HotShot Schiessanlagen Software

1a   Connecting of USB-CAN-Adapter and driver installation

Hot Shot provides the following components which are necessary in order to connect the USB-CAN-Adapter:

- USB-CAN-Adapter

- Connector cable control unit - adapter

The components have to be connected according to the picture opposite.
Finally the USB-CAN-Adapter has to be connected with the USB-interface of the PC.
Turn on the PC in case you haven't done, yet.
Shortly afterwards, the operating system will announce to have found a new hardware. Insert the HotShot-CD and follow the instructions. The system will auto-detect the driver and install it.
Afterwards you will receive notice that the driver has been installed and can now be used. Now, the red LED at the USB-CAN-Adapter is supposed to be illuminated.

Disconnect the termination form the last device and connect hte cable.

Cable

PC

USB

USB-CAN-Adapter

1b   Installation of the HotShot Software

Insert the HotShot-CD into the CD/DVD-drive. In case setup doesn't start automatically, start the setup.exe program from the CD. Then follow the instructions.

Notice! You need administrative rights to install the software. The software should also run under this account, because access to the system functions is needed!
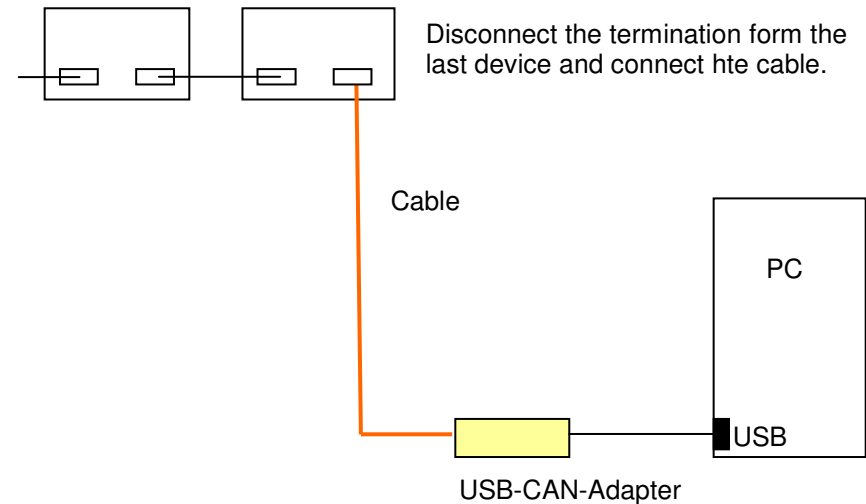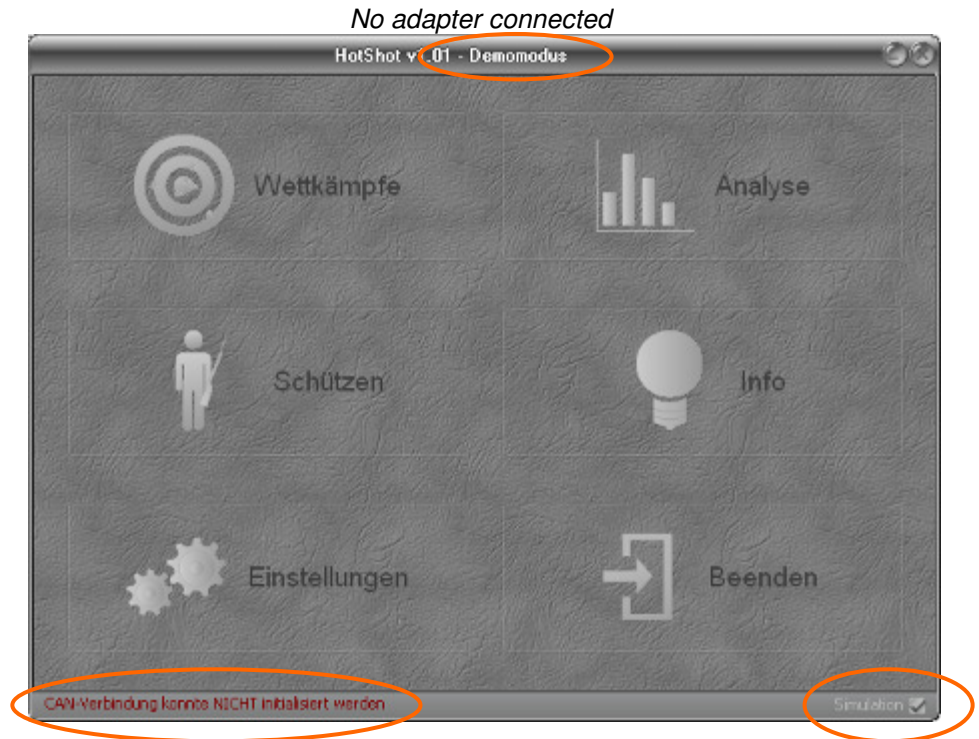
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2 Main window

Depending on the USB-CAN-Adapter being installed and the software being licensed, the main window will display different information:

- **No adapter connected**
  This status corresponds to the demo-mode and thus the software can only be run in a simulation mode, i.e. in competition, shots are being generated at random. Otherwise the simulation-mode doesn't differ from a real competition.

- **Adapter connected but not licensed**
  The software can be tested with real data; however competitions are limited to 15 minutes. For full extent, you will need the license key which is generated in dependence of the software's product key (**c.f. 3.1**). The simulation mode can be switched on and off.

- **Adapter connected and licensed**
  The software offers full functionality. The simulation mode can be switched on and off.

No adapter connected

Adapter connected but not licensed

Adapter connected and licensed

3   Settings

3.1   Location

Contains the information of the location at which HotShot is being used.
Enter the name and the location of your club.

If you have bought HotShots, received your USB-CAN-Adapter and installed it, you can license the software here. For this, HotShot provides a product key which you have to enter in order to license the software. In dependence of the product key, a licence key will be generated. Afterwards you will have to enter the license key into the corresponding field and activate it. After a successful activation, the program will indicate for how many shooting galleries HotShot is licensed. This information will be displayed on the right side above the list of shooting galleries.

