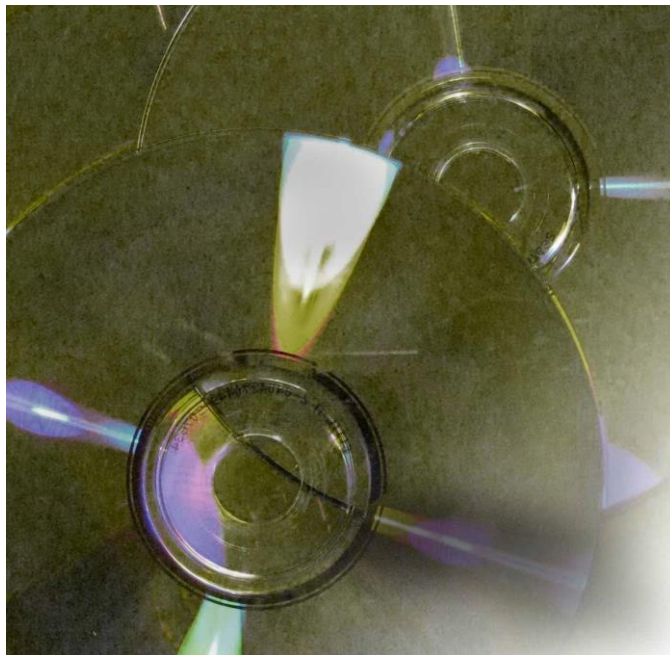


# Pictures

## Projected Digital Image Competition Software

### Instruction Manual

rev 3.0



## **Introduction**

The program Pictures.exe is for use during camera club competitions featuring projected digital images.

It is similar to many basic slideshow applications but it offers additional control and scoring facilities useful for a judged competition.

It is intended to be simple to use and reduce the work necessary to run a competition to the minimum.

It is a Windows program suitable for Windows7, Windows8, 8.1 and 10

## **License**

The author declares that this software is free for general use and it may be used by anyone who wishes without payment or restriction.

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cameraclubsoftware.net

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## Installation

The files to install the program are obtained by downloading from  
[cameraclubsoftware.net](http://cameraclubsoftware.net).

The software is provided in a zip file so that it can be easily transferred to a PC that is not connected to the internet. (Not all club PCs will have internet access)

It is recommended to extract the zip contents to a suitable place on your hard drive before installation.

Double click on setup.exe to install

It will then be installed using the normal Windows installer. (Windows 7 or later)

You may be asked if you trust the source of this file (due to Windows code security) because the publisher is unknown. You should click install. The author apologises for this inconvenience but a certificate costs \$500 a year and this is free software.

The installed program may be later removed if it is no longer needed using 'Add/Remove programs' as normal.

If you had an older version of Pictures installed please uninstall it before installing the new version.

## **Basic Idea**

The basic idea of this program is to support camera club competitions which use projected digital images.

In general the following characteristics apply to these competitions

- The images are collected before the competition from many entrants
- The images are titled
- The competition is run as a slideshow
- A judge views the images and awards scores
- The judge may wish to see all the images in sequence at any time
- The judge may wish to view the next or previous image
- The judge may wish to narrow the field by no longer viewing certain images
- The judge may wish to see a shortlist of chosen images side by side
- Scores are awarded to selected images

This means that the basic operation is similar to a simple slideshow but additional facilities are provided. The controls are kept as simple as possible to make the program easy to use.

## ***Competition Types***

The programs primary use is for competitions where images are entered and judged individually. It also supports battles, which is a common term for club vs club competitions and panel competitions where each entrant submits a set of images to be judged together. In a battle the scoring will normally be a number from 1 to 20 for each image to give a club total at the end. In the other modes either positions (1<sup>st</sup>, 2<sup>nd</sup> 3<sup>rd</sup>, etc.) or a number could be used.

## ***Screen Modes***

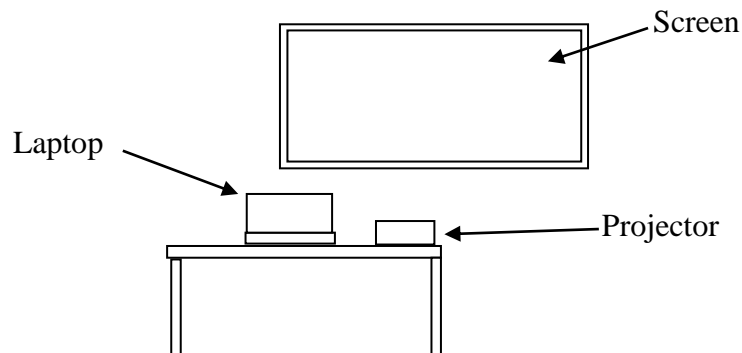
Typically camera club competitions will use a laptop or desktop PC with a small screen which is used by the person running the competition while the images are viewed by the general audience on another much larger screen using a projector.

Pictures is most effectively used if the two screens are set up in Windows as an 'extended desktop' (i.e. they can display different things). This way the images can be projected on the screen while the controls are on the local computer screen for use by the operator only.

However the program will also operate on a single screen if only one is available.

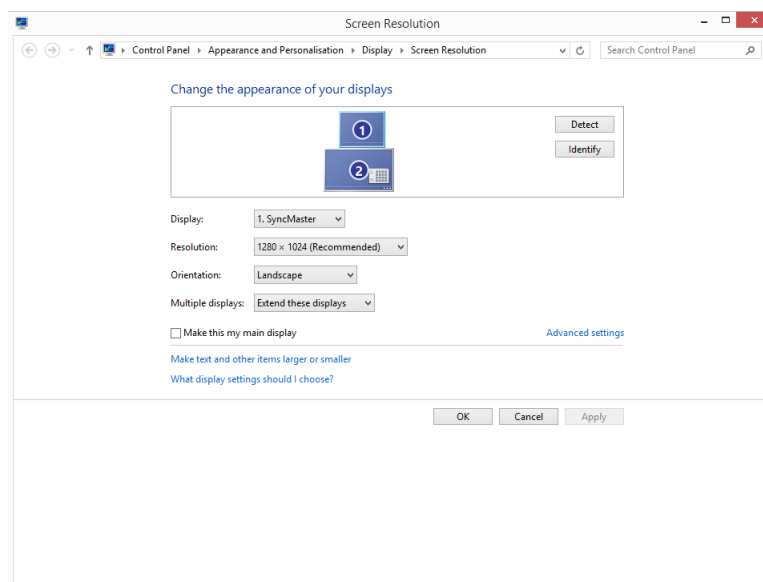
## Windows Screen Setup

It is recommended to use two screens one (usually a projector) for the slideshow and one for the controls (often a laptop). The operator uses the laptop for the controls while the audience sees the competition images on the projector screen.



They should be set to 'extended desktop' using Windows before starting the program.

This is achieved using the Windows display settings. In most versions of Windows this can be accessed by right clicking anywhere on the desktop and choosing 'screen resolution' from the menu that appears. You can then choose 'extended desktop' or 'Extend these displays' and adjust the relationship of the two screens using the diagram provided as shown below



In this example shown screen 1 is above screen 2 so that you move the mouse pointer out of the top of screen 1 and it appears at the bottom of screen 2. This is an intuitive way to use two screens if you are sitting at a laptop (screen 2) in front of the larger

projector screen (screen 1). But if the physical layout at your club is different then having the screens side by side may be easier.

