edit > Assign Task from the main menu. Double click on a task to close the dialog. This way the task for a particular day is selected or changed.

Alternatively you can drag and drop the task from the upper part of the Tasks window (where all tasks are listed). You should drop it into the upper part of the Contest window (where there is information about the task), observe the Icon to see where to drop it.



See also:

[Racing task](#)

[Speed or Distance task with Assigned Areas](#)

[Speed or Distance task Pilot Selected](#)

3.4 Contest day Properties

You will need to change at least date and Scoring script each day.

To see all about what is available, please read these topics:

[Day Properties - General](#)

[Day Properties - Task](#)

[Day Properties - Start Points](#)

[Day Properties - Observation Zone](#)

[Day Properties - Task Options](#)

[Day Properties - Warnings](#)

[Day Properties - Notes](#)

3.5 Task type

There are several task types available in SeeYou.

These files are currently supported:

- **Racing task** (previously Assigned speed task or AST)
- **Speed task** or **Distance task with Assigned Areas** (previously TDT/AA or DST/AA)
- **Speed task** or **Distance task - Pilot Selected** (previously TDT/TP and DST/TP)

Task type can be setup in Contest day properties under Options.

(seeyou.chm file must be available in the same folder as this Help file in order for the links to work)

Part

IV

4 Publishing the task

4.1 Printing the Task sheets

Printing the Task sheets is a SeeYou function. Please refer to SeeYou documentation on Printing tasks.

(seeyou.chm file must be available in the same folder as this Help file in order for the links to work)

See also

[Printing the Score sheets](#)

[Saving results as HTML web page](#)

[Saving the Task as HTML web page](#)

4.2 Saving the Task as HTML web page

Saving the Task sheet as HTML web page is a function unique to SeeYou Competition.

When in SeeYou Competition you need to select the appropriate Contest day. Then continue to File->Save As..., select "HTML Web page" as Save as type and give it a unique name.

Three HTML files and one JPG are saved each time:

YMD_your_file_name.htm as **Day results**

YMD_your_file_name_TOT.htm as **Total results**

YMD_your_file_name_TSK.htm as **Task sheet**

YMD_your_file_name_TSK.jpg is the picture of the task. It's preferences are the same as what you see when you look at the task in SeeYou Tasks window.

The web page is created using the **task.xsl** which is an XML Style Sheet. You can learn more about Style sheets by visiting <http://www.w3schools.com/xsl/>

See also



[Printing the Score sheets](#)

[Saving results as HTML web page](#)

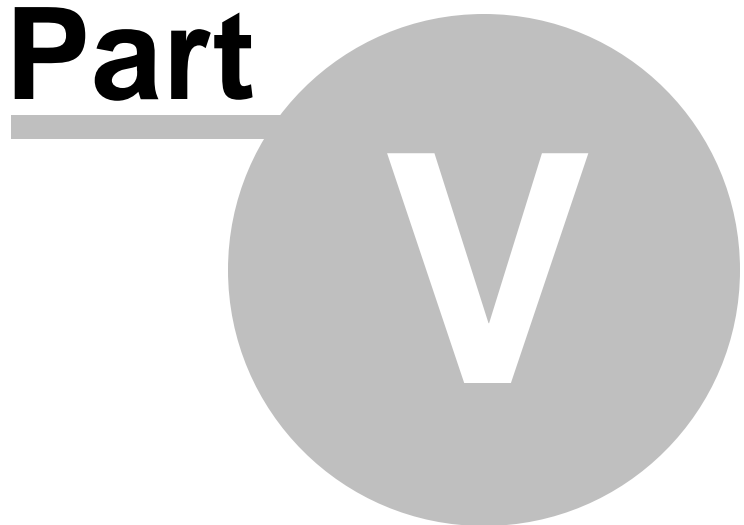
[Printing the Task sheets](#)

4.3 Publishing to Soaring Spot

If you have [completed the Setup](#) correctly, then all you need to do is choose

Edit >  Publish to Internet (or corresponding toolbar icon )

Part



5 Downloading flights

5.1 Downloading with SeeYou

Please refer to SeeYou documentation on how to use this feature.
(seeyou.chm file must be available in the same folder as this Help file in order for the links to work)

During the download, you can determine where the flights are to be stored. This folder can either be local folder or a network one.

SeeYou Competition is perfectly scalable. You don't have to perform all tasks on a single computer. You can work on a network where there is at least one computer for scoring (but not more than one per class) plus as many as you need for downloading flights. It is important to download into a folder, which is being scanned by the Auto Evaluate feature. These folders are setup through [Contest properties - General - Flight search folders](#)

See also
[How does CUC work](#)

5.2 Downloading with third party software

You may use any software for downloading flights from the loggers.

Example given, for the loggers not supported by SeeYou directly or for any other reason you can think of. The only important thing is to store the flights to a folder which is being scanned by the Auto Evaluation feature.