The product key will only be displayed with the USB-CAN-Adapter being installed. Otherwise the box will indicate that you are in the demo-mode.
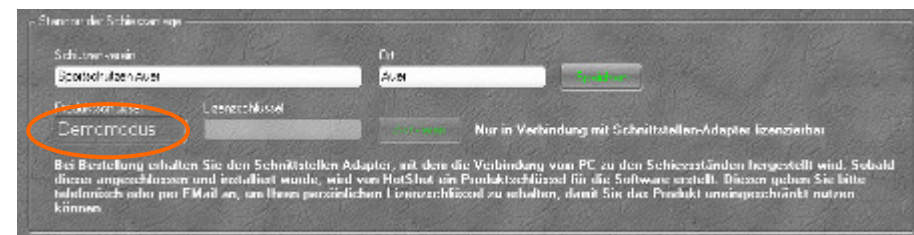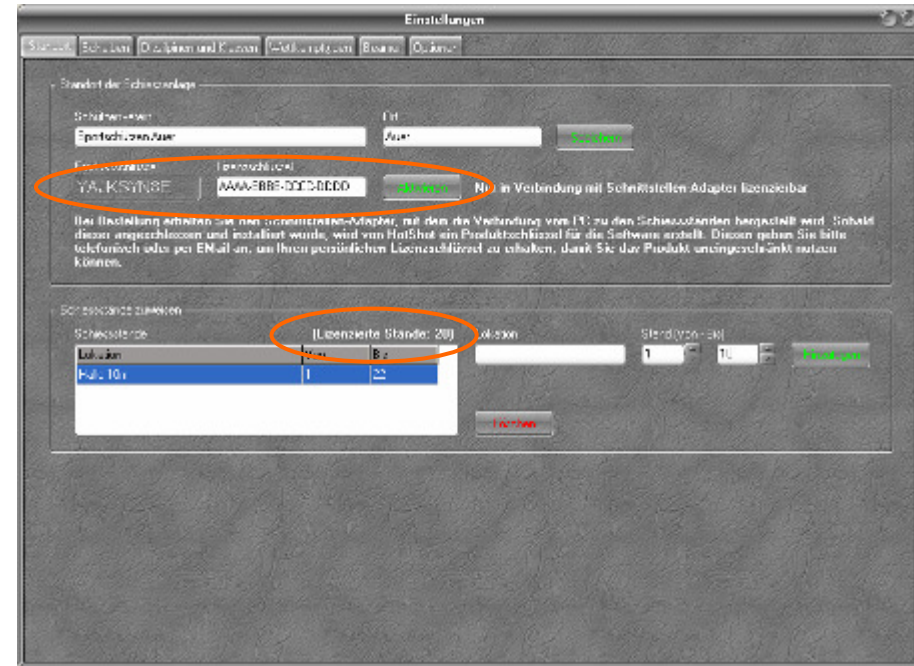
Furthermore, you can indicate the locations of your shooting galleries.
For this, enter the name of the shooting galleries and the number of lanes.
Please note that the numbering has to correspond to the lane numbers.
Example 1: You have two halls. One accommodates the galleries 1-10, the other the galleries 11-20. Thus you **have to** enter 1-10 and 11-20 respectively into the field „Galleries (from - to)".
Example 2: You have two halls. One for 10m air rifle/ air pistol with the galleries 1-10 and one for 100m small-bore with the galleries 1-5. Thus you **can** enter 1-10 and 1-5 respectively into „galleries (from - to)". However, you have to keep in mind that competitions cannot take place in both halls at the same time.

Notice!
For a licensed location you can use the basic module as often as you want to; for additional galleries you simply have to buy gallery licenses. Thus in example 2 you could also install HotShot on a second PC and use it only for the small-bore hall. In this case you will be provided with a free license key for the second PC.

Important!
The Hot Shot license is always bound to the location for which the software was bought. The use of the PC in combination with HotShot outside this location violates the license regulations.

3.2 Targets

Generate any targets according to the disciplines given by the shooting gallery.
The most important information is:
- Number of rings
- Diameter of the individual rings starting from the middle
- Colour of the rings
- Ring score
- Calibre

Determine the name, the number of the rings and the background colour.
Then, in the list, select and specify the individual rings according to diameter in mm, ring colour and also ringscore if you wish this information to be displayed; otherwise just enter 0 for the ringscore.
Confirm your specifications via the button „*assign*".
Ring1 corresponds to the inner!
Right after having assigned the changes, they will become visible in the depiction of the target on the left.
When the target is being defined, determine the calibre and the colour for the depiction of the shots and the font.
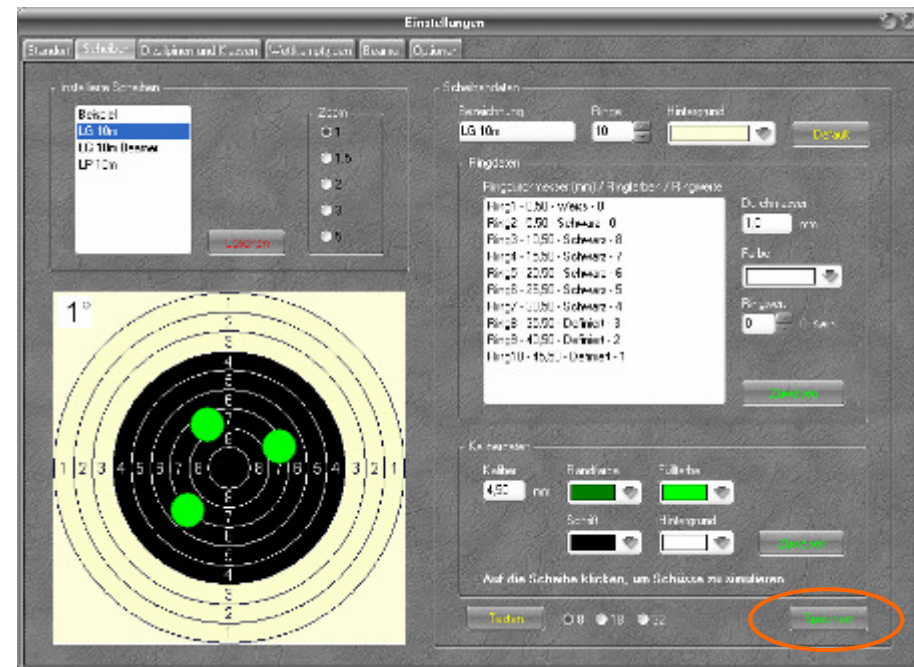
Again, after having confirmed the settings via the button „assign",
changes become visible when clicking on the target graphic.
If the targets are supposed to be displayed via a beamer, you can
check the depiction by choosing the number of targets you want to
have displayed. Then click on the button „*test*".