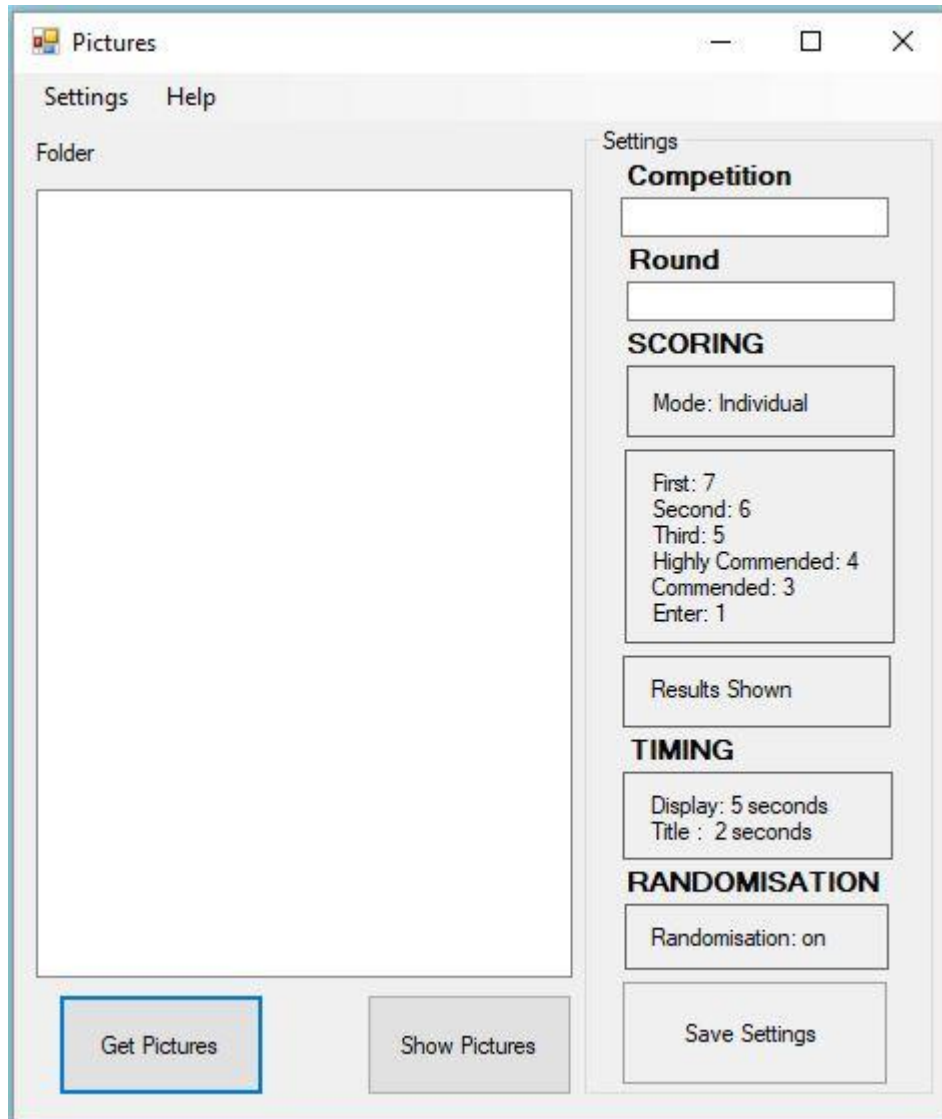
Normally the controls are kept on the laptop screen and the images shown on the projector. In practice you should rarely need to move the pointer to the projector screen.

If you only have one screen, or you prefer to keep the projector and local PC displays the same the program will still work but the audience will be able to see some of the controls while the competition is running.



## Starting the Program

The program is launched from a menu item or shortcut and the following window appears after a title is briefly shown



This will be referred to as the main window.

This shows a list of the images to display and the various settings currently chosen.

If you are using two screens ensure that this window is on the smaller laptop or local PC screen and not the projector screen that the audience see; because the program automatically launches the slideshow on the other screen.

## **Giving a Simple Slideshow**

To simply use the program to show images you need only press the Get Pictures button on the main window and browse to a folder containing JPEG images.

Once the images are listed in the large box on the main window you can play them in the order shown by pressing the Show Pictures Button.

If you are using two separate screens then the pictures will be displayed on the opposite one to the main window and a menu of buttons will appear next to the main window. You can move through the pictures in order by selecting Next or Prev from this menu.

If you are using one screen then left click to show the first image and left click again to show the next image. Right click to show preceding image. Click the middle mouse button or press space to show the menu of buttons.

If you prepared the images using the naming convention previously described then the names of the entrants will not be shown; only the titles. Otherwise the whole filename will be displayed

Choose the red End Show button from the menu of buttons to stop the slideshow.

### ***Randomising the order in which pictures are shown***

The pictures are shown in a random order by default when the program is first installed.

If randomisation is turned on then every time you get pictures they will appear in the list in a different random order. If it is off they will always appear in alphanumeric order by file name. See the section on setting randomisation to find out how to turn it on or off.

### ***A simple slideshow with scores***

For a simple basic competition the scoring mode should be set to individual. It is set to individual by default when the program is first installed. This means that each image has its own score. See the section on setting scoring mode to find out how to change the mode.

You may give a score to the image currently displayed on the projector screen by pressing the blue award scores button and then using the first, second third etc. buttons. The number of points awarded for the various places can be seen on the right of the main window. See the section on setting scores to learn how to change them.

If your club uses a 1 to 20 scoring system then see the section on setting scores to learn how to select this.

*Note* – If you award any scores then a file called scores.csv will be added to the folder with the JPEG images to record the scores allocated and the winning image's titles and photographer's names will be listed in order on the image display screen at the end.

## Preparing for a Competition in Advance

To manage and run more sophisticated competitions with many rounds and classes it is advisable to prepare in advance of the competition.

You can launch the program and use it to arrange the settings you need for each part of the planned competition before the event. This can be accomplished on a single screen because you will only need the main menu. You do not need to show the images in order to prepare the competition.

Gather the images from the entrants and ensure that they are all JPEGs named according to the conventions described below. Each set of images to be judged together should be in their own folder. So if there is an advanced and a beginners section they should be in separate folders.

### ***Naming files for a competition***

The competition organiser should collect the images from the various entrants before the competition and copy them all to a single folder. The program assumes that the files will all be JPEGs with the extension .jpg. It also assumes that they will be named according to the convention

My Name%Picture Title.jpg

Where the first half is the name of the entrant and the second half is the title of the image. The % sign is the delimiter separating the two.

i.e. John Smith%Lake at Twilight.jpg or Fred Blogs%Motorbike.jpg

*Note* – If the filename does not contain a % sign the program will assume that the whole name is the image title and leave the entrant's name blank.

### **For Battles**

If the competition is to be a battle between two or more clubs then the club name should be substituted for the entrant's name. It should be identical for all entries from that club.

i.e. Gloucester Camera Club%The Old Tree

In this way all the entries for each club in the competition will have the club name as the first half of their title before the % sign. This allows the scores for all entries with the same name to be added together.

## For Panels

If the competition is for a panel of images judged as a set then the entrant and image name should be the same for all images but with a two digit number added to the end to indicate the order of showing the images.

i.e. Jim Jones%Misty Mountain01  
Jim Jones%Misty Mountain02  
Jim Jones%Misty Mountain03  
Etc.