SeeYou Competition is perfectly scalable. You don't have to perform all tasks on a single computer. You can work on a network where there is at least one computer for scoring (but not more than one per class) plus as many as you need for downloading flights. It is important to download into a folder, which is being scanned by the Auto Evaluate feature. These folders are setup through [Contest properties - General - Flight search folders](#)

See also
[How does CUC work](#)

Part

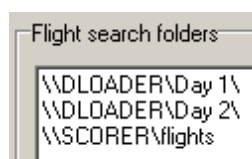
VI

6 Scoring the flights

6.1 Search folders

Flight search folders are defined in [Contest properties - General](#). They can either be local or network folders. It is advisable to [download flights](#) directly into these folders to avoid copying files or missing some of them.

Auto Evaluate feature searches (only) these folders for competition flights.



6.2 Auto Evaluate flights

Auto evaluate feature will search for one flight for each competitor for the selected contest day. It will loop through all competitors, but will not change anything if the competitor was evaluated before.



When pressed, the Auto evaluate feature continuously scans the Search folders for new flights. Once found, the day's task is copied to the flight, disregarding its declared task, start time, distance and speed and warnings are calculated and stored as Day Performance.

The calculated data (Day Performance) can be edited through the [Day Performance](#) dialog.

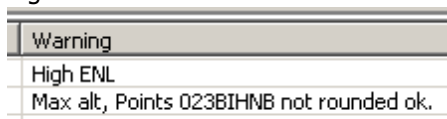
See also

[Edit->Contest properties->Flight search folders](#)

6.3 Handling warnings

SeeYou checks these parameters to issue warnings:

- Missed observation zones
- Entering airspace
- High ENL
- Maximum altitude
- Maximum and minimum Finish altitude
- Time required below start altitude before starting
- Maximum start groundspeed
- Maximum recording interval
- If the flight file was started in flight



The purpose of Warnings is for the Scorer to be warned about possible irregularities during the flight, take a closer look at the problem and then decide whether or not an action is required. Warnings do not show up in results or score sheets.

A warning can be created in the script. It is called User warning and is also displayed in the "Warnings" column.

See also

[Changing the results manually](#)

6.4 Changing the results manually

[Auto evaluate](#) feature will automatically calculate all required data. However, on some occasions, manual editing is required.

Anything calculated automatically by Auto evaluate, can be corrected through the Day Performance dialog. Day performance dialog is also accessible by double clicking on a pilot's line in the Contest window. Values in brackets are variable names for these items in the script.

Flight file

Use the Open icon to change the IGC flight file which is evaluated. This is necessary if a pilot delivers the second logger for example. If the pilot uses several loggers, all delivered files are listed here and the first one is used. To change it, select the other file, then press Recalculate.

Tag (Pilots[i].Tag)

Use the Tag feature to pass any kind of a string to the script. How to use it is down to your imagination.

Flight scored manually checkbox lets the program know that Soaring begin, Soaring end or other parameters were edited manually. Flight will not be recalculated after a full reset of the results to keep the entered values.

Soaring begin

Determines the time from which the pilot's performance is calculated

Soaring end

If you wish to score a pilot to a certain point other than his landing (like entering forbidden airspace e. g.), type the time until which you wish to score the flight.

Setting soaring begin and soaring end is similar to setting markers in SeeYou.

Reset

This will turn all data from a pilot to 0. It will delete the automatically evaluated data and whatever was changed.

Recalculate

will run the [auto evaluate](#) feature for the selected flight again.

Take off (Pilots[i].takeoff)

Determines whether or not a pilot took off. In most scripts this affects the number of competitors with a competition launch on that day. Set it to 00:00:00 if you wish to say, the pilot did not fly. Or set it to something (10:00:00 e.g.) if you wish to tell the script the pilot flew on a given day.

Start (Pilots[i].sstart)

Determines the time of crossing the start line.

Finish (Pilots[i].sfinish)

Determines the time of crossing the finish line.

Speed (Pilots[i].sspeed)

Is a calculated value as a ratio between Distance and (Finish time-Start time)

Distance (Pilots[i].sdis)

Determines the scoring distance for the flight.

Penalty (Pilots[i].penalty)

The scorer can enter penalty points. How they are deducted depends on the implementation in the script.

Points (Pilots[i].points)

They are returned from the script. However, if you wish, you can enter whatever number in here.

Comments

This field is supposed for comments about the flight or pilot to be printed in results.

Start Points

In the case of using multiple start points in competition this item tells the program which start points are allowed for a pilot on a given day.

Day performance

Pilot
Andrej KOLAR - 6/17/2004 (f0sr)

46H\46H_A9.igc Browse

Performance

☒ Flight already evaluated

Soaring begin: 11:57:23 Soaring end: 16:11:23 Reset Recalculate

☒ Take off ☒ Start ☒ Finish

11:53:43 12:50:43 16:06:30

Speed: 77.95km/h Distance: 254.35km Penalty: 0 ☐ Points: 869

Comments

Tag:

Start points

☒ A1 EMMERE ☒ A5 HIMBER
☒ A2 REGINA ☒ A6 STIXENS
☒ A3 ST EGYC ☒ A7 PRIGGL
☒ A4 GOLFPL ☒ A8 TERNIT

View Flight OK Cancel

Part

VII

7 Publishing results

7.1 Printing the Score sheets

Printing Score sheets is an essential part of terminating work with a particular Contest day.

