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Svenska Othelloförbundet

If the information in this file is unclear you can always ask someone that knows PAPP to assist on a tournament. If you spot mistakes in this document or find the instructions should be rewritten please report to mateusz@othello.nu

This document and its latest version can be found at the Swedish Othello Federations homepage

http://othello.nu/file/papp-eng.pdf

PAPP

Papp is a program used for parings in Othello tournaments. It will also generate files needed for updating FFO and Nordic ranking and some federation's homepages with results.

Preparations before a tournament.

Download the PAPP for windows , save the zipfile on your computer and put the cyqwin.dll file in your windows catalog if PAPP complains that there is no library (only needed to do once)

Save the player file (jouerus.txt) (or zip) and replace the one in the PAPP directory that you downloaded earlier. This have to be done as late as possible (day before) the tournament since the file is updated on a regular bases and an old file might create problems if you add new players (i.e. giving players id numbers that are already taken)

You might be tempted to play a round robin with just paper and pen, but please bear in mind that you or "someone else" will have to put it in the PAPP to generate results file for updating ranking etc.

Start papp_GB.exe (located in the Papp file)

Fill out what is asked for

Name of tournament
City and year
How many rounds:
The number of rounds you intend to play
Brigtwell constant:
Set 0 for a roundrobin (8 players or less) and 6 for more players.

There is some debate about what is the correct Brightwell constant, an answer on this issue from Emmanuel Lazard is provided. To be safe use 0 or 6 as described earlier.

There is no "correct" value for the Brightwell constant.

There are some arguments to use a value equal to 64 divided by the number of rounds which explains why the value 6 is used (nearly 64/11) but not everybody agrees with the explanation.

I suggest not to use a lot of different values for different tournaments, it will confuse everyone.

If you want simplicity, you can use 0 for DRR and RR, and 6 (or maybe a bit less) for all other tournaments.

Emmanuel

You are now back in the main menu!

Adding players (I, L, +, -)

If you just started a new tournament there are no players inscribed and you have to add them. You can do this by pressing "I", then start by typing in the surname of the player and "tab" to list all players whose names start with what you just typed in. When only one player remains press "enter". The player's id, name and country will be written and you can add more players. When you are done press "enter" with no name entered and you will get back to the main menu.

To list all players that are inscribed for the tournament press "L" and then "q" to get back to main menu.

Add a new player

If you need to add a new player (i.e a debutant or such) just write the name (surname and then name) and press "y" to confirm. Then add his/hers country shortcut, e.g SWE or GB.

As long as you have not started the tournament you can always add players by "I". If someone enters or leaves after a tournament has started you will have to add/delete them by using "+" and "-"

For deleting and adding after a tournament have started there are some rules of thumb (specific rules may apply in your country if you are playing an official tournament)

If you know that the player will not show up for the next round, just delete the player. Is the player late when you start a round (e.g. after lunch) and you have to start the round, start the players time and if he/she will not show up the result is loss on time (64-0). Then if the person won't show up delete him/her with "-". However if you know that the person won't show up on the first round but will play the next one add him/her after round 2 before pairing with "+"

Change players info (N, F and T)

To change the player's information you can do that, in normal case you don't have to do this.

Paring of a round (M, A, V)

When all players are inscribed you will have to pair the first round by hitting "A" for Automatic paring. If you for some reason need to enter a manual paring (normally no need for this) then hit "M" and follow the instructions on the screen. When you are at the main menu you can hit "V" to view the last paring.

```
*** Sundsvall Test ***

Pairings of round 1 :

 1   GARDEBRINK Christian    (1505) -- SOSNOWSKI Mateusz      (1389)
 2   INGELMAN-SUNDBERG Simon (1495) -- ASPENRYD Henry         (1513)
```

Black player are always listed first then white. Return to main menu with "q"

Entering results (R)

From the main menue press "R". Then start typing the first letters in the last name on the player's result you want to add, e.g. "gard 35" and "enter". The opponents result is automatically calculated and listed.

```
Player & Score: gard 35
 ASPENRYD Henry          (1513) -- GARDEBRINK Christian   (1505)  29/35
Player & Score:
```

If you are mistaken you can always rewrite the result the same way as long as you have not confirmed all the results for the round.

