

OpenTourney Assistant™ (OTA) Release Notes

OTA 4.99 E14 (Feb 2015)

- 1. Fixed Printer Selection on Tourney Control Dashboard.** The printer selection that has been making us all nuts is now fixed.
- 2. Hide First Round BYEs has been repaired.** Got broken in the previous release and didn't work on first build of brackets.
- 3. APPLY button in Bracket Appearance Preferences** once again lights up the "update all brackets now" button if you make a change.
- 4. Bracket Appearance Preferences** – the ability to specify and change the headings on brackets works better now (<mat> metatag is enforced – it wasn't before). This is useful in regular and silent tournaments – if you use silent tourney numbering, the bracket remembers what mat it was assigned to, so using <mat> in the heading label will ensure that the mat number shows up on the bracket.
- 5. Bracket Appearance Preferences** – there was an underlined space sitting at the end of the first line preference. If you didn't change it, you ended up with an "_" after the first line on every first appearance of the wrestler. That is fixed.
- 6. Importing Data** – Non-printable characters cleaned up. We've added a thorough replacement of any non-printable characters in the data in an attempt to eliminate the rise in bad characters we're seeing from Excel imports. This seems to fix it. Please let us know if it doesn't.
- 7. Division Template** – the Division template file has been replaced to fix a code bug that we think was at the root of some problems that appeared to be random and related to wrestler data, but probably weren't.
- 8. Silent Tourney Numbering** – this window closes more cleanly than it did before.

OTA 4.99 E11 (Oct 2014)

1. **Harmonized the Round Robin brackets.** All round robins now use the same template format. The universal round robin bracket has five rounds of 3 bouts each.

With 2, 3 or 4 wrestlers, only rounds ONE, THREE and FIVE are used.
With 5 or 6 wrestlers, all five rounds are used.

With 3 wrestlers or 5 wrestlers, one wrestler will sit (gets a BYE) in each round of the competition.

MAKING CHANGES – ADD/DELETE: because the template is the same for all round robins, you can add or delete wrestlers in the round robin even if it will change the “size” of the round robin – e.g. from 4 wrestlers to 5.

When the size changes, you can choose to “re-pair” the round robin while you’re looking at the bracket, or you can manually put the wrestler into BYE or empty bracket spots without re-pairing – that’s up to you.

When you UPSIZE a round robin, note that you still need to add the bout numbers to the new bouts created (if you haven’t numbered bouts, or if you haven’t “advertised” bout numbers, just re-number the whole tournament or at least the affected division).

MAKING CHANGES – MOVING: When moving a wrestler from another weight (*right click on a bracket spot, use the wrestler edit feature to select the other weight class then click on the wrestler you’re moving*), the OTA will ask if you want to put a BYE where you brought the other wrestler from – the answer should almost always be “yes”. Further – if that bracket was a round robin, the OTA will ask if you want to re-pair the RR he came from. If you say “yes”, then the OTA will do that re-pair after it finishes making the change on the current bracket and then leave you on the bracket the wrestler came from.

2. **Edit Wrestler / Change Wrestler** – this palette has been re-written

entirely and should be easier to use.

3. **Change Bout Number Feature modified** – if you have added a wrestler to a BYE spot in a bracket and need to put a bout number there, you right-click to bring up the “Change Bout Number” feature. This feature has been updated so that if you enter a bout number that is already in use, it’ll simply ask you if you want the OTA to automatically create an “A” bout for you (e.g. 413A). This makes re-numbering brackets in those early morning post-weigh-in crazy times much easier.
4. **Post Season “no entry”** – For tournaments that are “fed” by prior events, when there a qualifying slot gets a “no entry”, the OTA had no way to recognize that this was effectively a “BYE” and still show the “no entry”.

That has been changed. If you enter “[no entry]” as the last name for an input wrestler then it will be treated as a BYE wrestler (but still shown as “[no entry]” on the bracket.