Two digits must always be used because in panel mode the software assumes that the last two characters are numerical. This is to allow from 2 to 99 images to be in each panel. In panel mode the entire panel will only have one overall score.

Ideally the dimensions of the images in pixels should be matched to that of the projector or screen that the audience will see. However the program will scale any image to fit as best it can. If an image fills the screen in either width or height but not in both then the spare space will be black.

## ***Recording the settings in advance***

The settings on the right of the main menu (such as the type of competition, the competition name and the round) may all be saved and will be automatically recalled along with the images as they are loaded again.

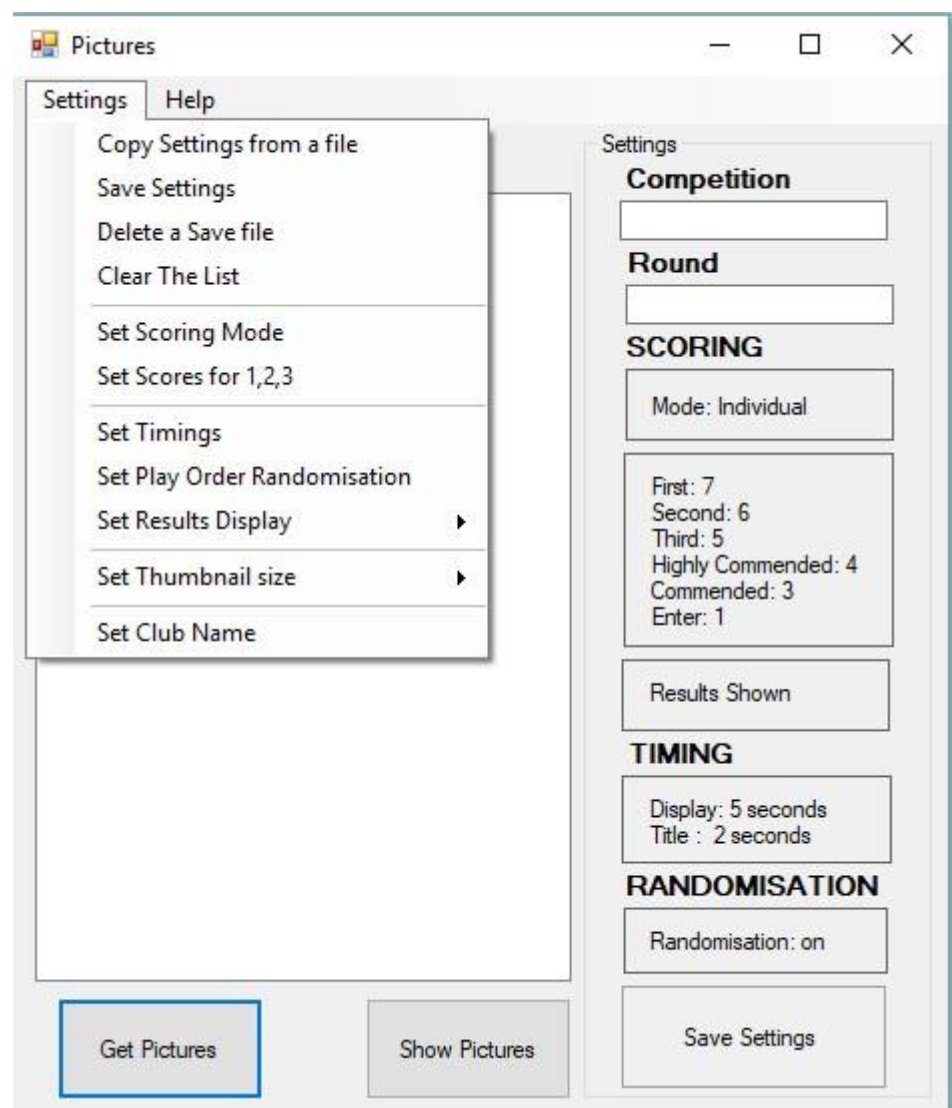
If the order of displaying images is randomised then when the settings are saved the random display order is also saved. This is to enable the operator and the judge to know what to expect and to use prepared sheets to aid them. Pictures provides these sheets in the form of a .csv file in the same folder as the images which can be read and printed by most word processor and spreadsheet software.

Sometimes the judge may also want to see the images in advance of the competition and Pictures can provide a full preview with all the images, a .csv list of the images in their playing order and a simple index that can be viewed in any web browser. The photographer's names are not included to preserve impartiality. This will also be in the same folder as the images. The whole package can be easily sent to the judge on a CD or by email.

Once all the sections of a competition have been saved you can close Pictures without displaying the images and you will be ready to launch it again when the time comes to display the images and run the competition. You can then move easily from one round to the next with a minimum of fuss and delay. In fact it is possible to load the images for the next round while the results from the previous one are still displayed on the projector screen so that the audience should perceive virtually no delay.

## Choosing Settings

The settings are shown on the right of the main window. These are used to customise the program for the particular type of competition required. They may be changed using the Settings menu at the top left of the main window or by clicking in the area of the main screen on the right showing the setting you want to change.

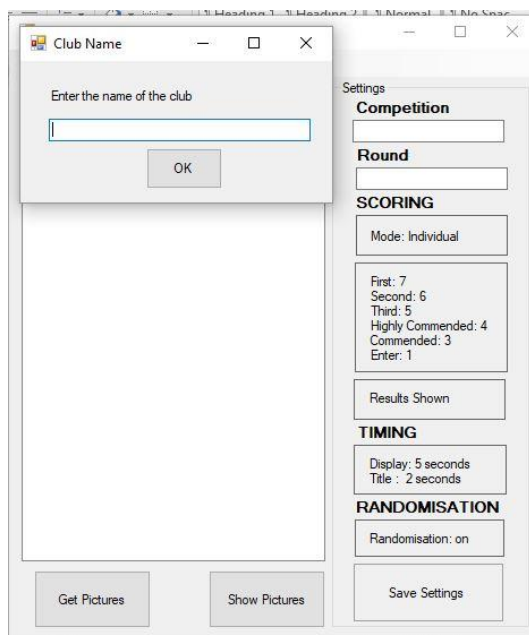


Settings are retained even when the program is not running. The settings that you left when the program was closed will be the same when it is opened again.

If settings were saved in the folder of images that you choose to load they will override all the current settings.

## Setting Club and Competition Information

You may set the name of your club so that it is displayed at the top of the main window and before the start of each show. Select Settings and then Set Club Name from the menu.



A new window appears with a box in which to type the name of your club or society as you wish it to appear. Click OK when you have finished. This does not change if new images are loaded and will be remembered even when the program is not running.

At the top of the settings display on the right of the main window there are two similar boxes for the name of the competition and the round. If you wish to use them you may type any text you wish in them. The text you entered will appear on the score sheets and previews. These can change when a new folder of images is loaded and are saved with the settings.