ℹ **If you are satisfied with the settings and all data has been
entered correctly, save these settings via the button „*save*".**

3.3   Disciplines and classes

Disciplines
State the disciplines of your shooting gallery.
For this, enter the relevant denotations and the corresponding
target.
Important!
You can decide whether the trial and the competition are supposed
to be started manually or automatically.
If you want to start manually, chose „---" in the switch adjustments.
Otherwise, determine the relevant adjustment for trial and
competition. As soon as you arranged these settings at the control
unit, HotShot automatically switches to the corresponding mode. In
this case, the LED "PC" at the control unit will also be illuminated.
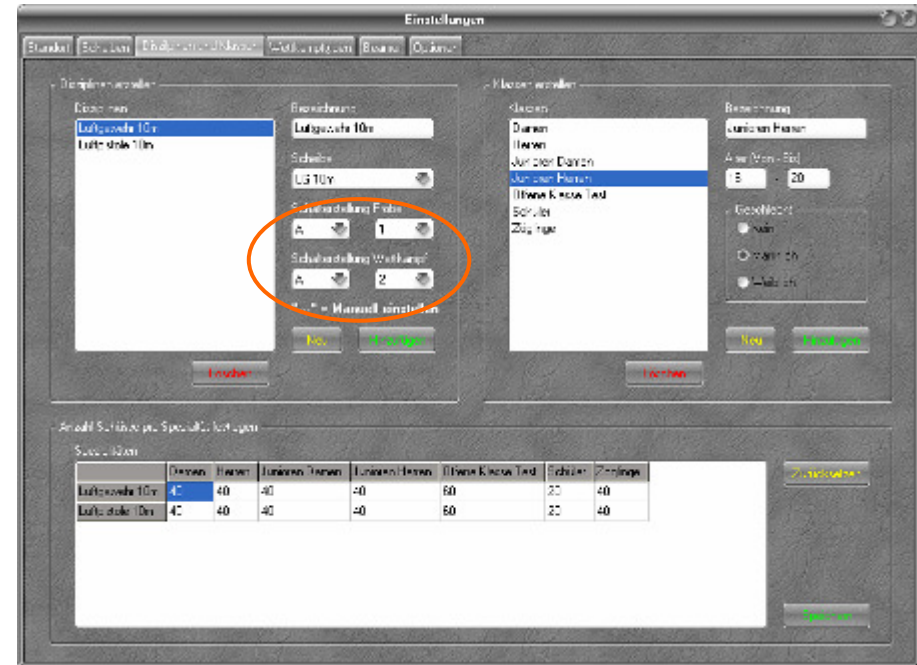
Classes
Determine the classes which take part in the competitions.
For this, enter the name of the category, the age range and the
dependence of the gender.

ℹ **Important!**
**After the turn of the year, the classes are automatically
recalculated as soon as HotShot is being started fort he first
time in the new year.**

Specialties

Here, you can define the relevant number of shots for each combination of discipline and category.

„*Reset*" will load the data from the last save.

„*Save*" overwrites the settings.

3.4   Types of competition

You can freely define basic types of contest such as qualification and final.

In order to create a new type of contest, first chose a name.

Thereafter you have to define the following options:

- **Number of shots**

    Define whether the number of shots determined under „specialities" is supposed to be the same or whether you want this type of competition to have a fixed number of shots.

- **Time settings**

    You can divide the contest into three phases and define a limited time period for each phase. During the competition all activated phases will be indicated in the selection menu. Either each phase has to be started manually or - in case, time periods have been determined - HotShot will automatically switch to the next phase.

    Additionally, two other things have to be taken into account during the competition:

    + Trial: Here, the trial is integrated into the time of the competition. Therefore, some shooters may still be in the trial shooting while others are already in the competition.

    „*Time Trial*" and „*+Trial*" exclude each other!

    per Shot: Mainly for the final. Here you can enter the time for the individual shots. Therefore, you also have the possibility to enter seconds.

- **Options**
  Three-positions: The contest will take place as a three-positions competition.
  Decimals: All scores will be shown as decimals, e.g. for finals in which also the 10/rings are being counted.
  + Final: Ideal for contests which consist of a qualification and a final. At the end of the qualification the final is being generated automatically and the qualification data is being transferred. Enter the number of finalists (**c.f. ranking -> Distinct positioning up to rank**) and the type of competition to be generated.

- **Ranking**
  Play-off up to rank: Define up to which rank a play-off is supposed to take place in case there is a tie between two or more shooters.
  Please note that a Play-off can take place only in competitions which are being generated in the "per shot-mode"!
  Distinct positioning up to rank: Define up to which rank - and according to the official rules - a distinct positioning is supposed to be calculated in case of a tie. If you want to generalise this rule, enter 0.

- **Columns for the competition view**
  In the competition window you can add additional columns which beside the basic data also show the score information.

Additional types of competition e.g. premier league, can be upgraded. After the desired type of competition has been chosen, the settings can be defined in a new window. You will find helpful information in the relevant

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> **If you are satisfied with the settings and all data has been entered correctly, save these settings via the button „*save*".**

3.5   Beamer

If you want to provide the audience with the contest data via a beamer, you can define where and how the beamer is supposed to display the data.

First determine where the virtual display of the graphic card is supposed to be located and thus, where the window containing the data will have to be shifted. In case the virtual display has different extents than your desktop, you can adapt the „*window size*", respectively. Test your settings via the button „*test*".

The following data can be displayed via the beamer:

- time
- countdown (if times for the individual phases were determined)
- targets and shots
- ranking

> **For each phase you can chose and activate one of the views mentioned above in the competition window.**

Depiction of the targets

For the target view you can decide whether you want the number of targets to be shown statically or dynamically.

In the dynamic setting, automatically one of the three target views (8, 18, 32) is being chosen depending on the number of shooters taking part in the competition.