5. **Alive Wrestlers** – added an “Alive Wrestler Names” button that will put the alive wrestlers into the Report Manager. This is useful for resolving incorrect counts.
6. **Online Brackets** – in general, these just look better. Still a bit of a wonkiness with the 3rd place box, but we’ll change those completely this winter.
 - a. bout numbers generally show pleasantly on the online bracket
 - b. RR place boxes will not show (the red bordered ones) which makes the appearance much better
 - c. The font size issue has been somewhat wrestled to the ground and cleaned up
7. **32 and 64 Man Consy Brackets** – the font sizes for the out rounds in 32 and 64 man brackets were fixed. The combination of these two fixes makes the consy round of the 32 man and larger brackets look much more pleasant.

8. Bug Fixes –

- a. The Internet Connection tester didn't populate the URL field correctly – fixed.
- b. Preferences – the Show Mat Assignment boxes weren't reflective of the actual setting until they were used. They are now (default to OFF)
- c. The "display bouts on bracket" button was not reflective of the actual setting until it was used. It is now (default is OFF).
- d. Posting online brackets – occasional delays in Internet transfers may have caused your posted event not to show up online without contacting us. This is less likely now.
- e. The BYE-BYE view of a consy bout won't occur any more (much to the chagrin of Shelly). Meaning you won't see a BYE result underneath a BYE placement in the consy round brackets like you did before.
- f. Printing margins have been locked at 18 points – some brackets (6-man RR in particular) would occasionally cut-off because of a margins calculation error.

(4.99 E10 was a beta-only release)

OTA 4.99 E9 (late Jan 2014)

9. **Team Scoring for Round Robin brackets.** When team scoring with round robin brackets in the mix, any wrestler receiving second place in a RR was awarded 2nd place points whether their “non-scoring wrestler” flag was set or not. This has been fixed.
10. **TeamScoresPopUp – Alive Wrestlers**– the Alive Wrestlers feature was not working across divisions. It is now.
11. **Online Brackets** with multiple divisions where one division name occurred as part of the other division name (e.g. Varsity and Junior Varsity) could result in the first division created appearing on the online brackets twice and the other division not appearing at all. This has been fixed.
12. **Tourney Control Dashboard – Autoselect Bouts and Autoselect Session** – these flags weren't working in a helpful manner. They are now. If you have the autoselect feature on and no sessions

are defined, the bout number whose result you just entered will appear at the end of row 1 in the bout grid. If you had sessions created and the autosession flag is on, then the session which your just-entered bout belongs to will be selected and your bout will be in the end of the first row for that session.

13. **Bracket Builder Refreshes** – if you leave the Bracket Builder to go to the Data Manager, it will close the Bracket Builder. This will eliminate some of the confusion with the Bracket Builder displaying unrefreshed data. NOTE: The Bracket Builder will not always be able to tell you when a bracket needs re-created. For instance if you've scratched a wrestler in the Data Manager, when you come back to the Bracket Builder view, that wrestler will be gone. HOWEVER, if you built brackets and didn't re-build that bracket since the scratch, or re-place the wrestlers on the bracket since the scratch, then the scratch will NOT be reflected on the bracket.
14. **Bracket Builder – 0 wrestlers** – a weight with 0 wrestlers will no longer appear in the Bracket Builder. (It can still show up in the Data Manager as you can un-check the WeighIn OK flag for all of the wrestlers in a weight.
15. **HS-1 Boutsheet with Medal Slip** – a bout sheet has been added that will automatically print a second piece of paper behind all “medal round” bouts (1-2, 3-4, 5-6 or 7-8) for the table workers to send to the trophy room with the winning wrestler when the bout completes.

OTA 4.99 E8 and E8b (early Jan 2014)

1. Significant Changes:

- a. **Bracket Families have been renamed.** You will notice that each bracket family in the list has a 3-digit number prefixing it, but more importantly you should notice that the bracket family names will indicate how that bracket family works. The scheme is simple: 100s – standard wide-start brackets 200s – standard classic brackets 300s – not so standard classic brackets 400s – custom brackets 500s – round robin only brackets.