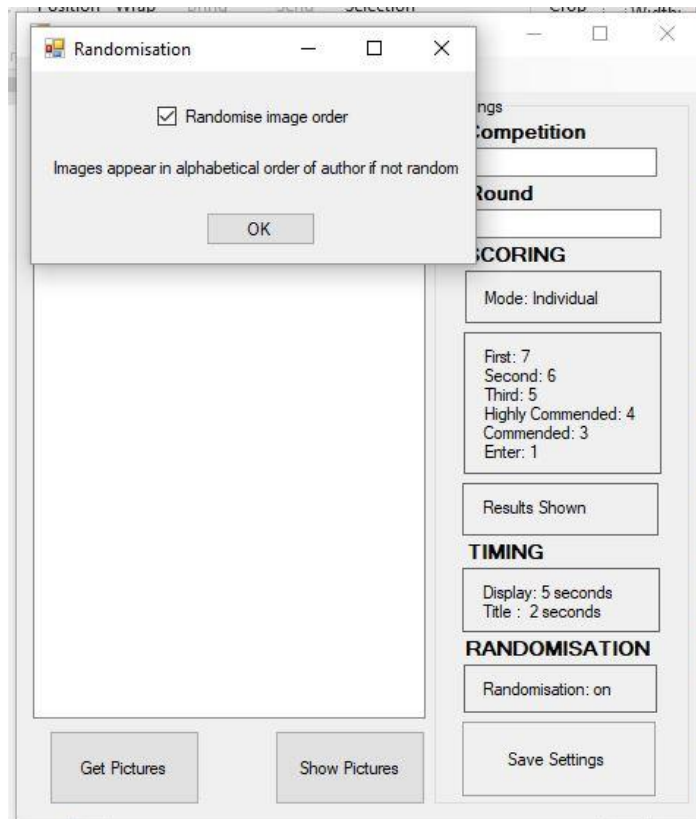
If you entered a competition name then whatever is in the club name, competition and round name boxes will be displayed before the start of the slideshow.

Gloucester Camera Club  
General Section  
Round 1

If you do not wish to see this leave the competition box blank and the image display screen will just be black before the start of the show.

## Setting Play Order Randomisation

Whether randomisation is on or off will be shown in the settings display on the right of the main window. This indicates whether the play order of images will be random. If you wish to turn randomisation on or off either click on that part of the main window or choose Settings followed by Set Play Order Randomisation from the menu. A new window will appear showing a checkbox marked Randomise image order. If it is checked then randomisation is on. Click this check box once to check or uncheck it and OK to close the new window and apply the chosen randomisation.



The play order of images is shown in the large white box on the left of the main window.

If randomisation is off then pictures will appear in alphabetical order of filenames, i.e. if the first part of the filename is the entrant's name then all those by Adam Smith will be together and before those by Bert Jones. Pictures by the same photographer will then be in order of title.

If randomisation is on then the order of pictures will be random.

In panel scoring mode the panels of pictures will be kept together but the order of showing the panels will be random.



## Setting Scoring Mode

The program supports 3 scoring modes for different types of competition.

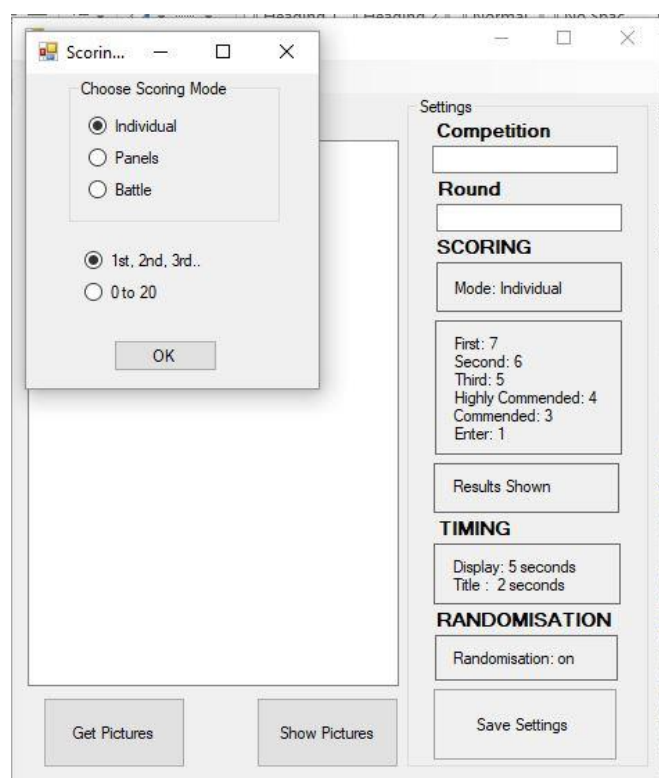
**Individual** – this is the normal mode. In this mode each image may be awarded its own individual score.

**Panel** – this mode is for panel competitions, where each entrant submits a set of images (usually on a theme) called a panel. Each panel is judged together and given a single score. In this mode the image titles must be prepared as given in the section on preparing for the competition, for panels.

**Battle** – this mode is for club vs club battles. Each club submits a set of images and individual images are awarded a score. The club with the highest total score wins. In this mode the image titles must be prepared as given in the section on preparing for the competition, for battles.

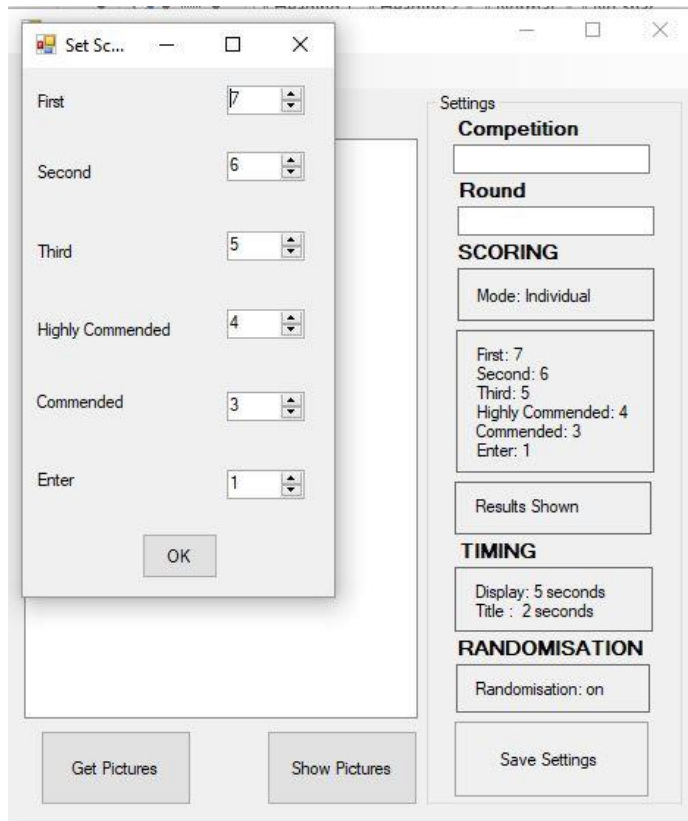
In addition you may choose to score from 1 to 20 or by awarding first, second, third, Highly commended and commended. For a club vs club battle the numerical method is the only choice as it allows the scores to be added.

The selected mode is shown in the settings display on the right of the main screen. If you wish to change it click on this area or choose Settings followed by Set Scoring Mode from the menu. A new window will appear allowing you to check the mode you wish to choose. Click OK to close this window and confirm the selection.



## Setting Scores

If you chose to award First, Second, Third, Highly Commended and Commended positions to pictures the points scores given for achieving these positions are shown in the settings display on the right of the main window. If you wish to change these click on this area or choose Settings and then Set Scores from the menu in the main window. The following new window appears



The box next to each position shows a pair of small up and down arrows. By pressing these you may set the score for each position to any value between 0 and 20.

