

CLUB DIGITAL COMPETITION INSTRUCTIONS

THE Digital Competition System consists of the following permanent files

CLUBCOMPVx.EXE (the main executable file where x is the current version number)

CLUBSETUP.TXT (A data file containing the members names, group and code name)

VB40032.DLL (a runtime file located in your c:\WINDOWS\SYSTEM32 folder)

In addition the system will include the actual image files

The EXE and TXT file along with the image files must reside in the same folder. If you are running VISTA you may have to right click the EXE file and "Run as Administrator" the first time. If you are using a MAC you must have the conversion program. We suggest you keep a separate folder for each month for archival and End of Year competition purposes.

When all of the image files for the month are collected the program is ready for a test run. During this process a number of temporary files will be created. They will all begin with a ~ and may be safely deleted after the competition is completed but they are tiny files and will not impact your hard drive's storage capacity.

The first step is to click on **CREATE THE DATA FILES**. This routine verifies that the image file names are in the **EXACT** format specified and that the makers code and group in the image name is the same as in the **CLUBSETUP.TXT** file. If there are no errors a green list appears. Print the score sheets and return to the Main Menu

If a red list appears there are errors that must be corrected. We have tried to trap all the errors and provide you with a message as to what the error actually is. The most common error will be an image from a new maker which is not in the **CLUBSETUP.TXT** file. The next most common error will be a wrong code designation. Unwanted spaces or hyphens where they should not be are also common problems.

Once you have a green list, return to the main menu and **SELECT A SCORING METHOD**. The choices are single digits 5 to 9, fractions from 5 to 9 (example 8.3) and 15 to 27 . Return to the main menu and run through an entire mock competition. At this point you want to make sure that all of the images load correctly and that the images are sized correctly. An image with a non-JPG extension will not display but will not generate an error message. Once the run through is finished copy the competition folder to a flash drive, load it onto your laptop and you are ready to go. Bring the laptop, the projector, the score sheets and the flash drive to the competition.

Note – The image files are randomly sorted when the data files are created. The score sheets are printed from these files. If you click on **Create the Data Files** again (say at the meeting room where you have no access to a printer) the files will be randomly sorted again and will not match the previously printed score sheets. The score sheets are still usable but you will be slowed down a bit. A warning message is posted so you can avoid this if you wish.

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SAMPLE CLUBSETUP.TXT FILE (NO Spaces)

XYZ CAMERA CLUB
c27,dick,hunt,dickhunt,s
c27,adolfo,briceno,abriceno,s
c27,John,DiNicola,johndini,s
c27,Michael,Waxman,michwaxm,B
c27,Steve,Green,stevegrn,A
c27,Chris,Corradino,chriscor,B
c27,Randy,Andrew,randandr,B
c27,Harry,Loud,harryloud,s
c27,Bill,Overton,billover,A
999

Makers Club Number (preceded by a C), First
Name, Last Name, Code and Class

End of data block terminator

SAMPLE IMAGE FILE NAME (NO Spaces except in the title)

C27-dickhunt-s1-flower # 1.jpg

Title (see note 3) followed by .jpg

Makers Class (A, B or S) followed by a 1

Makers Code (see note 2)

Club Number (preceded by a C but see note 4)

The images will be sized as follows:

**750 pixels on the longest dimension
Anything up to 750 pixels on the shortest dimension
At 72 PPI in SRGB color space**

NOTES:

1. The CLUBSETUP.TXT file is created and edited in any text editing program such as notepad.
2. The makers code may be any combination of letters and/or numbers up to a total of 9.
3. The image title may be any combination of letters and/or numbers up to a total of 36.
4. If the image is a makeup replace the C with an M.