NOTE: All of the previous bracket families are in here, but may have a slightly different name. If you open a tournament built pre-4.99 E8, when you open the tournament preferences it will complain that you need to reset the bracket family because it can't find the previously selected one. *This doesn't affect you unless you plan to rebuild brackets for that tournament.*

- b. **Bracket Family Descriptions are more readable.** These appear when you select a bracket family in the Tournament Architecture Preferences window.
- c. **Round Robin 3 and 4 man brackets have been reformatted** slightly with wider bracket spots to accommodate the “all on one line” first wrestler appearance.
- d. **Round Robin 3, 4 and 5/6 round assignments (for bout numbering order) have been changed.** The new assignments will generally produce a more favorable open tournament bout flow (where various RR brackets and double elim brackets both appear).
- e. **Silent Tourney Numbering will default to “splitting” rounds before numbering.** This means, for instance that whereas the typical default numbering order has the SF's being numbered with the consy 3 round on a weight-by-weight basis, that now it will default to numbering the SFs then coming back through and numbering the consy 3 round. Again, this is in deference to optimal bout flow in open tournaments, where Silent Tourney Numbering is most commonly used.
- f. **Bracket Families Catalog** – not in the OTA itself, but on the download site, there is now a zip file containing PDFs for all bracket families. This allows you to see the how the brackets within a bracket family will be assigned and how they behave relative to loser drops.
- g. **New Bracket Families Added** – Two new brackets have been added – the first is a 16-man bracket to 9 places (family name is:

405 Classic Force-16 w 9th-place Bout). This gives the losers in the first consy round at least one more bout. The second is *406 Classic 8-man with 1 Consy Bout*. This bracket has SF losers to consy but first round losers into one additional bout only (vice moving into a consy semifinal).

2. Other Updates

- a. **A Classic 16 bracket to 9 places** has been added. This bracket allows you to wrestle to 9 places, but the bouts involved in determining 9th place (made up of wrestlers who have lost twice) are NOT awarded any team points.
- b. **Classic Guaranteed Bouts family** had a bout numbering issue that has been fixed.
- c. **Wrestler Data “disappearing” in Data Manager:** under a very specific scenario the Data Manager could appear to have no wrestlers when in fact the tournament wrestlers file was intact. This has been fixed.
- d. **Division Name / Tournament Name Cutting Off and resizing:** depending on the length of the division names and the tournament names, the tournament/division label on top of the bracket could get ugly (cut off or really big font or both). This has been fixed.
- e. **5/6-man RR Tiebreaker Preference** – prior to 4.99E8b, a tie between the top two wrestlers in the RR would be broken based on Bonus Points. You had no option to override this.

Two things have changed: 1. There is a preference in Tournament Architecture that allows you to set it to either Bonus Points or Head-to-Head. 2. The default is now Head-to-Head

- f. **5/6-man RR Place Boxes** – Manual Option. Right-clicking on the place boxes in the 5/6 man RR didn't behave consistently (often not at all). That has been fixed and a checkbox has been placed on the bracket for you to click and indicate that you overrode the table of results. (It isn't auto-checked, but probably should have

been.)

OTA 4.99 E7 (Dec 2013)

1. **Weigh-In Reports** – fixed printing bug. (Mac Only)

OTA 4.99 D thru 4.99 E6 (Jan to April 2013)

1. **Tourney Name on Brackets** – OTA attempts to resize the tournament name field on the bracket so that long tournament names don't crop. Works in *most* cases.
2. **New bracket family** - Wide Classic Brute family has medal rounds for the round robin brackets. Those RR brackets have been cleaned up aesthetically from previous releases.
3. **Realtime Results (online brackets)** - full tourney upload would hang in certain circumstances – fixed.
4. **Activate Public Link feature** – Open events now have the ability to create an online link name that is different than the tournament name. Also, the public activation of the event to the Escape Sports site won't happen unless you direct it to (this allows you to do testing before the event goes live and actually appears at results.escapesports.com).
5. **Report Manager and Data Manager printing routines** both use printer settings for bouts printer now.
6. **Online Brackets** - Bug fixes to create html brackets for True Second.
7. **True Second bout numbering** round-naming anomaly repaired.
8. Modified chat client filenaming for html, teamscores and pdfs to ensure that the filename is unique and includes the year. The HTML name is set by the Online Brackets Setup file.