The program will not allow the scores to be set so that, for example, the score for second place is higher than that for first.

Enter allows a basic score to be given to every entry if desired.

Press OK when you are happy with your choices.

If you chose to score from 1 to 20 these settings are not used and the box simply reads 1 to 20.

## ***Showing the Results or Not***

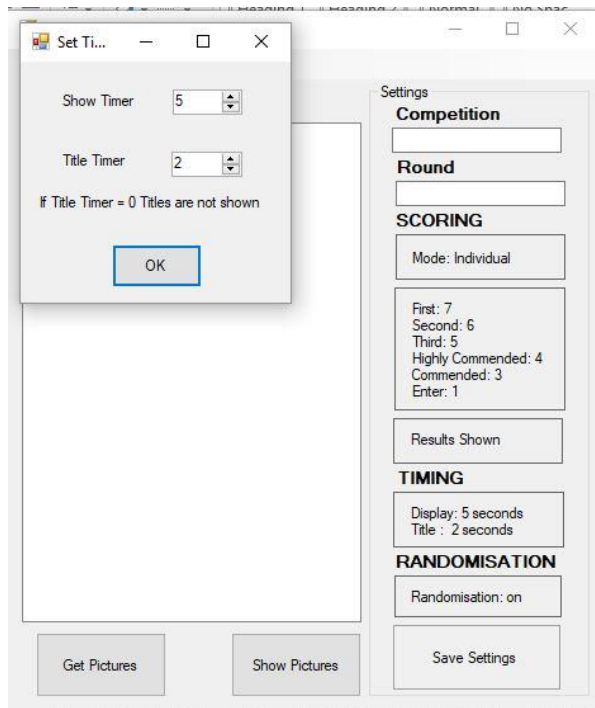
Clicking the Results Shown box or using the Set Results Display menu option will toggle whether or not the top 3 results are shown on the image screen at the end of the competition.

If selected a simple text display of the top 3 scores will be shown at the end, if not the image screen will show the Windows background.

Note that while this display is on the image screen the control screen is available for use so the next competition round may be loaded while the audience is reading the results.

## Setting Times

The program has the facility to show all the images in order using a timer to change from one to the next after a set delay. The title of each image can also be shown whenever the image appears on the screen for a chosen period. The current times are shown in the settings display on the right of the main window. The two delays may be set by clicking on this area or selecting Settings and then Set Timings from the menu. A new window appears as shown



This uses the up and down arrows to select a value between 1 and 20 for the show timer and between 0 and 19 for the title timer.

The show timer controls how long each slide is shown for when being displayed in a timed sequence.

The title timer controls how long the title is shown for whenever an image appears. If you do not wish titles to appear then set the title timer to 0.

Because titles are shown during the timed sequence (unless the title time = 0) the title timer cannot be more than the show timer.

The photographer's name will not be shown as part of the title as long as the convention on file naming has been followed.

## ***Setting Thumbnail Size***

The thumbnail display can show thumbnails of all the images in the competition at either small, medium or large size.

The shortlist window will also have the same thumbnail size settings.

If you prefer to start with a particular size then choose Settings followed by Set Thumbnail Size from the menu.

This opens a sub menu that allows you to set the initial size of the thumbnails before the competition starts.

Small fits 6 columns of images in both windows, medium 5 and large 4.

You may alter the size during the competition as well if you wish.

## ***Saving Settings***

Before commencing to show the images for the competition settings may be saved. This achieves two things. Firstly it records the settings and the display order and secondly it provides a blank score sheet. The score sheet lists the images in the display order. Once saved the display order is fixed and will be the same every time the contents of that folder are loaded (even if a random order was originally chosen the saved order will be retained, the order will not be randomised again). This allows the blank score sheet and the display order to be provided to the judge in advance if it is requested.

It is easiest to set up one or more folders in advance of the actual competition, so that they may be selected and shown quickly when needed. If more than one competition or class, such as juniors and seniors, is required each should have its own folder. Similarly use a new folder for each round of a regular competition.

The settings will be saved in a file called pictures.dat in the same folder as the images.

In order save the settings there must be a folder selected and a list of images in the large box on the main window. Press the Save Settings button in the main window to save the play order and all the settings for that folder.

You will next be given the option to create a preview folder. This will make a new sub folder in your chosen folder called preview that can be sent to a judge in advance of the competition if requested. Once you have selected whether you want a preview folder the data will be saved and a message window will tell you that it is complete. Click OK to close this window.

### **Creating a Preview Folder**

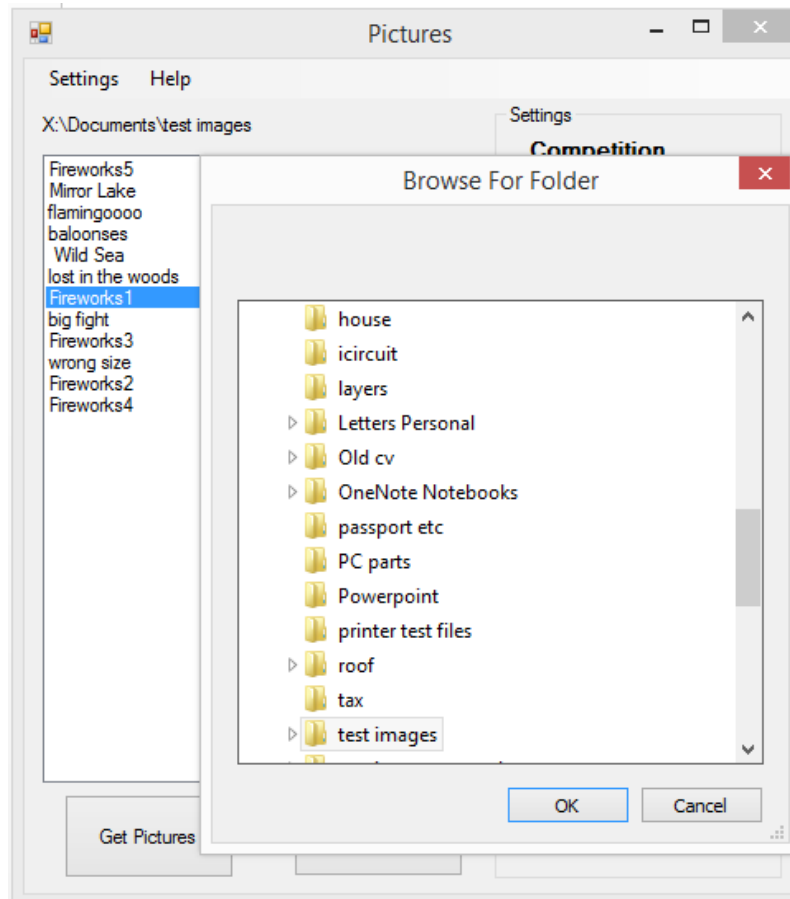
The preview is intended to be a simple way of allowing the judge to preview the competition (if requested) without needing a copy of Pictures.exe . It also hides the entrant's names to preserve impartiality.

If you created a preview folder then the entire folder can be copied to a CD or memory stick or even emailed (although it could be quite big if there are a lot of images). If you wish to send the previews from multiple folders then you may have to rename the folders as preview1, preview2 or something similar to avoid conflicts. This will not affect the preview display.