In the static setting, it is always the chosen depiction of the target which is being shown. In case more shooters take part in the contest than targets are available, the page turns after a predetermined interval and shows the targets of the remaining shooters.
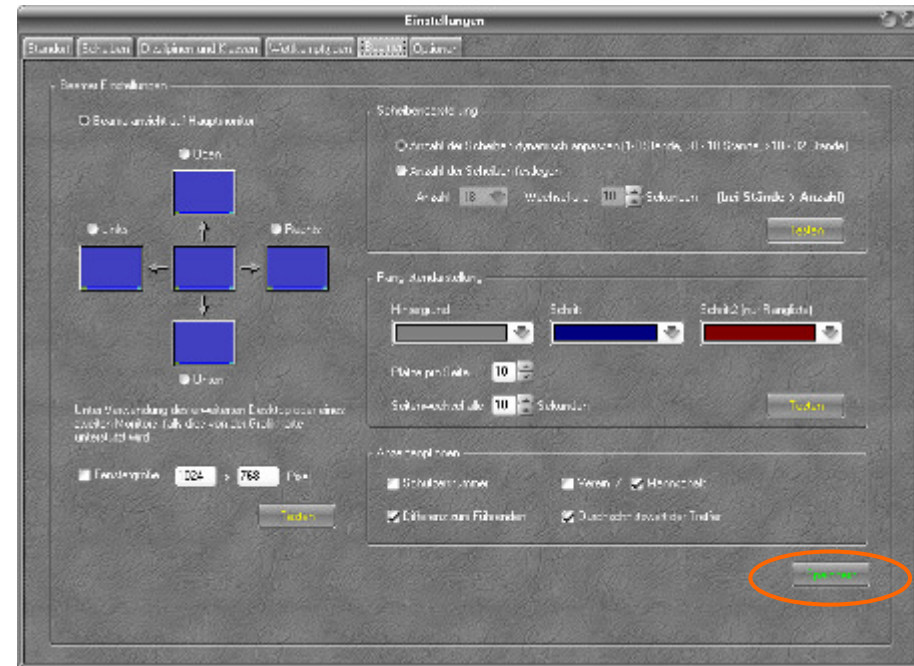
Depiction of the ranking
For the depiction of the ranking but also for the time and the
countdown, background colour and the colour of the font can be
defined.
For the ranking you can also determine how many positionings will
be shown on a page. Again the page turns automatically after the
predetermined interval if more shooters take place than targets are
available.

View options
Additionally you can determine which of the other options listed
should be displayed.

The settings of both depictions can be checked via the button „*test*".

**If you are satisfied with the settings and all data has been
entered correctly, save these settings via the button „*save*".**

3.6 Options

Data bases

For the administration of the data, HotShot uses two data bases.
One of them contains the static data, such as settings, targets or
shooters. The other contains the competition data.
You can freely recreate the data bases and file old ones.
Consequently data and competitions remain arranged and can be
switched according to circumstances.

Notice!

**With this mechanism you can also realise a central access to
shooters, types of competitions, etc. from a different location
via the network. Example: A PC in the air rifle hall stores the
central data and has an own competition data base. Thus, via a
release, a second PC in the small-bore-hall can access the
static data base of the PC in the air rifle hall and use this data
base for its own competition data base.**

Password for manual data input

In the competition window it is possible and maybe even necessary
to enter or change data manually (**c.f. 6.2**). In order to grant access
only to authorised people, you can protect this dialogue by a
password.
**By standard no password is set!
In order to change the password you will need the old
password. Thus never forget the password!**

Languages

Here you can have the texts translated into any language and switch
between different languages. By selecting texts with the mouse,
texts which are very long can be displayed in full length in an extra
window.
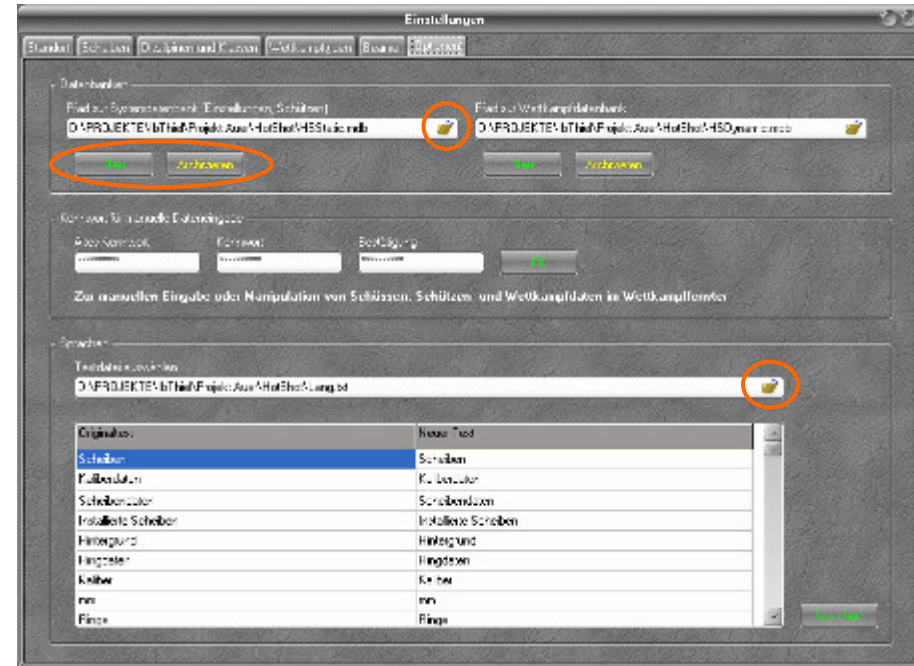
4 Shooter administration

4.1 Shooters

A shooter is characterised by his name, first name and date of birth.
Therefore these data have to be entered when creating a shooter.
Additional data refer to the address, email address and two spare
fields which can be used for further information.
Furthermore four additional details are necessary:

- **Club** of the shooter
- **Team,** for the team scoring if desired
- **discipline**, in which the shooter takes part
- **category**, in which the shooter takes part

**The composition of the team depends on the corresponding
club.
The choice of category depends on the shooter's date of birth.**

If you enter a shooter's data which is already available or if you
selected a shooter from the list and changed his data, you will
receive a notice when trying to save the data. You have the
following options to conclude the process.