9. **Team scoring** bug fix - team point deductions were being double counted by all "report" driven totals - this included the TeamScores PopUp.
10. **PDF brackets** default to creating inside of the tournament folder now.
11. **Online Brackets** - Start of bracket on multi division tournaments for HTML was too high - fixed.
12. **True Second brackets** would not complete the htmlcreate because there is no field labeled "3rd_place 1". Fixed.

OTA 4.99 C

20 February 2013

Feature Adds:

1. Report Manager / Advancing Wrestlers Report - the Seeding 1 Criteria is now exported as the last column of an Advancing Wrestlers report.

2. Printing Preferences - The ability to save printing preferences for both the brackets and bout sheets printer is enabled. The preferences are saved separately, so even if you're using the same printer for both brackets and bout sheets, you can have two different sets of preferences (for example, printing bout sheets in DRAFT mode and printing the Brackets in higher resolution). NOTE: this is not true of the "Page Setup" information - it cannot be saved by printer. See note #3.

3. Printing Landscape - In order to print a bracket in landscape mode, you'll need to check the Landscape box that is right next to the printer pulldown at the bottom of the Tourney Control Dashboard.

4. Online Bracket Appearance - the "Place Summary" box on some of the bracket families were overlapping some of the online bracket elements. The Place Summary table has now been moved to the top center of the online bracket and appears.

Bug Fixes:

1. Online brackets for 64-man Classic/Wide Classic 8 place brackets - these wouldn't create and didn't really show an error. The family has been updated and bracket creation works now.

2. True Second bracket families would not finish bout numbering - this is fixed.

OTA 4.99 B2

11 February 2013

Bug Fixes:

- 1. Printing Champ Bracket (or Consy Bracket) for certain RRs:** this previously could cause the bracket elements to become invisible - you could print it, and score bouts for it, but you couldn't see it on the screen (you should only print FULL brackets for RR - but we shouldn't break when you tried the other).
- 2. Bracket Builder** - remembers the weight class last visited when you return to it (for instance, from editing). It used to always reload then go back to the first weight
- 3. Seed Manager** - remembers the weight class being worked on so you don't have to re-click that line (used to go back to first weight after you did something like "compress seeds")
- 4. Seed Manager** - can now move between divisions without clicking "Refresh"
- 5. Team Scoring** - the handling of place points awarded in a round where no bouts occurred would, in certain circumstances, cause the TeamScores PopUp on the dashboard to produce different totals than the Team Scoring module would. This has been fixed.
- 6. Logo Placement** - the logos weren't displaying on the brackets they had been placed on. They will display now. **NOTE: to MOVE the logos around on the bracket by right-clicking and dragging, you must keep the preferences panel open. It doesn't have to be in front, but it must be open. Once you're done moving it around, its okay to close the preferences panel.**
- 7. Realtime Results** - in the 4.99 A, A2 and B releases the "Upload Full Tourney" would choke if the TeamScore box was checked. It works now.

OTA 4.99 B

23 January 2013

Feature Changes in 4.99 B Release:

Dashboard Updates:

Designate Separate Printers for Brackets and Boutsheets:

The printer selector has been moved into two pulldown buttons at the bottom of the TourneyControl Dashboard. Notice that when you first open the OTA, they are not initialized. If you don't have two printers set up, set the bracket printer first, and it will ask you if you'd like to use the same printer for bout sheets.

Designate the Number of Bouts Entered Between Saves:

Currently the OTA saves the tournament file every 5 bouts. If you've done a tournament where you find that the bout sheets are sometimes coming in as groups of 10 or 20, you may want to adjust the save interval. The pulldown in the lower right hand corner of the dashboard allows you to do that. Notice that you'll also see the time stamp there telling you when the tournament last saved.