Printing daily results

You need to focus on the contest window and select a contest day.

Printing overall results

You need to focus on the contest window and select Pilot list instead of a contest day.

Preparing the page is equal to both possibilities, although different items are remembered respectively.

Go to File->Page Setup where you can setup how the page is printed. The General page is the same as in SeeYou (seeyou.chm file must be available in the same folder as this Help file in order for this link to work)

Under the Contest tab, you can select which fields you want to print and in which order their columns will be printed.

See also

[Saving results as HTML web page](#)

[Printing the Task sheets](#)

[Saving the Task as HTML web page](#)

7.2 Saving the results as HTML web page

Saving the results as HTML web page is a function unique to SeeYou Competition.

When in SeeYou Competition you need to select the appropriate Contest day. Then continue to File->Save As..., select "HTML Web page" as Save as type and give it a unique name.

Three HTML files and one JPG are saved each time:

YMD_your_file_name.htm as **Day results**

YMD_your_file_name_TOT.htm as **Total results**

YMD_your_file_name_TSK.htm as **Task sheet**

YMD_your_file_name_TSK.jpg is the picture of the task. It's preferences are the same as what you see when you look at the task in SeeYou Tasks window.

The web pages are created using the **daily.xsl**, **total.xsl**, **ttotal.xsl** and **task.xsl** which is an XML Style Sheet. You can learn more about Style sheets by visiting <http://www.w3schools.com/xsl/>



See also

[Printing the Score sheets](#)

[Printing the Task sheets](#)

[Saving the Task as HTML web page](#)

7.3 Publishing to Soaring Spot

If you have [completed the Setup](#) correctly, then all you need to do is choose
Edit >  Publish to Internet (or corresponding toolbar icon )

Part



8 Contest Menu & Toolbar

8.1 Edit

8.1.1 Go to Location

Please refer to SeeYou documentation on how to use this function.

(seeyou.chm file must be available in the same folder as this Help file in order for the links to work)

8.1.2 Edit Pilot

The Edit Pilot dialog allows you to enter all required Pilot data into SeeYou Competition. The data consists of

Pilot data

- Given name
- Surname
- Contry or club he/she is representing at the contest
- Birth date
- Whether or not he is competing as a regular competitor or outside the competition, as a guest (not competing)
- PilotTag (to distinguish between pilots in the scripts)

Glider data

- Type
- Registration
- Competition ID
- Class (enter anything you wish here)
- Index/Handicap of a glider
- Whether or not this glider has an engine (pure glider)

Flight recorder

- Unique identifier of the pilot's logger(s). It is a comma separated list of unique identifiers. How to use this field is thoroughly explained in the chapter [Entering pilots](#)

See also

[Entering pilots](#)

[Add pilot](#)

[Remove pilot](#)



8.1.3 Add Pilot

A new pilot is added to the database.

See [Edit Pilot](#) menu option to learn more about what to enter and where to enter the data.

See also

[Entering pilots](#)

[Edit pilot](#)

[Remove pilot](#)

8.1.4 Remove Pilot

Using this option removes the selected pilot from the database.

See also

[Entering pilots](#)

[Edit pilot](#)

[Add pilot](#)

8.1.5 Day properties

See these topics for all explanations:

[Day Properties - General](#)

[Day Properties - Task](#)

[Day Properties - Start Points](#)

[Day Properties - Observation Zone](#)

[Day Properties - Task Options](#)

8.1.5.1 General

Contest Day Date

This value determines the date of the contest day. It is crucial because it also determines the first three letters in an IGC filename which will be sought for in Auto Evaluate mode when evaluating contest flights.

QNH:

Flight recorders are supposed to record pressure altitudes based on 1013.25hPa datum. This is however not a requirement in the calibration process. The standard even does not give any tolerance of the altitude error. For this reason it is important that QNH for any given day is entered. This will reset all flight recorders to a common datum and it will thus show uniform Flight Level altitudes for all competing gliders. It is also important that this figure is displayed on task sheets so pilots can adapt their flight computers accordingly.

Takeoff altitude:

This value determines the QNH altitude to which all flights are referenced. If left at 0m, program will use the Takeoff altitude setting from [Contest properties](#) instead. If no value is entered in Contest properties, then no calibration takes place, flights are evaluated as QNE.

Day status

You can set the status of the results on any given Contest day. You can change anything in the preliminary results, less when they become unofficial and nothing when they are official.

A day can also be in the state Practice day or Day canceled.

Scoring Script:

Scoring script determines which script will receive the results of Auto evaluation of the flights. It does NOT determine which type of task was flown. [Task type](#) setting in the [Task Options](#) defines that.

Maximum altitude:

You can define a maximum altitude allowed on any given day. If a flight crosses this height, SeeYou Competition issues a warning.