- **Overwrite data set with new data**
  Changes the data of the chosen shooter. Old data is being
  overwritten with the new data.

- **Create new data set and retain old shooter number**
  For the same shooter a new data set is being created. He
  exists more than one time but is being identified under the
  same shooter number. This may be useful when the shooter
  takes part in different disciplines but is supposed to retain
  the same shooter number.

- **Create new data set and apply a new shooter number**
  Analogue to above, however, the shooter has different
  shooter numbers.

For serial letters or other applications, address data can be exported
via a data list which will contain the information separated by
semicolons. The first line contains the title of the individual columns.
Name the file and determine a destination where to save it. The file
will be declared as a text file and automatically receives the ending
„.txt".

4.2 Teams

If you want to include team scoring into the competition you can
define the teams here. You will need the name of the team and the
corresponding club.

**In the team selection, shooters who belong to a club can chose
between all teams which belong to their club.**

4.3 Clubs

Similar to the shooters you can also create clubs. However, you will
only need the name of the club in order to save the data set. All
other data can be handled according to the process of creating
shooters.

For serial letters or other applications address data can be exported
in a data list. The data is being separated by semicolons. The first
line contains the title of the individual columns. Name the file and
determine a destination where to save it. The file will be declared as
a text file and automatically receives the ending „.txt".
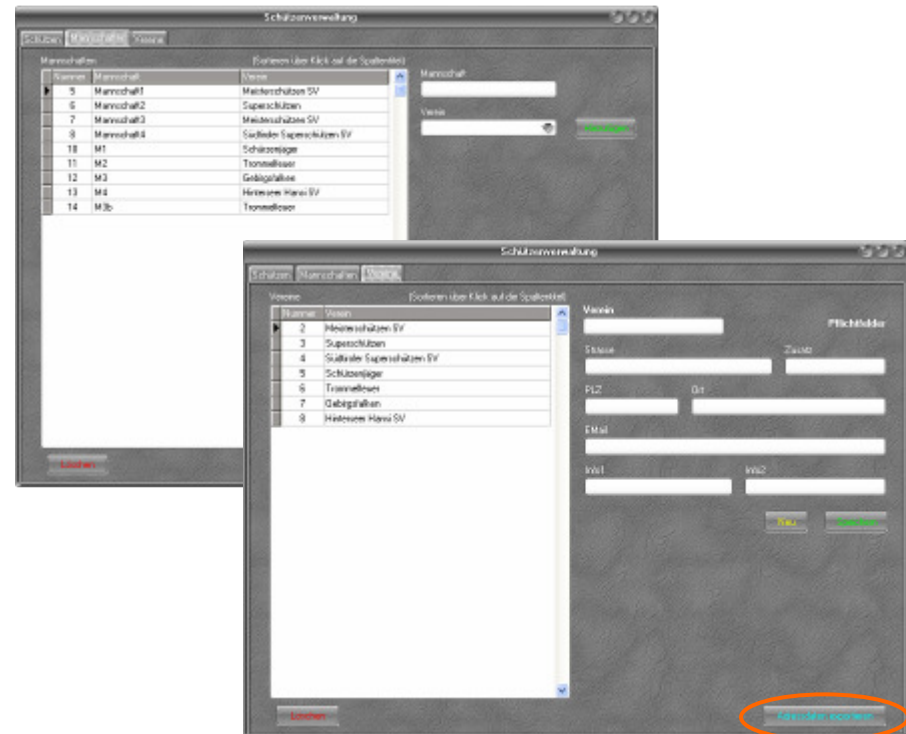
5   Competition administration

The centre of HotShot is the competition administration. The list contains a general overview over the competitions created or already taken place. By standard all competitions will be indicated. If you only want to see the terminated competitions chose „*terminated*", for all competitions which will still take place chose "*active*"
In the lower window you will find detailed information to the competition selected. This information contains all relevant data like discipline, classes, number of shots, types of competition and the status. The status indicates whether the competition is active or already terminated.
The hint „save" asks whether you want to save the shots of the selected competition. (**c.f. 5.1**).

- **New**, create a new competition (**c.f. 5.1**)
- **Change**, change an existing competition (**c.f. 5.1**)
- **Print start list**, prints the start list with the shooters who take part in the competition. The start list can be arranged according to gallery or shooter number. Moreover, the list can be split into the individual rounds.
- **Print competition,** in the following dialogue you can decide what to print:
  shooter ranking, team ranking or **shooter protocol**. The option "*only shots > 0*" lists only shooters who shot at least once. Shooters who did not take part in the competition will not be considered.
  After confirming with „*OK*" a print preview will show up. **Please wait until all pages of the preview have been generated before you close the print preview. Otherwise you might occur an error.**
  Rankings are always broken down by disciplines and classes.
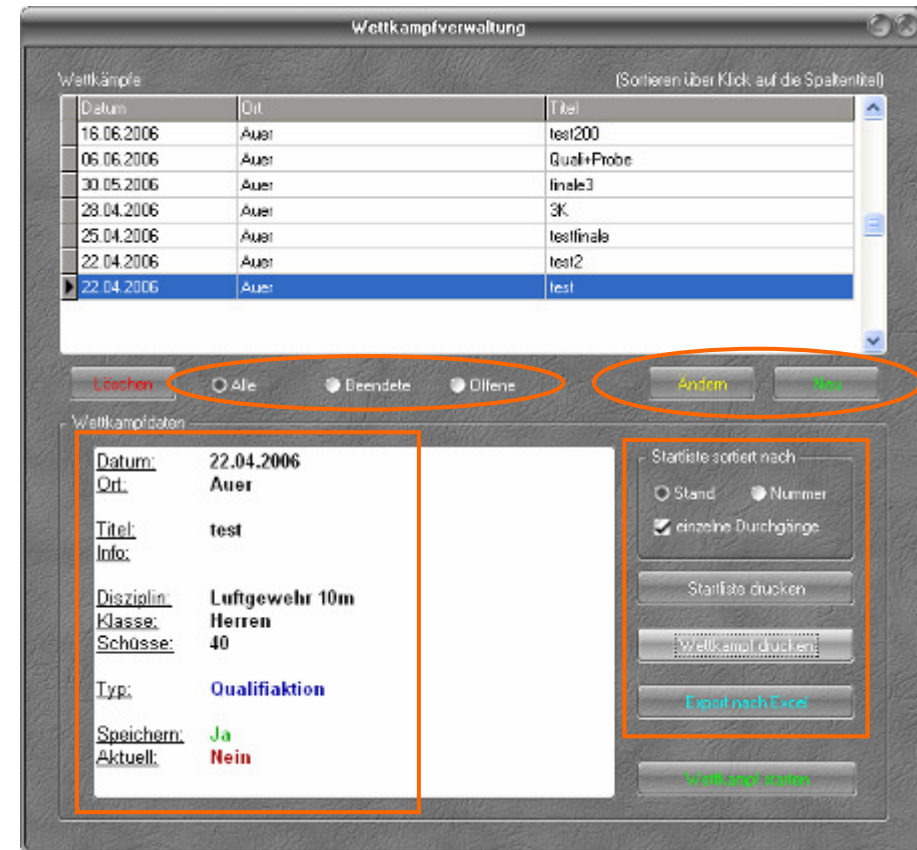
When it comes to the shooter protocols you additionally have the option to print individual protocols or all of them.
- **Export to Excel**, transfers the ranking and all relevant data to Excel, given that Excel is installed on your PC.
  The files will be generated tabulary, thus you have the possibility to better process the files.
- **Start competition**, after the competition has been prepared you can execute the competition via this button. To this process we will dedicate an own chapter (**c.f. 6**).
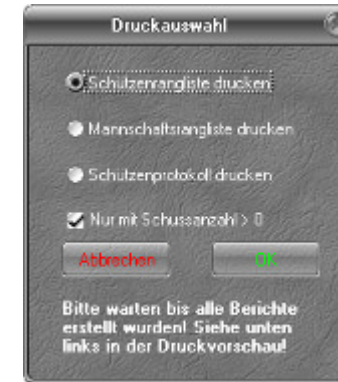
5.1   **Competition New / Change**