Mat Assignments:

We give you two options for displaying mat assignments on the brackets now. One is **beside** the bout number (e.g. 408 -3 means that bout 408 is assigned to mat 3), the other is **below** the mat number as before. In either case, the aesthetics on the majority of the brackets with mats assigned is much improved. Assigning a bout to mat "0" will clear it's mat assignment.

Bout Importing:

When importing bouts, the only bout states that were updated were NOT READY (red), READY (yellow) or RESULT ENTERED (blue). On import now, the PRINTED (green) state will also be updated.

Other Updates and Bug Fixes:

Bout Numbering and Bout "Loser Of" Data:

We've given you the ability in the Bout Numbering panel to clear the "loser of" data or add it back in again. This is useful if you have to renumber because you've added or re-created a bracket. Like the Mat Assignment cleanup, we think the "loser of" data now appears much nicer on the brackets than it did before.

Weigh-in Reports - Data Manager:

The Weigh-in Reports pull downs didn't work correctly for multi-division tournaments - they do now.

Edit Wrestler from the bracket:

The annoying "advance byes" question has been removed. When pulling in a wrestler from another weight (same division or different division), the OTA will now ask if you want to replace the wrestler being pulled with a BYE. Additionally, it will set the "Weigh-In OK" of the wrestler being replaced to "FALSE". If he's put back on this or another bracket, then his "Weigh-In OK" flag will be turned back on.

The Bug Reporter utility has been taken out:

Seems like it caused more errors than it solved.

17 January 2013

Feature Changes in 4.99 A2 Release:

Note: there will be a 4.99 B release coming very soon, which includes the ability to set the "save interval" (currently fixed at every 5 bouts), a much cleaner appearance for mat-assignment and bout numbers, and more convenient pull-down layout for the printer selection. We wanted to get this release out before the weekend because of the significant real-time results improvements. Thanks.

Realtime Results - Linking to Escape Sports Results Page:

We've made it easier to get your results connected to the Escape Sports results page (<http://postedresults.escapesports.com>) by adding an "Activate" menu item in the "Other Stuff" menu on the Realtime Results Monitor window. You can do this anytime, but it's best to do it once you've created your brackets and uploaded them once.

We ask you to enter a valid email address when you first check the tournament in, that way if there are issues or we need to move it later, we can contact you.

Realtime Results - Faster Bracket Uploads:

We've reworked the data push scheme now to compress the bracket data being sent up, which makes it considerably faster than it was previously.

Realtime Results - How the Timers Work:

If you used it before, you know the timers were clunky. They are much cleaner and better behaved now. We think you'll agree that in general this approach just works better.

Logos On Brackets:

At long last we've finally restored the ability to put a logo on the brackets. It's not perfect yet - meaning that you should visit each bracket and make sure the logo isn't covering up something useful (like wrestlers names). You can move the logo around on the bracket by doing a right-click-and-drag.

NOTE: logos will make your PDF files much larger very quickly. Not a problem, but you should know.

Bug Fixes:

1. Silent Tourney Numbering - often the tournament title area on the bracket got clipped

or cut off after doing the silent tourney numbering. This has been fixed.

2. Wide Classic - 8 man 4 places - if you were a 4.99A user you may have noticed that the Wide Classic Family with that deployment was an old one that had the "top SF winner doesn't advance" bug. This distribution has the right family in it.

3. Bracket Window Off the Top of the Page - especially when doing realtime results, it was possible for the bracket window to get higher and higher on the screen until the title bar wasn't visible. That's fixed.

4. NWCA Wrestler Links - if you import OPC Ids with the wrestlers, the OTA automatically creates hyperlinks to their NWCA Scorebook page for their names in the online brackets. (this was added last year). It's been updated to work with HS and College again (was only working for college in previous 2013 season releases).