Tag:

You can use this string value (passed to the script as DayTag) to send any relevant data to the script if they are not covered by the user interface of SeeYou Competition.

Footnote:

This string information is printed at the bottom of each results page.

See also:

[Day properties - Task](#)

[Day properties - Start points](#)

[Day properties - Observation zones](#)

[Day properties - Task options](#)

[Day properties - Warnings](#)

8.1.5.2 Task

Please refer to the SeeYou documentation on the Task Page option.

(seeyou.chm file must be available in the same folder as this Help file in order for the links to work)

See also:

[Planning the Task - General information](#)

[Day properties - General](#)

[Day properties - Start points](#)

[Day properties - Observation zones](#)

[Day properties - Task options](#)

[Day properties - Warnings](#)

8.1.5.3 Start points

A list of start points for a give contest day is available here.

The master list is available in the [Contest properties - Start points](#) and can be changed here if there is any specifics for the contest day.

If the **Use multiple starts** checkbox is NOT checked, then a single start points with its sector is assumed.

See also:

[Day properties - General](#)

[Day properties - Task](#)

[Day properties - Observation zones](#)

[Day properties - Task options](#)

[Day properties - Warnings](#)

8.1.5.4 Observation Zone

Please refer to SeeYou documentation on how to use this feature.

(seeyou.chm file must be available in the same folder as this Help file in order for the links to work)

See also:

[Day properties - General](#)

[Day properties - Task](#)

[Day properties - Start points](#)

[Day properties - Task options](#)

[Day properties - Warnings](#)

8.1.5.5 Task Options

Please refer to SeeYou documentation on how to use this feature.

(seeyou.chm file must be available in the same folder as this Help file in order for the links to work)

There is a separate chapter on [Task type](#) available in this help file.

See also:

[Planning the Task - General information](#)

[Day properties - General](#)

[Day properties - Task](#)

[Day properties - Start points](#)

[Day properties - Observation zones](#)

[Day properties - Warnings](#)

8.1.5.6 Warnings

SeeYou Competition issues Warnings on occasions which require closer inspection by the competition organization.

Warnings tab in the Contest properties defines the default values. Each Contest day can be different, so these values can be setup separately for each contest day.

These warnings are issued when:

- Missed observation zones
- Entering airspace
- High ENL
- Maximum altitude
- Maximum and minimum Finish altitude
- Time required below start altitude before starting
- Maximum start speed
- Maximum recording interval

See also:

[Day properties - General](#)

[Day properties - Task](#)

[Day properties - Start points](#)

[Day properties - Observation zones](#)

[Day properties - Task options](#)

[Day properties - Notes](#)

8.1.5.7 Notes

Contest management can put many notes about each task on the task sheets. With inclusion of "Notes" tab this information is now preserved in CUC file and can be put on the website for everyone to see.

We highly suggest the contest organization to put all notes about the tasks into this area so that they can be analyzed and displayed even after the contest. Notes may include for example:

- . runway in use
- . briefing time
- . grid time
- . takeoff time
- . airspace restrictions
- . weather information

and of course much more. It's a plain text field.

Notes were added in version SeeYou 3.7

[Day properties - General](#)

[Day properties - Task](#)

[Day properties - Start points](#)

[Day properties - Observation zones](#)

[Day properties - Task options](#)

[Day properties - Warnings](#)

8.1.6 Add day

Adds a new empty contest day to the database.

8.1.7 Remove day

Removes the selected contest day from the database.

8.1.8 Edit performance

See [Changing the results manually](#) for help with this feature.

8.1.9 Contest properties

See these topics for all explanations:

[Contest Properties - General](#)

[Contest Properties - Task](#)

[Contest Properties - Start Points](#)

[Contest Properties - Scoring scripts](#)

[Contest Properties - Total script](#)

[Contest Properties - Warnings](#)

8.1.9.1 General

Under the general tab of the Contest Properties dialog these items are controled:

Contest title and site:

Is the official name of the contest. It will be displayed in the results as well as the web-pages.

Contest Period:

The begin and finish dates of the competition.

Class:

Is the name of the class in which the competition is taking place. This information will be displayed in the results and the web-pages. Anything can be entered in this field.

The class selection is most important if you are going to publish your competition to Soaring Spot. Together with the [Competition key](#) it forms a unique identifier for your competition class at Soaring Spot. Make sure you follow the instructions for [setting up a competition at Soaring Spot](#) to ensure smooth transition of data to Soaring Spot.

Takeoff altitude:

It is the QNH altitude of the airfield where the contest takes place. It is important to set this value correctly in order to calibrate all flights to the same takeoff altitude which makes checking the airspace violations possible in the first place.

No calibration takes place if the value is set to "0" (zero).

UTC offset:

This value overrides the default SeeYou UTC offset value and it also overrides any UTC offset stored in the IGC files.

Flight search folders

A list of folders, one line each are listed here. When SeeYou Competition is searching for flights that

need to be scored, it will browse through these folders. Note that the paths can be relative "flights\day1\", absolute "c:\flights\day2\" or network ones "\\scoring_computer\flights\day3\". You may also use the



button to select a folder.