The preview folder contains a file called preview.htm. This is an HTML file (like the world wide web) and will display in any browser such as Internet Explorer. Simply instruct the judge to double click this file to see a simple preview consisting of thumbnails of each image in play order. Clicking any thumbnail in the preview will open another window with the image at full size. There is also a link to preview.csv. This is a very simple text file and will open in virtually any spreadsheet or text editor. It contains a list of the files in play order so that the judge may add notes or scores if desired.

## Deleting a Save File

If you have saved the settings for a particular competition and no longer wish them to be saved then you may delete them by selecting Settings followed by Delete a Save File from the menu. A navigation window will appear to allow you to choose the folder from which you want the settings deleted.



Choose the folder and press OK. Deletion will be confirmed by another message, press OK to close the message.

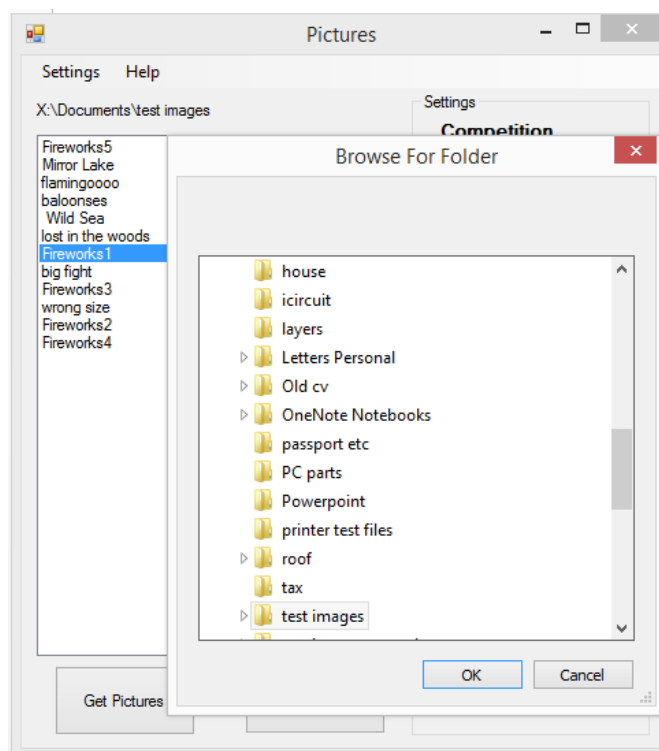
Next time you load images from that folder the settings will remain as they are shown on the right of the main window.

*Note* – the preview folder and score sheet associated with the save file will not be deleted. These may be deleted manually if you wish or replaced by saving again.

## Copying Settings from a Previous Competition

Settings may be copied from a previous competition if required. This allows you to easily copy all the settings from one round of a competition to the next. You could, for instance, get the pictures for round three, copy all the settings from round two and just change the round number to three then save settings and round three will be ready to go.

To copy settings from a previous competition select Settings followed by Copy Settings from a File from the menu. A selection dialog will appear to allow you to choose the folder from which you wish to copy the settings file.



Select the required folder and press OK. A confirmation message will appear, click OK to close it.

The settings will be copied but the images from that folder will not be loaded.

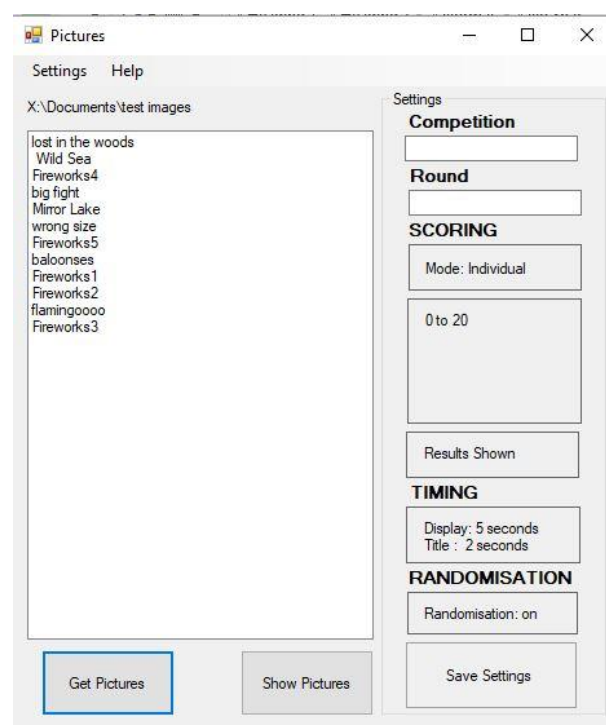


## Starting the Competition

When it is time to start the competition you should load the pictures from a folder that you have prepared in advance according to the instructions in the section about preparing for the competition.

This is achieved by pressing the Get Pictures button. The folder navigation dialog will appear to allow you to choose the folder.

The list of images, in display order, will appear in the large list area on the left of the main window, as shown



The entrant's names are not shown to remove any possibility of influencing the judge, but they are stored within the program.

The settings are shown on the right. If the folder you chose already contained a save file then the settings and play order will change to whatever was recorded in the save file. If there was no save file in the folder then the settings will not be affected.

At this point the images are ready for display and you can commence the competition by pressing the Show Pictures button.

Note: in dual screen mode it can be useful to move the main window to the far left of the screen that will be used for controlling the show in order to leave the maximum room for other windows, before pressing Show Pictures.

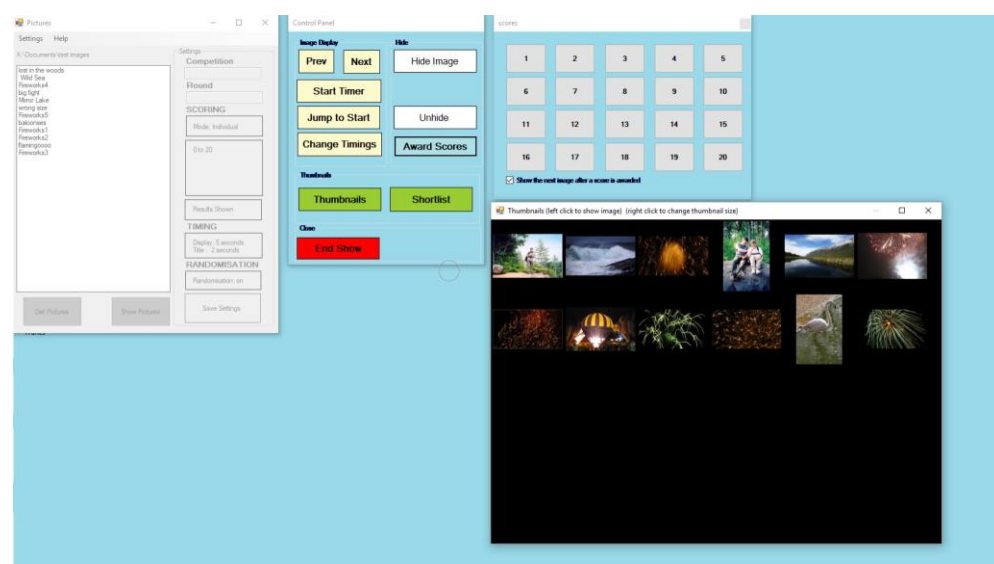
# Showing the Pictures

To start the competition press the 'Show Pictures' button.