Press "tab" to list all playing pairs that have not reported the results and see which ones have. When all results are in a text will appear and you will have to confirm with "!" and "enter". The result after given round will be listed.

```
*** Sundsvall Test ***

Ranking of the 4 players after round 1:

  1:   1 pt  [35]    GARDEBRINK Christian (1505) {SWE}
              [33]    ASPENRYD Henry (1513) {SWE}
  3:   0 pt  [35]    INGELMAN-SUNDBERG Simon (1495) {SWE}
              [33]    SOSNOWSKI Mateusz (1389) {POL}
```

Press "q" to return to main menu and "A" to automatically pair a new round.

Correct an result after confirming the result

You can correct a result after confirming it. Please note that if you have already played a new round "wrong" persons might have met subsequent to the error depending on how big the "error" was.
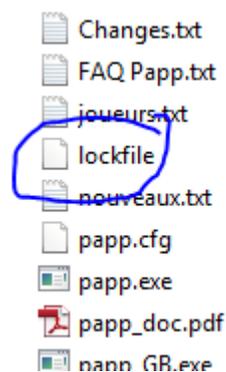
Press "c" in the main menu to correct a result and follow the instructions, you will be asked in witch round the error was and both the black and the with player for correction. If you press "enter" leaving a blank answer you will return to the main menu with no correction made.

Final games

If the tournament has final rounds you do not add them as normal rounds (although possible by making everyone else leave the tournament and then manually pairing the players). But you do have to add the players when creating the ELO file. You can add the final rounds later on by exiting papp ("X") and then starting it again later on, but it is, if possible, strongly recommended to enter the final rounds before you quit PAPP.

Exiting

Before you exit PAPP you have to generate an ELO file (se how to do this below), when this is done you

Changes.txt
FAQ Papp.txt
joueurs.txt
lockfile
nouveaux.txt
papp.cfg
papp.exe
papp_doc.pdf
papp_GB.exe

If you by any chance exit the program without quitting with "X" you have to manually remove the lockfile found in the PAPP directory.

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Report the result

In order to get the FFO ranking to be updated you have to export the ELO file, press "E" from the main menu and just follow the steps below

```
Creating an ELO file

Enter the filename [20130719_Greve_Cup_2013.ELO]:
Country: Denmark
Date (DD/MM/YYYY) [19/07/2013]:
Who is sending the results (your name): Mateusz
You can now add results to the ELO file.



Black player (return to exit)?
```

1. The first thing you have to do is to add a name for the tournament, if the suggested name is good enough just hit "enter" otherwise (e.g if you create the file another day then the actual tournament) write it manually according to the format in the picture (date_tournament.ELO).
2. Enter the country where the tournament was held.
3. Enter the date when the tournament was played (correct it if the date in the brackets is wrong).
4. If there are no final games then you just press "enter"

    HOWEVER if there are final games you will have to add them now. Add them one by one when the questions are asked for black/white player and result and so on. When you are asked for the black player you can leave it blank and hit "enter" when you are done.

Place a copy of the ELO file in the directory for the tournament (placed in the PAPP directory), zip the whole directory and send it to Emanuel Lazard (his email is given at the end when you create the ELO file. (Actually you are only required to mail the ELO file but to be on the safe side mail the whole directory with all the result files separated as well)

If a new player is inscribed write his/hers name and id in the mail and also attach the jouers.txt file. And Write if there were any final games or not (and if there are included in the ELO).
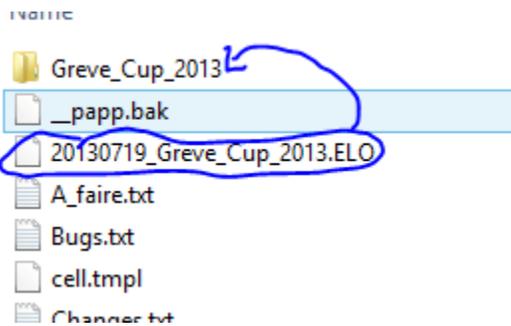
PLESE NOTE!

It is fairly tricky to create an ELO file after hand or without access the whole tournament directory created by PAPP. Please create one on the same computer used for the tournament as soon as possible, to save Emmanuel's and other people's time and headache.

If you by any chance have to create an elo file "from scratch" only having been mailed a copy of the tournament directory here are some instructions how to do it without reentering everything manually.

Papp needs the internal workfile to be able to play the tournament.
The backup file within the results folder can be used:
- You have to remove the '-BACKUP' part so that its name is "papp-internal-workfile.txt",

- Papp doesn't know how to extract the new players from this file so you have to manually create a "nouveaux.txt" file by copying the new players from the workfile (removing the %_% at the beginning of the lines).

Just then put the new workfile along papp.

/ Emmanuel