See also:

[Contest properties - General](#)

[Contest properties - Start points](#)

[Contest properties - Scoring scripts](#)

[Contest properties - Warnings](#)

8.1.9.2 Options

Overall results after:

If you wish to display overall results after a specific day you may select this option. This option is useful for printing total results from previous days to paper.

Prefix comments with:

Comments added to specific pilots may be prefixed with Competition number, Pilot name or nothing.

Publish to [Soaring Spot](#):

You should enter your SeeYou Competition key into the "Registration key" box. This key, together with [Class name](#) forms a unique identifier for your competition class at Soaring Spot. It is most important to enter both (key and class) correctly. Make sure you follow the instructions for [setting up a competition at Soaring Spot](#) to ensure smooth transition of data to Soaring Spot.

Automatically save scored flights

With this checkbox checked, all evaluated flights will be scored in a new folder unique to one contest day. Each flight will be saved with a unique name consisting of the date and competition number. The contest task will be saved in the IGC file which makes evaluating the flight afterwards much easier.

This saved flight's integrity will be lost, so make sure you don't delete the original IGC files from the [Search Folders](#).

Auto save contest file every [X] minutes

With this checkbox checked, the CUC file will auto save in the specified time interval. Along with the CUC file, HTML files for daily results, total results and the task are auto saved as well.

Need task legs data in scoring script

If you need to know times and distances for each leg to calculate the results, you should enable this option. This is required for British Windicapping for example.

Auto evaluate uses exact filenames

If this option is enabled, then [Flight recorder unique identifier](#) is used exactly as entered. Example:

If Flight recorder unique identifier is "_10", SeeYou Competition will look for files formatted as "YMD_10.IGC"

If Flight recorder unique identifier is "_100", SeeYou Competition will look for files formatted as "YMD_100.IGC"

Without this option checked, looking for files would be ambiguous as 10 would also match 100. This is only required when non-approved flight recorders are used.

Auto evaluate uses also binary files:

In addition to IGC files SeeYou Competition may also look for original binary files for some flight

recorders. If this option is selected, SeeYou will first look for LXN, CAI, ZAN and similar file extensions. If found it will use these for scoring. This is particularly useful for instruments which automatically store binary files to flash cards (like some versions of LX 7007 and Colibris). Pilots are in this case not required to download the flight file, they may simply deliver the flash card to the scoring office.

8.1.9.3 Start points

In case of using the Multiple start points feature, these start points must be entered here.

Use the Add button to copy the information from the Program's Waypoint database or enter latitudes, longitudes and the name in the same dialog.

Using it in action

When using the Multiple start type in action, each pilot must be assigned a set of waypoints for each day separately.

Once you have entered all pilots, they are listed under [Pilots]. The same order is used in day performance line for each pilot for each day. It starts with E. The third column of each E line marks which start points are allowed for each pilot on each day. They are numbered sequentially from 0 to (n-1) where n is number of start points listed in [starts]. Assign each pilot his start points. You will only have to do this once in a contest.

See also:

[Contest properties - General](#)

[Contest properties - Scoring scripts](#)

[Contest properties - Warnings](#)

8.1.9.4 Scoring scripts

You can view, edit, add and delete the scoring scripts here.

The top combo-box selects between scripts if there are more than one in your CUC file.

The **Add** and **Delete** buttons will add or remove scripts from the CUC file.

By pressing the **Add** button, a new Script is added and displays all available fields in the TPilots record and the fields available outside TPilots record.

See also:

[Preparing the CUC file with an existing script](#)

[Preparing the CUC file by writing own script](#)

[Contest properties - General](#)

[Contest properties - Start points](#)

[Contest properties - Warnings](#)

SCRIPT FOR DAILY POINTS

Pilots[i] = record (values are Double if not indicated otherwise)

- sstart start time displayed in results sets in seconds
- sfinish finish time displayed in results sets in seconds (negative values - no finish)
- sdis distance shown in results in meters (negative values will be shown in parenthesis)
- speed speed shown in results in m/s (negative values will be shown in parenthesis)
- points points shown in results

- pointString: string; a string representation of points for custom output
- Hcap handicap factor as declared in pilot setup
- penalty penalty points defined in Day performance dialog
- start start time of task (-1 if no start)
- finish finish time of task (-1 if no finish)
- dis flown distance
- speed speed of finished taks (-1 if no finish, takes into account task time)
- tstart start time of task with time (-1 if no start)
- tfinish finish time of task with time
- tdis flown distance in task time
- tspeed flown distance divided by task time
- takeoff takeoff time (-1 if no takeoff)
- landing landing time (-1 if no landing)
- phototime outlanding time (-1 if no outlanding)
- isHc set to TRUE if not competing is used
- FinishAlt altitude of task finish
- DisToGoal distance between Task landing point and flight landing point
- Tag string value as defined in Day performace dialog
- Leg,LegT array of TLeg records; info about each leg, LegT for timeout calculation
- Warning: String; used to set up a user warning
- td1,td2,td3: Double; temprary variables

TLeg = record; holding leg information

- start,finish,d,crs Double; time in seconds, distance in meters, crs in radians
- td1,td2,td3 Double; variables may be used as temporary variables

other variables

info1..info2 informational strings shown on results

DayTag string value as defined in Day properties dialog

Task = record; holding basic information about task

- TotalDis: Double; task distance in meters
- TaskTime: Integer; task time in second

8.1.9.5 Total Script

You can view and edit the scoring script for Total results here.