## *In Dual Screen 'extended desktop' Mode*

The main window should normally be on the local (control) screen. The screen which is not displaying the main window (normally the projector) will go black except for the club name, competition and round in the middle of the screen if you have entered them. The cursor will remain visible. The control panel will appear on the same screen as the main window. The main window will be visible but locked and cannot be used. It will however highlight in the play order list the title of the image being shown.

A typical screen layout of the control screen might be as shown, but you can arrange the windows as you like (except the main window which is now locked)



It is possible to leave the unhide, scores or thumbnail windows open on the screen so that they are readily to hand and can be used for reference and control.

You should now press the Next button on the control panel to show the first image or the Start Timer button to start the timed show. This allows you to either commence to show, critique and judge the first picture or, as judges commonly wish, to see all the images before commencing the critique.

The cursor will never be hidden in dual screen mode.

In dual screen mode the following mouse controls may be used within the image display area at any time (they do not work outside the image display area)

**Left mouse click** – will show the next image

**Right mouse click** – will show the previous image

**Left mouse click while holding the control key** – will hide the current picture and show the next one

However it is generally easier to control everything using the control panel on the local screen.

In dual screen mode the control panel and windows (except the main window) may be moved to any location in either screen by dragging them using the bar at the top like any other normal Windows window.

If the image is changed while a menu or window is in the image display area (projector screen) it may become hidden. Otherwise the control panel may never be hidden. If this happens the control panel may be restored by pressing the middle mouse button or space bar while the cursor is within the image display area.

## ***In Single Screen Mode***

The entire screen will now go black except for an instruction bar at the top which reads

Left click to show the first image or right click to start the timer

The club name, competition and round will be displayed in the middle of the screen if you have entered them. The cursor will not be visible.

The show is ready to begin and you have two choices. If you click the left mouse button the first image in the list will be shown. If you click the right mouse button you will start an automatic slideshow which runs from the first to the last image displaying each for the period chosen in the settings.

This allows you to either commence to show, critique and judge the first picture or, as judges commonly wish, to see all the images before commencing the critique.

In single screen mode the following mouse controls may be used at any time after the first image is shown

**Left mouse click** – will show the next image

**Right mouse click** – will show the previous image (except at the very start when it starts the timer as explained above)

**Middle mouse click or space bar** – will show or hide alternately the control panel and the cursor

**Left mouse click while holding the control key** – will hide the current picture and show the next one.

## ***Titles***

Whenever a new image is shown, either by manually advancing or during a timed sequence the title will appear in the top left corner for the chosen period and then disappear again. If the chosen period was 0 titles will not appear.

## Using the Control Panel

The control panel is the main control during image display.



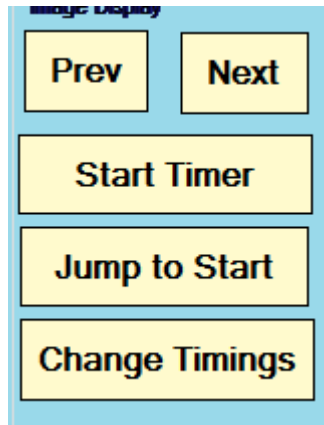
The buttons are grouped according to their function.

The control panel may be shown or hidden in single screen mode using the middle mouse button or the space bar but it is normally left on the control screen and always visible in dual screen mode.

In single screen mode a Hide Buttons control is also visible and shortlist is not available.

## ***Image Display Buttons***

These buttons control which image is currently displayed



### Next and Prev

The next and previous buttons display the next or previous image in the display order respectively.

### Jump to Start

This button changes the displayed image to the first one in the display order. It allows you to resume viewing from the start of the show if you wish.

### Start Timer

Pressing this button will launch a timed slide show of each image in turn starting with the current image.

The timed show will end when it reaches the image it was displaying when it started.

When a timed show is running the button will change to say Stop Timer and may be pressed to stop the timed show.

### Change Timings

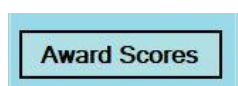
This button performs the same function as the timer select menu option. The same window appears and allows you to change the delays for the timed sequence and the title display delay. Setting 0 for the title timer will hide the titles.

## Scoring Buttons

The scoring buttons are used to award scores to the currently displayed image.

There are two types of control which allow either a 1<sup>st</sup> 2<sup>nd</sup> 3<sup>rd</sup> etc. scoring scheme or a points out of twenty scheme to be used. Different clubs prefer different schemes. The scoring mode that was set before the images were displayed determines which kind of scoring buttons are available.

Press award Scores to see the chosen type of scoring buttons



### First, Second, etc.

Pressing the award scores button shows a panel of scoring buttons.

Pressing 1<sup>st</sup> 2<sup>nd</sup> 3<sup>rd</sup> etc. awards that position and the points that were set by the scores setting option on the settings menu to the currently displayed image.



Once awarded the first second and third buttons are hidden to avoid accidental duplication but a separate set of buttons are available to award another image the same score in the event of a tie

If the tickbox at the bottom of the panel 'show next image after score is awarded' is ticked then as soon as score has been pressed the display will automatically show the next image. This saves the operator having to press next each time.

Pressing Clear Score returns the score of the currently displayed image to the value chosen as the score for entering, i.e. it removes any awarded score. If necessary any hidden scoring buttons will be returned.



## Scores out of twenty

Pressing the award scores button displays a panel of buttons, one for each score between 1 and 20.



If the tickbox at the bottom of the panel 'show next image after score is awarded' is ticked then as soon as score from 1 to 20 has been pressed the display will automatically show the next image. This saves the operator having to press next each time.

## General Scoring Notes

Once a score has been awarded to an and you attempt to award a new one you will be warned that you are attempting to change a score and will have the option to cancel or continue.

In panel mode a score awarded to any image in a panel is copied to all the images in the same panel, they cannot be scored individually.

## ***Hide Buttons***

These buttons control functions that help the judge to select between images.



### **Hide Image**

This button is used to allow a judge to narrow down the field for the awards. This button should be used to hide any images that are not going to feature among the winners. When it is pressed the currently displayed image is hidden and the next image shown. The hidden image will no longer appear by manual selection or during a timed sequence or in the thumbnails or shortlist. Holding the control key and left clicking on the image will also hide the current image.

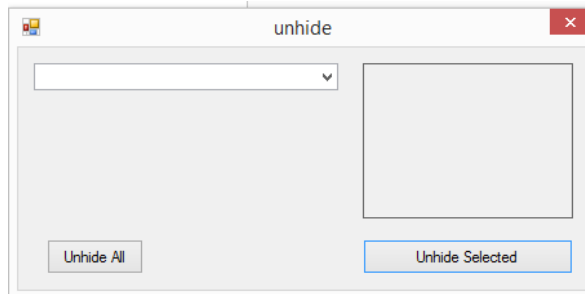
You will not be allowed to hide all the images. A minimum of two images must remain visible.

In panel mode if one image of a panel is hidden the whole panel will be hidden. At least two panels must remain visible.

Note that if an image has been awarded a score the score will be retained even if the image is hidden.

## Unhide

In case you hid an image that you now wish to be shown again the unhide button will provide a new window that allows you to do this.