In order to create a new competition all fields except the "info field" have to be occupied with valid data. State the date and the location of the competition and apply a significant name.
Determine the discipline and category, or for a mixed competition admit all disciplines and classes.
Finally enter the type of competition.

Notice!
The number of shots changes according to the disciplines, classes, and types of competition. If you chose a discipline and category the number of shots will be devised for this speciality. If you chose mixed disciplines and/ or classes a "0" will be indicated. Then the number of shots will be applied to the individual shooters. If the chosen type of competition has a fixed number of shots, the respective number will appear **which at the same time has top priority!**
In general, shots will be saved, however, if you want to run a test, you can remove the checkmark at „save shots".

Go ahead, by saving the data.
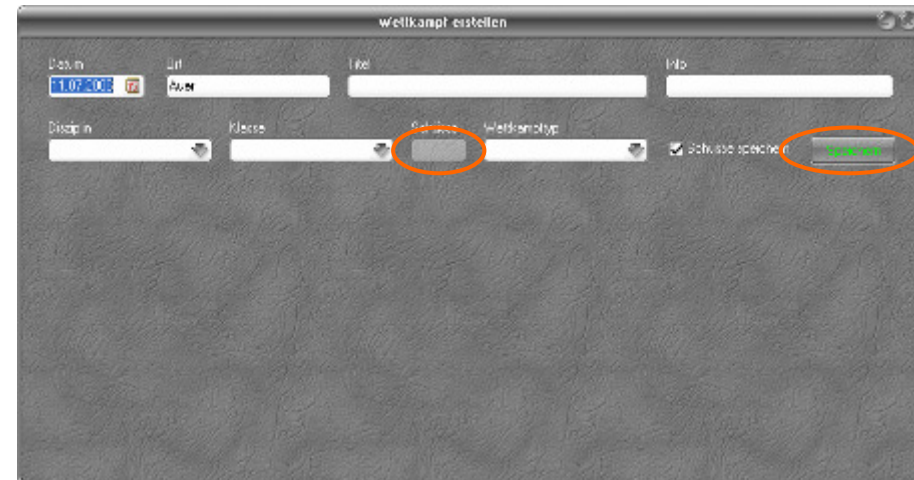
If you have saved a new competition or want to change data (button „*change*" in the competition administration), the dialogue will be enhance by new fields.

You can now determine the rounds of the competition. For this, enter the following data:

- **Date** and **time**, when the round is supposed to take place
- **location**, where the round will take place
- **Galleries**, in which shooters will shoot

Analogue to this, add all rounds necessary for the competition. When all rounds have been set, you can - in a next step - assign the shooters to the individual rounds. You can have one specific or all rounds displayed.
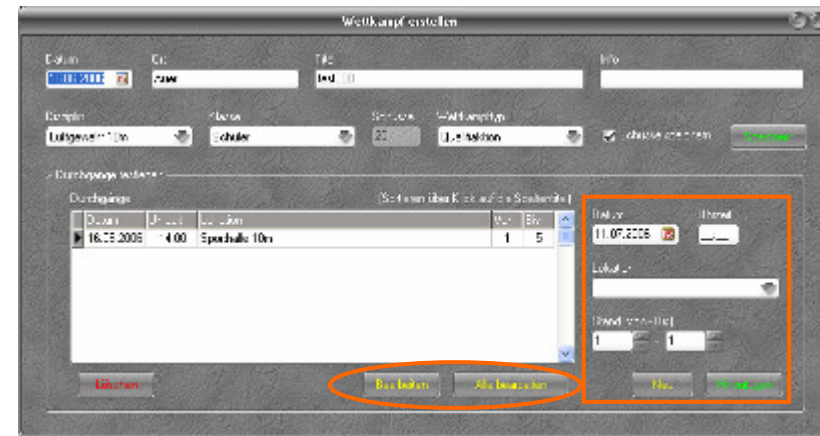
5.2 Create rounds / apply shooters

You will receive an overview showing one or all rounds depending on what you selected. Thereby, the header will contain the information of the location and time of the round. For the assigned galleries you can now determine the corresponding shooters. For this, simply chose a shooter from the list.

Notice!
Shooters can only be assigned to a gallery once. Therefore, they will disappear from the list, except the shooter also competes in another discipline.

You can also screen the list according to certain disciplines or classes. Thus only shooters from the chosen characteristics will be displayed.