Note that this script is not required. By default, Total points are calculated by summing all daily points. If you wish to calculate total points differently, write your own script for this. Note that the value `Pilots[i].TotalPoints` is set to the sum of all days by default.

See also:

[Preparing the CUC file with an existing script](#)

[Preparing the CUC file by writing own scrip](#)

[Contest properties - General](#)

[Contest properties - Start points](#)

[Contest properties - Warnings](#)

8.1.9.6 Warnings

SeeYou Competition issues Warnings on occasions which require closer inspection by the competition organization.

Warnings tab in the Contest properties defines the default values. Each Contest day can be different, so these values can be setup separately for each contest day.

These warnings are issued when:

- Missed observation zones
- Entering airspace
- High ENL
- Maximum altitude
- Maximum and minimum Finish altitude
- Time required below start altitude before starting
- Maximum start speed
- Maximum recording interval
- Flight recorder QNH correction is more than the preset value
- Validation of an IGC file fails for any reason

There is one more warning which is automatic and cannot be turned off:

- No engine noise level recording. A warning "No ENL" appears in the scoresheet for pilots that are not marked as "[Pure glider](#)" and ENL recording is missing from the track. If a glider is a powered one it must have ENL enabled and there is no need to be able to disable this warning.

See also:

[Contest properties - General](#)

[Contest properties - Start points](#)

[Contest properties - Scoring scripts](#)

8.1.10 Auto Evaluate flights

See [Auto Evaluate Flights](#) chapter for help with this function


8.1.11 Publishing to SoaringSpot.com

You have to complete these two steps once before submitting data to SoaringSpot.com:

1. [Your competition account at SoaringSpot.com](#)

and

2. [The CUC file for publishing to Soaring Spot](#)

Once you have these two setup correctly, publishing data to Soaring Spot is a simple click of a button away - 

8.1.12 Assign Task...

Use this menu selection to copy a task from the Task editor to SeeYou Competition. It will be assigned to the currently selected contest day.

See also

[Planning the Task - General information](#)

8.1.13 Waypoints

Please refer to SeeYou documentation on how to use this function.

(seeyou.chm file must be available in the same folder as this Help file in order for the links to work)

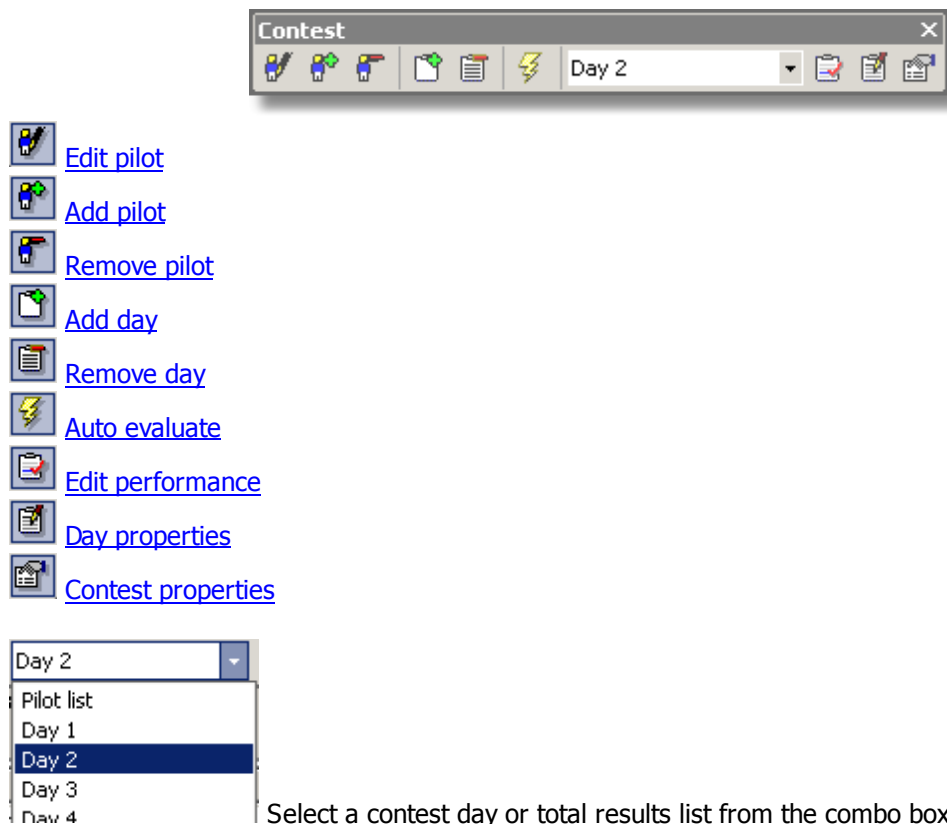
8.1.14 Tasks

Please refer to SeeYou documentation on how to use this function.

