

Tutorial: Target Mapping in SIUSRank

Introduction

With SIUSRank Version 8.6.0 and newer the possibility to map target numbers from SIUSRank to external systems like start lists (SIUSData) or the STYX Lane Scoreboard have been improved.

The Mapping on the Final Settings Tab on the Shoot Event itself has been removed and is replaced with a similar option on the phase level.

The Mapping on Range Level has been removed to and is replaced with the improved mechanism of the Manual Target Mapping concept.

Target Mapping Editor

The Target Mapping Editor is used to provide a set of templates for target mappings which can be reused on the Phase level.

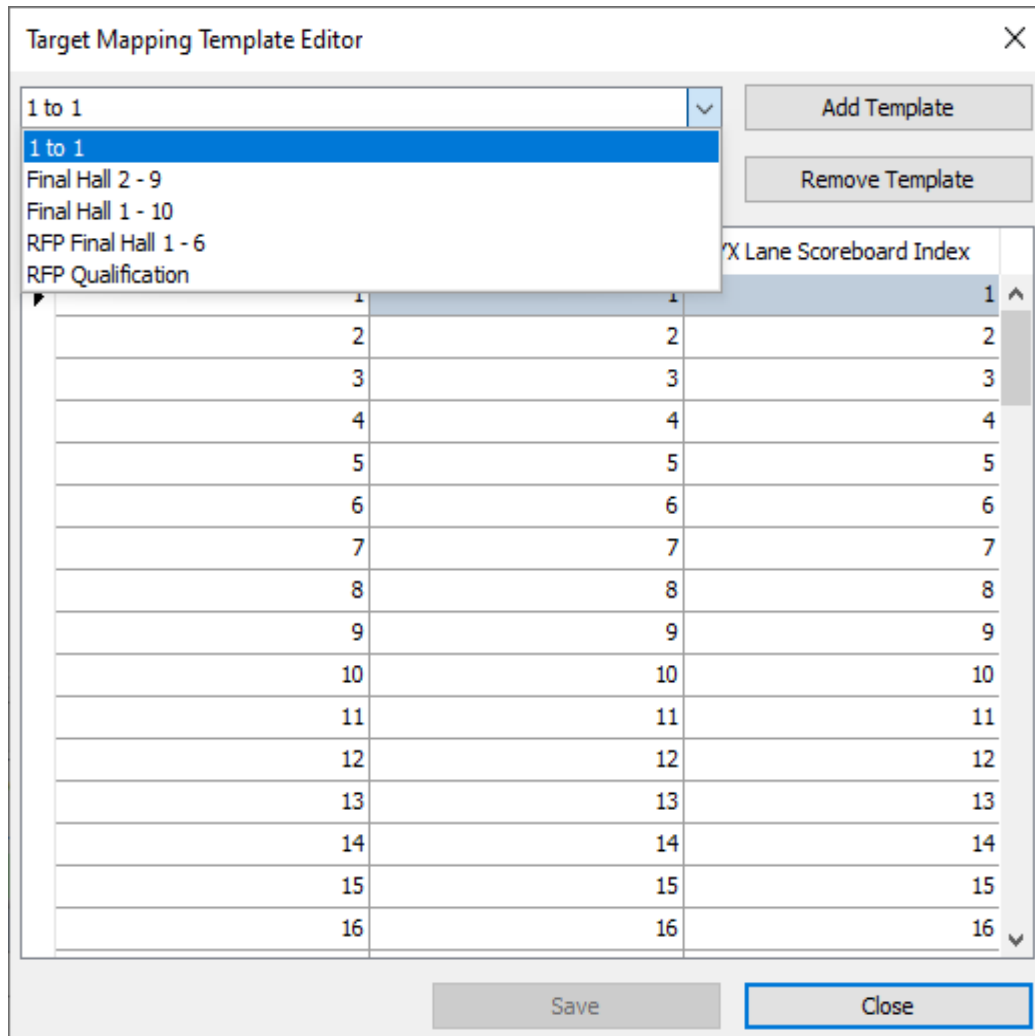
The Target Mapping Editor can be called from the help menu.



A set of standard templates is included in the release.

- 1 to 1: Target Number in SIUSRank is directly mapped to the Target Number in the Start List for SIUSData and the STYX Lane Scoreboards.
- Final Hall 2 - 9: For Finals with spare targets on either side this mapping can be used (R1, 1, 2, 3, 4, 5, 6, 7, 8, R2). p.e. AR10
- Final Hall 1 - 10: For Finals without space targets (1, 2, 3, 4, 5, 6, 7, 8, 9, 10). P. e. SP
- RFP Final Hall 1 - 6: Rapid Fire Finals need a special setup for the STYX Lane Scoreboards. The mapping shows the athlete on Target Number 1 on Lane Scoreboard Index 2, 2 on 5, 3 on 8, 4 on 3, 5 on 6 and 6 on 9.

- RFP Qualification: For Qualification in RFP Events with the classic pattern 3, 8, 13, ... to setup the Master of the Control Unit



Customer Specific Templates

Every customer can override or add its own templates. They are saved on the local computer and are not included in the database. To transfer a template from one computer to another copy the file

- %PROGRAMDATA%\SIUS AG\SiusRank\TargetMappingTemplates.json

The templates which are provided with an installation can not be deleted but overwritten.

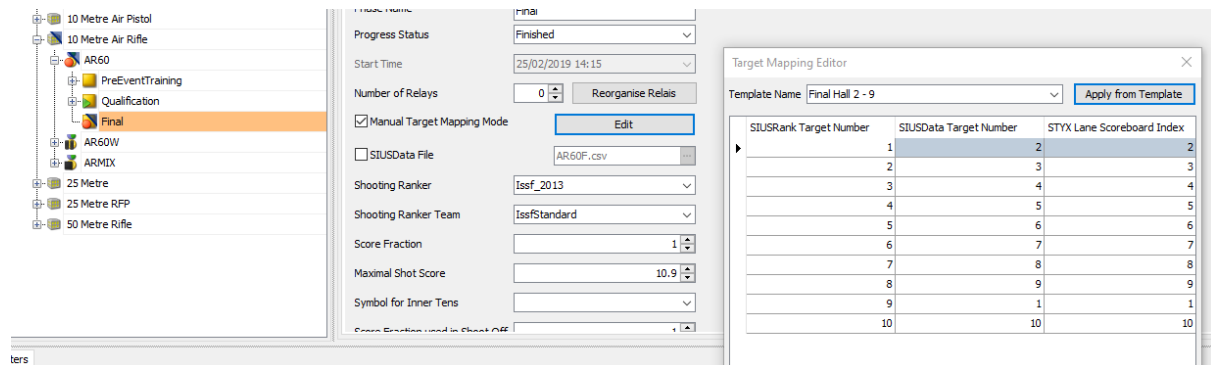
Settings on Phase Level

To use the Manual Target Mapping Mode it has to be enabled in the settings on Phase level.

If it is not enabled, there is no mapping and it behaves like the 1 to 1 Mapping from the templates.

After enabling it, the Target Mapping Editor can be opened.

- Apply from Template: Initially the Mapping has to be applied from a template to generate the Target Numbers.
- Editing: the columns SIUSData Target Number and STYX Lane Scoreboard Index are editable. The changes are saved directly to the database. This makes it possible to transfer the in advanced prepared database file from the Qualification Range to the Final Range.



Hints

- Target Mapping Settings are saved in the Database (*.srk)
- Target Mapping Templates are saved on the computer
- STYX Lane Scoreboards which are used in a manual mapping but have no Starter assigned in a Start List will be set to a neutral face. See Tutorial for STYX Lane Scoreboards.