

Dartman for Windows Quick Reference



Daily Use

1. Using DartComm

Sending Dartman Files Manually

- Choose >> **Run DartComm**.
- Check needed Options if files have not been generated (Phone List, League Files, Standings, Schedules).
- Any errors generated at this time must be corrected in Dartman.
- Select the **Manual Modem** option.
- Select the **Options** button.
- From the **All Machines** tab check the desired options of what to transfer.
- Machine specific options are available under the other machine tabs. Check desired options.
- Select **OK**.
- **Select the desired location** from the drop down list.
- Click **Connect**.

Sending Dartman Files Automatically

- Choose >> **Run DartComm**.
- Check needed Options if files have not been generated (Phone List, League Files, Standings, Schedules).
- Any errors generated at this time must be corrected in Dartman.
- Select the **Automatic Modem** option.
- Select the **Global Options** button.
- From the **All Machines** tab check the desired options of what to transfer.
- Machine specific options are available under the other machine tabs. Check desired options.
- Select **OK**.
- Leave the computer running on this screen.
- You may shut the monitor off at this time.

2. Processing Collected Data

- **Communications Menu>>Process Collected Data**
- **Communications Menu>>Edit Collected Data**
 - Verify all league stats have been collected.
 - Make changes if needed.
 - Close Edit window.
- **Communications Menu>>Load Data into Leagues**
 - Assign week numbers.

3. Maintenance After Loading Data

- Verify all matches were received in **Teams>>Browse Team Stats** and **Players>>Browse Player Stats**. What you see here is what will show on your reports.
- Verify Handicaps, **Players>>Handicap Setup>>Browse**

Seasonal Setup

Using the League Wizard

- Open Dartman for Windows.
- **League>> New**
- Answer the Wizards questions as they come up.

1. League Options

- Enter 6 character league name. Make this name unique for this season.
- Do not use special characters such as punctuation.
- Choose **Combo**, **Cricket**, or **X01** league type.
- Fill in all fields, including **Description** (shows on the machine), **HCP** and **Type**, **Day** of play (which affects auto call days), **Divisions**, **Weeks** (used for scheduling), number of **Teams**, **Players** (per team), and **Team Fees** (automatically collected by Galaxy II's and Black Widows if selected).
- To edit **Custom Reports** refer to **Before Printing Reports** on reverse side of this sheet.
- Click **OK**.

2. Creating Locations

- **Locations Menu >> Add**
- F9 brings up **Master List**.
- Otherwise type location name
- Click **OK**.
- Fill in all fields, including **Data Phone Number** (used for calling the board), **On-Screen ID** number (used for assigning leagues to locations). Duplicate Phone Numbers and ID Numbers are not allowed.
- If needed check **Location Dials In**, only if the machine is to call Dartman (good way to work around hotel switch boards).
- Do not enter time or phone number **UNLESS** it is different from the default. Numbers and times are entered when you enter DartComm.
- Click **OK**.
- Repeat until all locations are added.

3. Creating Teams

- **Teams Menu >> Add**
- Enter **Team Name**, **Location**, and **Division**.
- Click **OK**.
- Repeat until all teams entered.

4. Adding Byes

Teams must be an even number before running schedule.

- **Team Menu >> Division Setup**
- F6 adds bye.
- F7 removes bye.

5. Entering Players

- **Player Menu >> Add**
- Select **Team**. Use **F9** for Master List if players have previously played. Otherwise type in the player name.
- Fill in all fields.
- Click **OK**.
- Repeat until all players are entered.

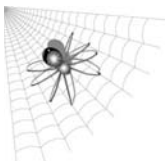
6. Creating Schedules

- **Schedule Menu >> Initialize Schedule**
- Answer Yes / No for playing second round in same order as first (usually Yes).
- **Schedule Menu >> Set Match Dates**
- Select Auto Tab to use all weeks (no holidays).
- Select Manual Tab to select or skip weeks.

7. Creating Shooting Order

- **Match Setup Menu >> Launch WinStat**
- **League Menu >> Open League List**, if necessary
- **Select** the appropriate **league**.
- In the **Games Tab** select game type, then choose **ADD**
- **Up/Down** arrow moves games.
- **X** icon removes games.
- In **Player Order Tab** assign player order.
- Drag and drop players to score boxes for each game.
- In **Match Option Tab** set league options such as **Double Bull**, **Set Substitution**, **Next Game Shooting Order**.
- Click **Save**.
- Repeat for all leagues as desired.
- Close Box when done.

Leagues may now be sent to the Dartboard. See "Daily Use."



Dartman for Windows Quick Reference



Port-a-Flash

Insert the Compact Flash Card into the Reader on your computer and determine which drive it is associated with.