(seeyou.chm file must be available in the same folder as this Help file in order for the links to work)

8.2 Toolbar

The contest toolbar carries shortcuts to Contest functions and features.



Select a contest day or total results list from the combo box in the contest toolbar.

Part

IX

9 XML files documentation

9.1 Complete contest XML

9.1.1 Overview

Since version SeeYou 3.7 XML files contain all contest data. By saving a contest as Whole Contest XML you are allowed to analyze all data from the contest database in this common format.

Important notes to start with:

the word "Contest" in SeeYou Competition refers to one class of gliders. A contest in real life is often a combination of several classes. In this case - several CUC files for one contest.

Technical notes:

- All numerical data is stored with a dot (.) as decimal separator
- All data is encoded UTF-8
- All data is stored in metric units, i.e:
 1. distances are in meters (m)
 2. speeds are in meters per second (m/s)
 3. Time format is hh:mm:ss
 4. Date format is dd.mm.yyyy
 5. Latitude/Longitude are decimal degrees (°)
 6. Headings/Bearings are decimal degrees (°)

To output data in different units and date/time formats you need to edit the XSL files accordingly. Unit conversion constants are already setup in the default XSL files.

General XML tree for SeeYou Competition:

(most interesting nodes are described in more detail under the links)

```
<contest>
  <contestants>
    <contestant>
      <pilot>
      <glider>
    <contest_days>
      <contest_day>
        <task>
      <entries>
        <entry>
```

9.1.2 Contest

This is the upper most node in the Complete contest XML file. It holds the general contest data

This data comes from the [Edit > Contest Properties > General](#) dialog:

```
<name>
<site>
<gliderclass gid="7"> :: This is an indexed field where gid can be a number between 0 and 14 (see
combo box list) or -1 if you type the name yourself. The value of "gid" is most important when submitting
data to Soaring Spot.com. It must match what has been selected at Soaring Spot as class name.
<basename> :: The name of the CUC file not including the extension
```

<avtosaveflight> :: 1 if autosave flights is on, 0 if off
 <avtosavetime> :: autosave time in seconds
 <takeoff_alt>30 :: altitude of the takeoff place in meters
 <taskpicwidth>600 :: maximum width of the task picture in pixels
 <taskpicheight>400 :: maximum height of the task picture in pixels
 <taskpiccompression> :: quality of the resulting JPG. Can be a number between 0 and 100
 <taskpicborder> :: border around the task in pixels
 <needlegs> :: 0 if information about each contest leg is NOT sent to scoring scripts, 1 if it is included (default = 0)
 <strictname> :: 1 if auto evaluate should use exact filenames, 0 if not (default = 0)
 <usebinfile> :: whether or not to search for binary files as well (FIL, CAI, ZAN in addition to IGC)
 <commentprefix> :: 0 = no prefix, 1 = competition number, 2 = pilot name

 <search_path> :: this is a node with subnode <item>
 <item> :: One search folder per item.

 <period> :: Time of contest
 <desc> :: Kept for backward compatibility. It is ignored once <to> and <from> are set
 <from> :: start date of the contest in date format
 <to> :: end day of contest in date format

Warnings are copied from the [Edit > Contest properties > Warnings](#) dialog

```

<warnings>
  <highenl> :: ENL number from "ENL Value is greater than"
  <asviolate> :: 1 if "Airspace violation is found" is set, 0 if not
  <minfinalt> :: "Minimum finish altitude" in meters
  <maxfinalt> :: "Maximum finish altitude" in meters
  <maxalt> :: "Maximum altitude exceeded" in meters
  <alltimeout> :: "Time required below start altitude before start" in seconds
  <startgsp> :: "Max. start groundspeed" in meters per second
  <fixrate> :: "Max. recording interval" in seconds
</warnings>
  
```

Scripts are copied from the [Edit > Contest properties > Scripts](#) dialog

```

<scripts> :: Each script gets its own sid. Data is stored in CDATA sentence. No XML structure is
checked within CDATA sentences. CDATA contains pure text
  <script sid="1"><![CDATA[ ]]></script>
</scripts>
  
```

9.1.3 Contestant

The Whole contest XML file contains a separate branch of pilot and glider data as opposed to single day XML file. It is embraced by a <contestants> node.

