

Communication Quick Reference

Daily Setup

1. Use DartComm Options

Sending Dartman Files Manually

- Open DartComm- *Communications Menu* >> Run *DartComm*
- Check needed Options if files have not been generated.
- Any errors generated at this time **Must** be corrected.
- Select *No* if files have been generated.
- Select the *Manual Modem* option.
- Select the *Option* button.
- From the *All Machines* tab check the desired options.
- Machine Specific options are available under the other machine tabs.
- Check *desired options*.
- *Select the desired location from the drop down list*.
- Click *Connect*

Sending Dartman Files Automatically

- Open DartComm- *Communications Menu* >> Run *DartComm*
- Check needed Options if files have not been generated.
- Any errors generated at this time **Must** be corrected.
- Select *No* if files have been generated.
- Select the *Automatic Modem* option.
- Select the *Options* button.
- From the *All Machines* tab check the desired options.
- Machine Specific options are available under the other machine tabs.
- Check *desired options*
- Return to *Automatic Call Out*
- 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 *Handicaps, Players* >> *Handicap Setup*
- Verify *Report, Make certain all matches were received*

Seasonal Setup

Using the League Wizard

- Open *Dartman for Windows*
- *League*>> *New*
- Answer the *Wizards questions*

1. League Options

- Open *Dartman for Windows*
- *League Menu* >> *Add*
- Enter 6 character league name
- No special characters such as punctuation
- Choose *Combo, Cricket, or X01* league type
- Fill in all fields, including *HCP and type, Day of play (which affects auto call days), weeks(used for scheduling), and Team Fees (automatically collected by Galaxy II's and Black Widows if selected)*
- To edit *Custom Reports* refer to manual.
- 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.**
- 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

- *Team Menu* >> *Division Setup*
- *F6* adds *bye*
- *F7* Removes *Bye*

5. Entering Players

- *Player Menu* >> *Add*
- *Select Team*
- *F9* brings up *master list for players that have played previously*
- Otherwise type *player name*
- Fill in all fields
- Click *OK*
- Repeat until all players are entered

6. Creating Schedules

- *Schedule Menu* >> *Initialize Scheduled*
- Answer *Yes / No* for playing second round in same order as first
- *Schedule Menu* >> *Set Match Dates*
- *Select Auto Tab* to use all weeks
- *Select Manual Tab* to Manually use or skip weeks

7. Creating Shooting Order

- *Match Setup Menu* >> *Launch WinStat*
- *League Menu* >> *Open League List, if necessary*
- Select the appropriate league
- In *Games Tab* assign games, then hit *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
- Set *Bull, Set Substitution, Next Game Shooting Order*
- Click *Save*
- Close *Box*
- Repeat for all leagues as desired

Leagues may Now be sent to the Dartboard. Please see reverse side of this document for instructions on sending leagues to the dartboard.



Communication 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:\](#)
- Follow the DartComm procedures and go to DISK/ZIP/Pocket PC
- Choose the IDE Update option for Compact Flash
- Choose the appropriate drive
- Select the options
- Create Update
- Remove the Flash Card
- Proceed to the boards
- Make certain to UNPLUG the Dartboard before attaching the Port-A-Flash
- To retrieve the stats collected
- Return the Port-a-Flash to its Reader
- Enter DartComm
- Go to DISK/ZIP/Pocket PC
- Choose the IDE Update option for Compact Flash
- Choose the appropriate drive
- Select the Collect or Recollect Option
- "Create Update"
- Proceed to "Processing Stats"

Customizing Report Header

- Start>Programs>Accessories>Word Pad
- Look In>> Program Files\Dartman
- Select File Type: .RTF
- Choose:\Header.rtf
- Start>Programs>Accessories>Paint
- Create New Header in Paint
- Save As: either .BMP or .RTF
- Copy "New Creation" into Header.rtf
- The original Arachnid Header is also just a .BMP or .RTF.
- Save "Header.rtf" in WordPad.
- Print a Report in Dartman and make certain the graphic is acceptable.

Ad Screens

- DartComm will accept two types of Ad.
- JPEG and .PCX
- They must be 640 x 480 pixels, and 72 DPI
- The smaller the files size the better. The GII uses the same memory area for Leagues and Ads (only 256 Kilobytes).
- In Dartman >Communications
- 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.

Hot Button Configuration

- Open Dartman
- Select Hot Button>Hot Button Configuration
- The ID is a unique identifier for security purposes
- The password defaults to 8 D's
- Select your own password
- You may choose to activate the money option
- Enter the minimum and maximum amounts allowed (20 and 120 are standard)
- Enter the number of days before the money expires, or leave a 0 to allow continual use
- Assign the configuration to a specific machine
- An Operator Button can propagate this information to other GII's

Operator Button Configuration

- After Loading the configuration on a GII
- Set the board options for pricing etc. as you want them
- While the board is in test mode apply the black operator Button to the contacts
- This should bring up a window showing options
- Choose Create a Button
- Choose Operator Button
- Tap in your password
- Press the red button
- Apply the Black Button to the contacts; this will take a minute or so.
- Return to the previous menu
- Select Write Configuration
- Tap in the password
- Press the red button
- Hold the Black button to the contacts; this will take a minute
- Put un-configured GII into Test Mode
- Apply the Black Button to the contacts
- Choose Read Settings
- Hold the button to the contacts till the bar is gone

You can now put any GII into test mode and apply the Black button to the contacts to pass on the pricing, etc. accurately.

After uploading the configuration the board will reboot, one minute later the changes will be present on the board.