Example: G:\

- Choose >> **Run DartComm.**
- Go to **DISK/ZIP/Pocket PC.**
- Choose the **Port-a-Flash** option for the Port-a-Flash.
- Choose the appropriate drive.
- Select the options of items to transfer.
- Choose >> **Create Update.**
- Remove the Flash Card.
- Proceed to the machines.
- Make certain to POWER OFF the Dartboard before attaching the Port-A-Flash.

To retrieve the stats collected back at the office:

- Insert the Port-a-Flash memory card into it's Reader.
- Choose >> **Run DartComm.**
- Go to **DISK/ZIP/Pocket PC.**
- Choose the **Port-a-Flash** option for the Port-a-Flash.
- Choose the appropriate drive.
- Select the **Collect or Recollect** Option.
- Choose >> **Create Update.**
- Proceed to **Communication>>Processing Stats.**

Customizing Report Header

The report header that is furnished with Dartman for Windows can be personalized with your own company name and pictures. The Arachnid name at the top of the header is actually a picture, and you will need to create what you want in your favorite paint program. Create a **small** image, save as a BMP image under MyDocuments, and insert it in the header.rtf file as follows:

- **Start>Programs>Accessories>Word Pad**
- **Open File** - Look In>> Program Files\Dartman
- Select File Type: .RTF
- Choose: **\Header.rtf**
- Remove the Arachnid Logo by clicking on the logo.

When it has a box around it, you may press delete.

- In WordPad choose **Insert>>Object.** You will be able to search for MyDocuments and find your picture.
- **Save** "Header.rtf" in WordPad.
- Print a Report in Dartman and make certain the graphic is acceptable. If the image that you created is too large, the report will take a very long time to load.

Ad Screens

- DartComm will accept three types of Ads.
- JPEG, PCX, and Spider Writer
- Make Spider Writer screens in Dartman for Windows.
- JPEG or PCX must be 640 x 480 pixels, and 72 DPI.
- The smaller the file size the better. The GII uses the same memory area for Leagues and Ads (only 256 Kb).
- In Dartman >**Communications>Operator Ads**
- **New Ad** > Browse to ad location
- **Next** > Board types to view ad
- **Next** > Name and describe the ad
- **Next** > Select locations to show ad
- **Finish**
- The ads will appear the next time you run DartComm and select the **Operator Ad** option.

Before Printing Reports

When creating a new league, you must print a **Team Report** and a **Player Report** one time for Dartman to remember how you want it to look. After you collect your data the first time, print one of each, even if just to the screen. If it is the way you want it to look, you are ready to generate your files and send them to the boards.

If it does not look the way you want it to look, you need to:

- **League>>Modify**
- Choose **Custom Reports.** You will have choices of **Team, Player,** and **Combine Player X01 and Cricket Feats in Report** (usually left unchecked for separate reports).
- Choose **Team.** The number for each item is the column number from the left hand side of the report. Place the items in the desired order.
- Choose **Player.** The number for each item is the column number from the left hand side of the report. X01 and Cricket have to be set separately. Place the items in the desired order.

If you want to **Combine Player X01 and Cricket Feats in Report**, place a checkmark in front of this item on the menu. This will automatically put a zero in every column so nothing will show on the report until you do the following:

- Choose **Player.** The number for each item is the column number from the left hand side of the report. X01 and Cricket have to be set separately. Place the items in the desired order. You need to do this to the X01 side first and then the Cricket side. You cannot use numbers placed in the X01 side on the Cricket side (ie: using a column #1 on X01 prevents it from being used on the Cricket side). You might use columns 1-6 for X01 and 7-12 for Cricket.

Machine Configuration

In DartComm, build 63 or higher, you have the ability to change most of your Galaxy II settings from the office.

- Choose >> **Run DartComm**
- At the top of the small DartComm screen, choose **Settings>>Machine Configuration.**
- You can now adjust your **Pricing Setup, Game Settings,** and **Happy Hour Settings.**
- When you set up Options for making the phone call, make sure to include **Send Machine Configuration.**

Software Update From DartComm

- From the latest release of Dartman For Windows CD, choose **Dartboard Update Disk** from the Main Menu.
- Select **Install to DartComm.** This will save the software at the proper place on your hard drive making it ready for DartComm.
- Make sure to have **Install Galaxy II Software** checked.
- Select **Install.**
- Select **Exit** as you are now done with the CD.
- Choose >> **Run DartComm.**
- Before making a phone call, select the option **Send Software Update.** Nothing else can be sent while the software is being updated. The update can take around 8 minutes (15-20 minutes is modem is set to slow speed). Be aware that if anything interrupts the phone call, there will not be any dart software on the Galaxy II for players to play. You can still call again in this case. The Galaxy II will answer on 8 rings (not selectable in this mode), or you can use the Port-a-Flash, laptop, or do the software update from one Galaxy II to another.