At the top left of this window is a white box with a down arrow. If you press the arrow a list of all hidden image titles will appear. If you select a title from this list it will appear in the white box and a thumbnail view of that image will be shown in the square box to the right. This allows you to locate the specific image that should be shown again. Once you have chosen the correct image press unhide selected. Next time you pass the unhidden image in sequence, either manually or using the timer it will once again appear as normal. It will also return to the thumbnail and shortlist displays.

If you wish to make all hidden images visible again click Unhide All.

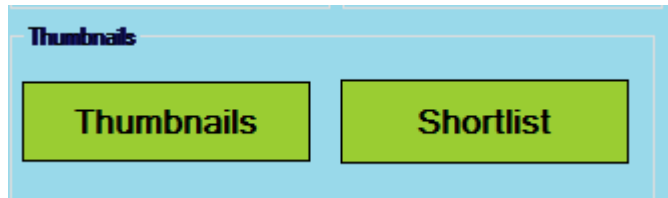
In panel mode if one image of a panel is made visible then all images in that panel will become visible.

If there are no hidden images the list will be empty.

To close the window use the red close button on the top right.

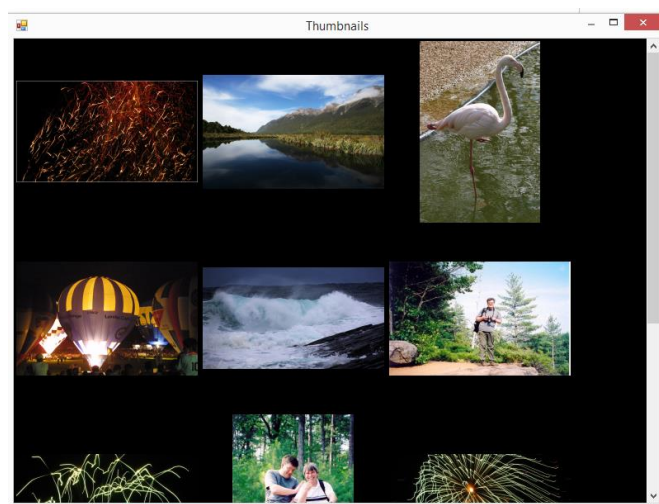
## Thumbnail Buttons

There are two similar thumbnail type displays provided. One for use by the operator and one by the judge. These buttons control the thumbnails.



### Thumbnails

This button displays a window containing a thumbnail view of all the visible images



It will appear on the same screen as the buttons initially but in dual screen mode it may be optionally dragged to the other screen to display to the judge and the audience if needed. However the shortlist is usually better for that purpose and the thumbnails are intended for the operator to help control the show.

The window may be resized by dragging the edges of the window or shown full screen using the button on the top margin.

If the pointer is held over an image the image title and current score (if any) will be shown

If any thumbnail is clicked the image currently displayed in the main image display will change to that image. The thumbnail of currently displayed image is highlighted by a border. This is mainly useful if the operator is not facing the main screen.

If any thumbnail is right clicked the thumbnail size will change, cycling through small, medium, large and back to small again with each click. Small fits 6 columns of images in the window, medium 5 and large 4.

If images are hidden or unhidden they will also be shown or hidden in the thumbnail window.

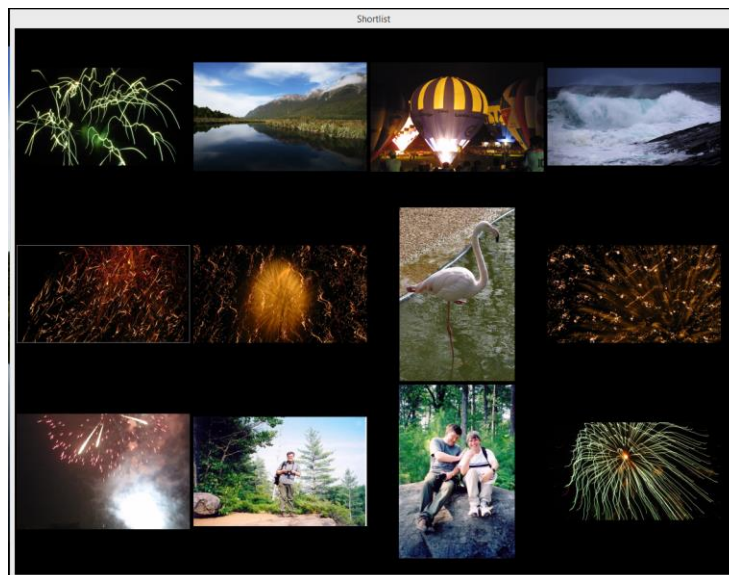
If positions (first, second, third, etc.) have been awarded then the chosen images' thumbnails will be highlighted by a box. A coloured background will be shown in the box behind the image indicating its score. The colours will be the same as the score buttons, i.e. gold, silver bronze or blue.

The window may be closed by pressing the red button on the top right.

## Shortlist

This button is not available in single screen mode.

In dual screen mode this button displays a shortlist window over the top of most of the main image screen.



This shortlist displays all the images that are still visible and have not yet been awarded a score. It is intended to aid the judge in selecting the images that will be awarded a score.

If the shortlist is visible the button changes to 'Hide Shortlist' and if pressed will hide the shortlist making the main image display clearly visible again.

The shortlist may not be closed or resized

The number of columns in the shortlist window will be the same as the thumb nail window. The number of columns cannot be changed in this window only by right clicking a thumbnail in the thumbnail window. If the images do not all fit in the window scroll bars will be shown and the window may be scrolled in the usual way.

Clicking on an image in the shortlist has no effect.

In panel mode only the first image of each group of images will be shown in the shortlist.

If an image is hidden it will be removed from the shortlist. If an image is awarded a score it will be removed from the shortlist. If the score is cleared from an image or it is made visible it will be returned to the shortlist.

## ***Close Buttons***

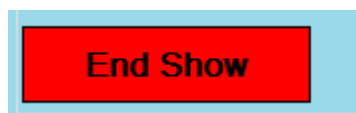
These button close the show or, in single screen mode, hide the button menu.

### Hide Buttons



This button simply allows you to hide the control panel when it is no longer needed so that it does not cover part of the displayed image. It is not available in dual screen mode.

### End Show



This button ends the image display and returns to the main window.

If you awarded any kind of score and you selected that scores will be shown at the end then a new window will open giving a list of the winning images with their author's names. This is a simple text box and it may be manipulated or cut and pasted if you wish.

If the 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> scores were used then all the images that were awarded a score are shown.

If scores out of twenty were given then all images receiving the top 3 scores will be shown.

In panel mode the score for each panel will only appear once.

In battle mode the total score for each club will be shown.

### Results File

If you awarded any score at all then a file called scores.csv in the images folder is automatically created or updated to contain a list of every image with its entrants name and score and any aggregate panel or battle scores.

This competition is now complete.

## Returning to the Main Window

After the competition has ended the main window will become active again.

If you wish to start another competition round then simply get the pictures from a new folder, check the settings and then start the show again. You can leave the scores displayed on the other screen while you do this to make the transition between rounds appear seamless.

If you accidentally pressed End Show then simply press Show Pictures and resume the competition. As long as you don't select Get Pictures then all scores will remain and hidden files will stay hidden. The save settings button is disabled until you load images from a new folder to prevent you accidentally overwriting the score sheet.

To close the entire program after the last round then use the red box in the top right hand corner of the main window as normal.