5. Single Elim Family and Two Wrestlers: fixed - it wouldn't bracket 2 wrestlers before with this family.

11 December 2012

Feature Changes:

"Wrestler Will Forfeit" feature:

When you've been advised that a wrestler will forfeit his next bout, navigate to that bout on the bracket and right click on the wrestler in that spot. Select "Will Forfeit" and notice that the wrestlers field background is now shaded gray.

When you print the bout sheet for that bout, text will print on the bout sheet advising the scorer that the wrestler will forfeit and will ask him to verify that information.

This feature works on The HighSchool-1 bout sheet, the College-1 bout sheet and the custom bout sheet called PIAA-2012-wForfeitDetect.

"RR 4-6 With Medal Round" Bracket Family:

Some of you requested the ability to have a "medal round" with the 4 and 6 man RR brackets. There is now a family that has just that. It doesn't auto-populate, you must click the wrestlers into the medal round.

"Custom Boutsheets"

The non-standard bout sheets are now installed in a folder inside of the Boutsheets directory of the OTA. If you are a custom bout sheet user, then you'll need to navigate to the OTA bout sheets folder (C:\program files\escape sports\OTA\Boutsheets) and open the "custom bout sheets" folder and move your bout sheet up one level into the main bout sheets folder.

Bug Fixes / Enhancements:

Realtime Results

In general the realtime results have been cleaned up considerably and now look much better (not perfect yet) for most bracket families.

The "drifting bracket" problem seems to be fixed. We've tested with a handful of tournament files, all of which we were able to reliably produce the "drift" problem. Using the new OTA, none of them drifted.

Report Manager

Parade of Champions reports were cleaned up.

NWCA Export was updated to be compatible with the 2012/13 NCAA upload requirements. If you are using the OTA to manage a college event, it is important that you get the OPC IDs into the tournament before you start. This will make uploading the results to the NWCA painless. If you have questions, email gimp@escapesports.com or rjb@escapesports.com.

Tiny Text Dialog Boxes:

Due to changes within the engine, you may encounter a dialog box which has text that is so small you can't read it. We've tried to ferret them all out, but if we've missed one, please let us know by emailing what you were doing when you saw the dialog (screen shots are really useful too) to support@escapesports.com

Bracket Builder Updating

The Bracket Builder was not correctly updating the bracket size column if you left the Bracket Builder to make changes in the Data Manager and then came back. That's fixed now.

Also, the Bracket Builder wasn't displaying the wrestlers if there wasn't a bracket size match in the selected family. That's fixed now.

Team Scoring - Guaranteed Place for Losing - No Bouts In Round

This very rare situation occurs, for instance, when you have 6 wrestlers in an 8 man line bracket and are awarding 6 places. There will be no bouts in the first coney round, but both wrestlers that have dropped into that round should receive credit for 6th place upon exiting that round. In the prior releases of the OTA, they were not. In 4.98, they are.

Bugs We're Still Hunting:

Disappearing Bout Number

We have one report of bout numbers disappearing from the bracket. In the tournaments that were sent in by the operator, we see maybe 5 bout numbers in the whole tournament that have simply "gone away".

WORK AROUND: What has actually happened is that the field containing the bout number has been made too narrow to display anything. We're not sure why that's happening or when it happens, but here's the fix: bring up the bout whose bout number is not displaying (note, the bout is still there and it's number is still good) and click either OK or Cancel in the bout result palette. This will resize the bout field and cause it to display again. [DEAD]

No Place Points Awarded to Loser of Bout Where Team Point Deduction Occurs

Researching the Team Scoring issue uncovered a bug that isn't fixed yet: whenever a round has a guaranteed place for losing (as in the example above - 8-man line bracket scoring for 6 places) - for any bout in that round which had a team point deduction occur, the losing wrestler in the bout will not be awarded place points as he should be. This is a bug, and we'll fix it. [IN PROGRESS]

As always - if you experience a bug, please email the description of the bug and a ZIP file of both of your tournament files (end in .rev) to support@escapesports.com