Each <contestant> has a unique cid (contestant ID). All data is taken from the [Edit > Edit Pilot](#) dialog

```

<contestant cid="1">
  <pilot> :: has subnodes
    <givenname> :: also referred to as First Name
    <lastname> :: also referred to as Name only
    <country> :: This is in fact country or club, aka "Team" - depending on the level of competition
    <birthdate> :: Birth date of the competitor in date format

  <glider> :: has subnodes
  
```

<modeltype> :: AKA Glider type
 <compid> :: Competition ID
 <registration> :: Official registration
 <compclass> :: Glider class
 <handicap> :: Glider handicap
 <pure_glider> :: 1 if yes, 0 if not

 <flight_recorders> :: has subnodes
 <item> :: unique 4-letter code (unless strict names are used). One 4-letter code per line

 <is_hc> :: 0 if contestant flies in competition, 1 if he/she is a guest and thus should not influence the daily score

9.1.4 Contest_Day

Each contest day has its own Day ID (did) and Day status (day_status) parameter. Day status is taken from the [Edit > Day properties > General > Day Status](#) dialog.

<contest_day did="1" day_status="1">
 At first all of the nodes from the <Contest> node are repeated. This may mean that data is not normalized properly, but the beauty of XML is that this doesn't hurt in any way.

 <script id="2"> :: script which is used to calculate daily score. Parameter is unique identifier while name is a text
 <result_type> :: Day Status as a text
 <tag> :: DayTag
 <takeoff_alt> :: takeoff altitude in meters
 <warnings> :: copied from Day properties > Warnings

 <info> :: each item represents one string from created in the scripts as "info" string

 <notes> :: each line of notes is one item

 <screenshot md5="ADE4694E4061E9BFC311A8FAAA22E729"> :: filename of the screenshot and its md5 hash

9.1.5 Task

Task node describes the daily task.

<task>
 <decl_date> :: date of declaration of the task
 <flight_date> :: date of the flights
 <desc_task> :: description of the task from task type
 <desc_pts> :: concatenated turnpoint names
 <desc_dis> :: description of the distance. This is a string because it can be also 101/303km for Assigned Area Tasks
 <totdis> :: total distance in meters
 <mindis> :: minimum distance of the task (not zero when AAT task is selected)
 <maxdis> :: maximum distance of the task (not zero when AAT task is selected)

This data is from Day Properties > Task Options dialog:

<id> :: "Type" as number from the drop down list
 <options> :: has subnodes
 <wpdis> :: 0 for use Waypoints, 1 for use flight fixes
 <mindis> :: 0 for "calculate minimum distance", 1 for maximum
 <neardis> :: "Distance tolerance" in meters
 <nearalt> :: "Altitude tolerance" in meters
 <minfinalt> :: "Minimum finish altitude" from Uncompleted leg panel

<points>
 <point style="5"> :: style parameter is for takeoff/start/waypoint/finish/landing
 <name> :: Waypoint name
 <lon> :: Longitude
 <lat> :: Latitude
 <elev> :: Elevation MSL
 <distance> :: distance from previous point
 <crsin> :: inbound cours
 <crsout> :: outbound course
 <oz> :: Observation zone, AKA sector
 <desc> :: Sector description
 <style> :: Sector type
 <r1> :: Radius 1 in meters
 <a1> :: Angle 1 in meters
 <r2> :: Radius 2 in meters
 <a2> :: Angle 2 in meters
 <a12> :: Angle 12 in meters

9.1.6 Entry

Entry node's parent is <entries>. It stores data about an individual competitor's performance. Most if not all of this data is from the Day Performance dialog.

 <entry contestant="11"> :: contestant parameter links this data to pilot and glider data from the <contestant> node
 <igc_file md5="9160549F0AACE69E07DA808129ABC7F7"> :: path and filename to the IGC file.
 Parameter is IGC file's MD5 hash
 <status> :: status of the entry
 <warnings> :: has subnodes depending on which warnings were found, one warning per a subsequent node
 <fixrate>1</fixrate>
 </warnings>
 <takeoff> :: Takeoff time in time format
 <soarbgm> :: Soaring begin
 <scored_start> :: Scored start time
 <scored_finish> :: Scored finish time
 <scored_duration> :: Scored duration
 <calc_start> :: Calculated start time
 <calc_finish> :: Calculated finish time
 <soarend> :: Soaring end
 <landing> :: Landing time

<scored_speed> :: Scored speed in default units
<scored_distance> :: Scored distance in default units
<calc_speed> Calculated speed in default units
<calc_distance> Calculated speed in default units
<points> :: Points for the flight
<total> :: total points (not string)
<str_points> :: Points string (can be anything, it is calculated in scripts)
<str_total> :: Total points string
<str_rank> :: Rank string
<rank>1</rank> :: Rank number
<rank_total> :: Total rank number
</entry>

9.2 Daily XML

Daily XML file is basically the same as [<Contest_Day>](#) tag in the Complete Contest XML with **one significant difference**:

<entry> node includes **<contestant>** data which is stored separately in Whole contest XML.

Part



X

10 Links

Soaring Spot:

<http://www.SoaringSpot.com/>

Naviter website:

<http://www.Naviter.com/>

SeeYou Competition Support forum:

http://www.naviter.si/component/option,com_smf/Itemid,238/action,collapse/c,5/sa,expand#5

Innerfuse Pascal Scripts:

<http://www.carlo-kok.com>

W3 Schools for XML:

<http://www.w3schools.com/xml/>

W3 Schools for XSL:

<http://www.w3schools.com/xsl/>

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