If you need additional data or want to change the data of a shooter, you can directly switch to the corresponding dialogue via the button "*shooter administration*".

When you are done, save the settings!
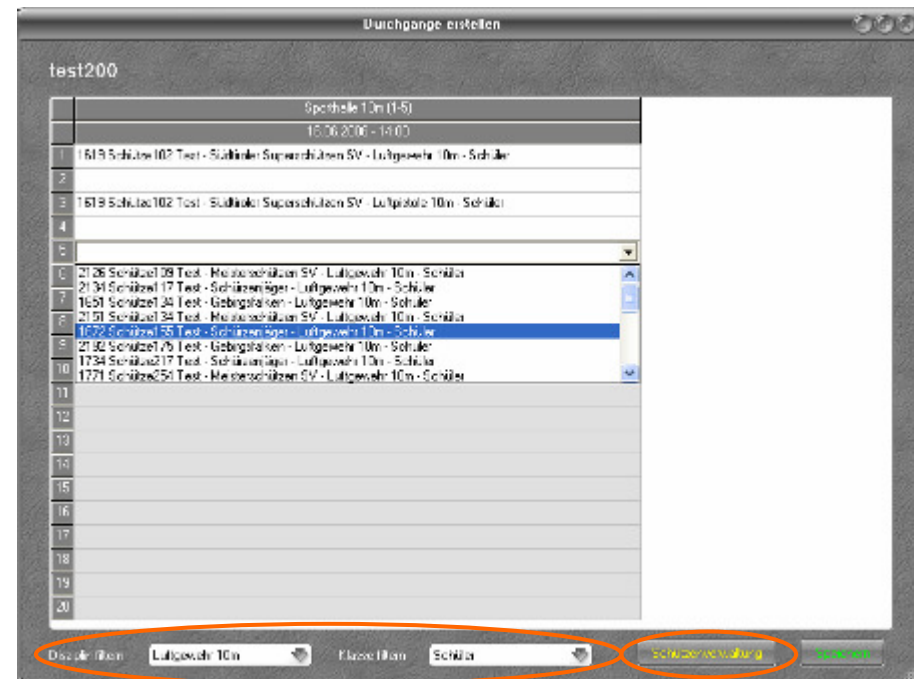
6 Conduct competition

Chose a competition in the competition administration and confirm via the button „s*tart competition*". Following, a dialogue will open up which shows all rounds for this competition.
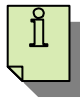**Notice!**
Already conducted and terminated rounds will appear in the list as marked with „*terminated*".
From the list, chose the round which you want to start and click on the button „*start round*".
If it is necessary to start over, you can arrange this via the button „*restart round*".
Notice that all data saved up to this point will be deleted and can not be restored!

6.1 Competition window

After you have selected the round, the competition window will show up. Here you will find several areas for certain functionalities:

- **Title bar and clock**
  The title bar contains basic information of the competition and the round. If the phases of the competition are time dependent, the countdown will be displayed. Otherwise, the time will be displayed. If necessary you can manually change the countdown via the "+" and "-" mark. However, this is only possible if the competition has been started or paused.

- **Start, pause and terminate**
  The list on the left contains the phases determined for this type of competition.
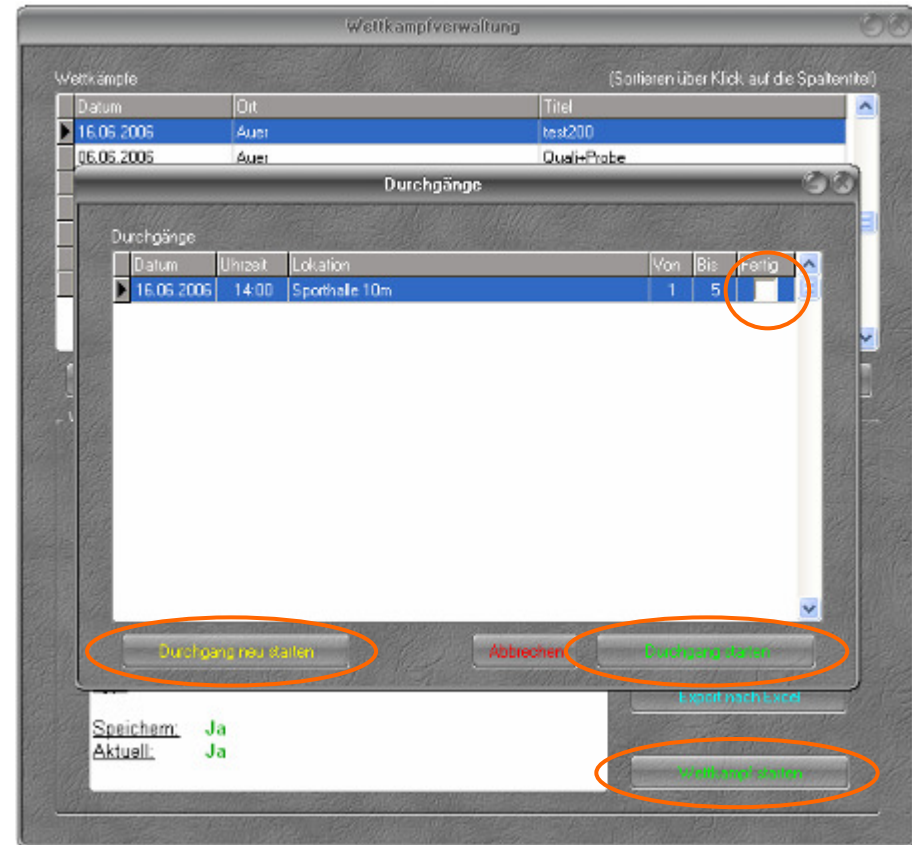
Chose the phase which you want to start and confirm via the button „*start*". Now the shooters' shots will be accepted and displayed in the array of the corresponding shooter.
Notice!
In the simulation-mode, data simulating the shots of the shooters will now be generated at random.
Note that the shot data generated at random do not correspond with the target coordinates generated at random!
In case you have to pause the round you can do so via the button „*pause*".
If the round is terminated or you have to pause the competition for a certain time, do so via the button „*terminate*". A dialogue will ask you whether you want to terminate the round or continue it later.
If the round was terminated you cannot add any more data.
You can retract a termination only manually (c.f. 6.2).
Notice!
A round which was terminated to be continued later will continue at the exact point of time it was terminated.
Notice!
In the per-shot mode you additionally have the option to terminate only the active shot.

- **Print and Change**
  The print function is equal to the print function in the competition administration (**c.f. 5**).
  The item"*change*" will be explained under 6.2.

- **Beamer functions**
  Depending on the phase and the settings, different options will appear in the selection list.

17
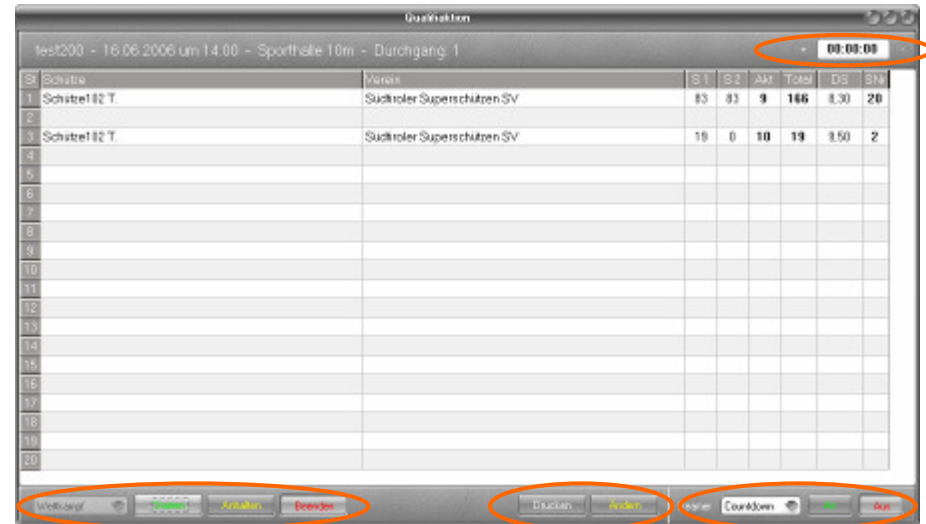
Chose the option which is supposed to be displayed on the beamer and activate the output via the button „*on*". If you want the option to vanish chose the button "*off*".

Notice that the competition window can be closed only if the competition has been terminated and the beamer window has been closed, too.

6.2 Change competition manually

Via the button „*change*", you can change the competition data manually.
You can protect the access by a password. Then, only authorised people can conduct changes.

From the list of shooters, select the shooter which you want to change.
All data belonging to the shooter will now be displayed. You can change this data or add new one.
- **No-show**, is necessary for the competition statistics and shows which shooters did not appear at the competition.
  Notice!
  When terminating the round, all shooters who did not shoot will automatically be marked as „*no-show*".
- **Qualification**, e.g. when shooting a final enter the qualification score.

Notice!
The option "*+ Final* " under "types of competition" saves the qualification results automatically!
Confirm these changes with "*OK*".

Shots can be deleted and added. For this, enter the shot number and the score.
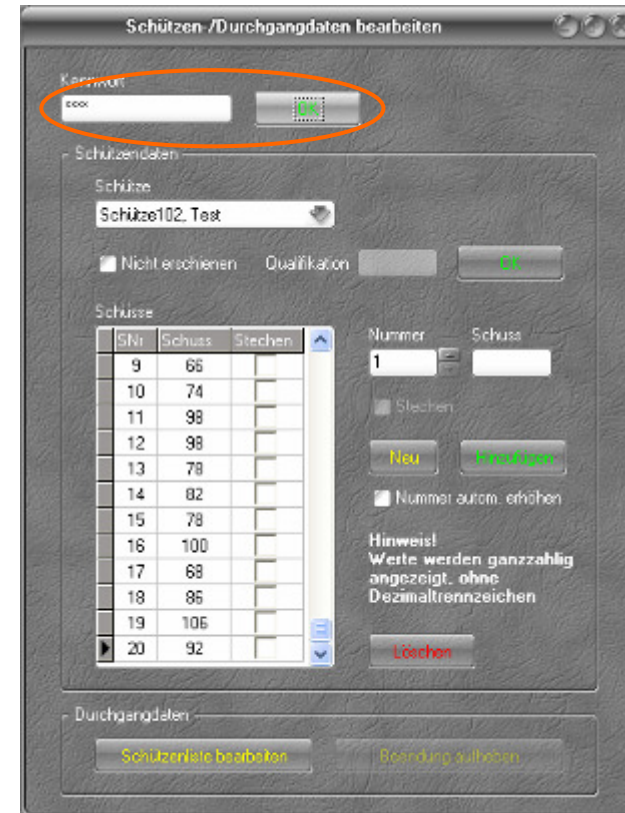
Notice that the score has to be entered without comma i.e. enter 84, instead of 8,4.

If you have to enter several shots successively, activate the option *„increase number automatically"*. Thereby, the shot number is increased automatically.

Moreover, here you can ex post edit the rounds, e.g. in order to shift a shooter to another gallery or to add a shooter.

In case a round has by accident been terminated completely, you can retract the process via the button *„cancel termination"*.

6.3 Several competitions

Several competitions / rounds can be conducted at the same time. This may be useful if you want to use the shooting gallery for different competitions. For this, start the round of one of the competitions, switch to the dialogue competition administration, select a competition and start the other round.

7 Analysis

7.1 Competition-Analysis

Chose a competition from the list. For this competition you can receive the following analyses:

- **Participants per discipline/ category**
  The participants will be broken down by discipline and category. It will be analysed how many shooters were registered and took part as well as how many shooter did not take part in the competition.
- **Participants per club**
  As above, however, in dependence of the club.
- **Registered by club**
  Shows data particulary for one selected club.

Of course you can print all of this data.

7.2 Shooter-Analysis

Chose a competition from the list. Chose the shooter you want to be analysed from the list of shooters. The discipline and category in which the shooter took part will be indicated. If the data is correct, confirm via the button "*analyse shooter*".

You will receive the series of shots and an analysis concerning the allocation of the ring scores. Via the selection "series" you can display an individual series or all of them. By selecting the shots you can also have them displayed on the target and by selecting them again you can delete them from the target.

Additionally you can zoom in and out of the target.

The printable shooter protocol additionally contains data such as divisors and shot position.