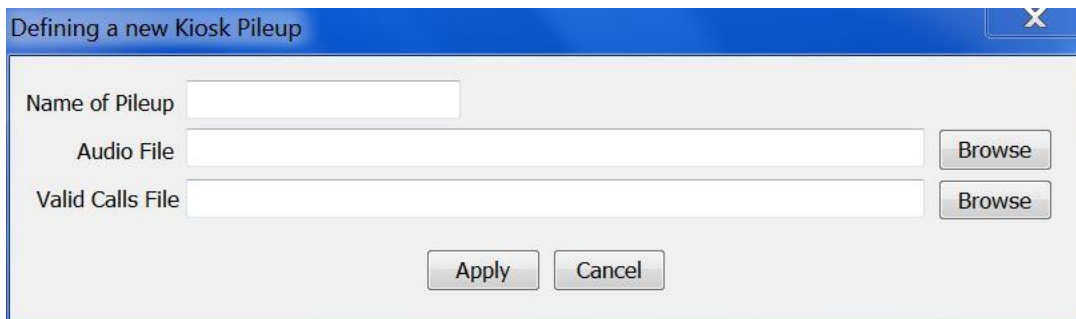


Setup and Use of Kiosk Pile Up from NO5W

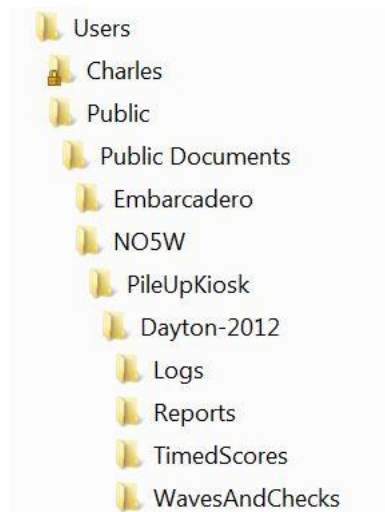
Introduction – This Kiosk version of the Pile Up application is intended for use at ham fests and other meetings where the number of potential players and the available equipment does not merit a full-blown networked version of Pile Up Net. The Kiosk version is essentially the Player application used in Pile Up Net and, as the name implies, it is intended as a walk-up version where players step up and try their hand at a five- minute run of call signs. This document is a quick note on its setup and use.

Preliminary Step – In order to use Kiosk Pile Up you first need to obtain an audio file and a call sign checklist file listing the valid calls that are on the audio. The program does not create either of these files but a good source is Russ-K0VXU who creates the files for the Dayton Pileup each year sponsored by the Kansas City DX Club. If Russ is not available you can also contact Chuck – NO5W. The audio file can be either a wave file or an mp3 file and the call sign check list is a text with a separate call on each line.

Define the Pileup – After installing the program you will need to define the Pile Up Competition that you plan to run. To do this use menu item File | Define a New Pileup which will bring up the following dialog.



Give the pileup a name (e.g. Summerfest-2018) and then browse to the Audio File and the Valid Calls File. Once the Apply button is clicked internal storage for the named pileup will be created and the Audio and Valid Calls files will be copied into the appropriate directories for use by the Kiosk application. Generally it will not be necessary for the administrator to directly access the files associated with the competition but, just in case, here is the directory structure for a pileup named Dayton-2012.



As indicated in the above all data for the Kiosk Pile Up is stored under the Users |...| Public Documents | NO5W | PileUpKiosk directory with a separate subdirectory for each named competition. Under a given competition there are the following subdirectories:

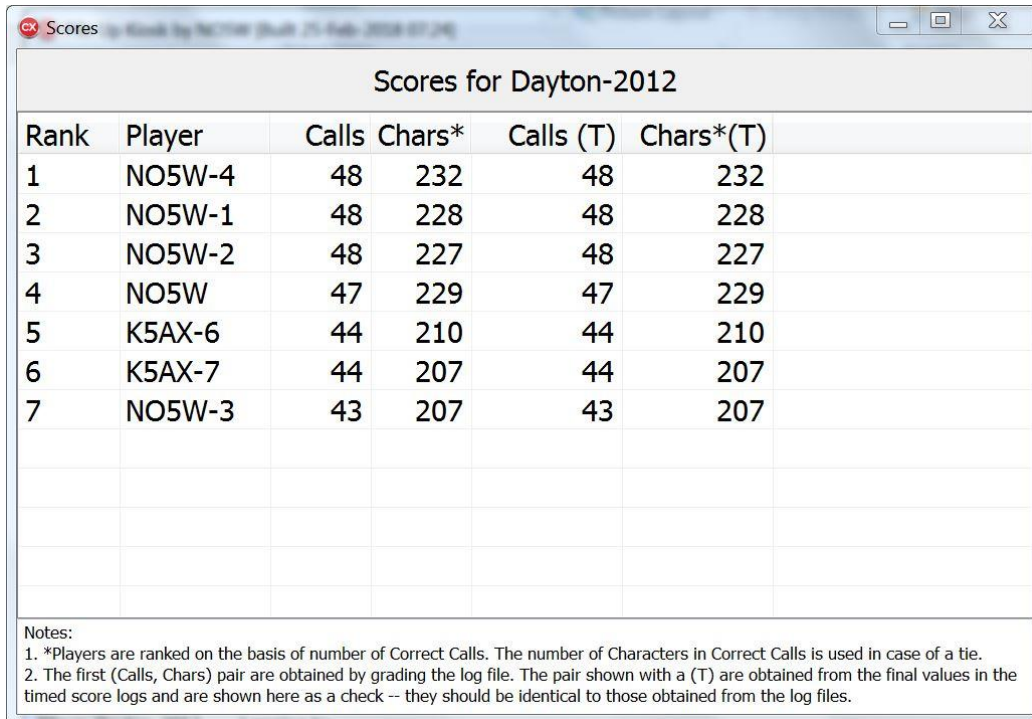
- **Logs directory** – A separate file named <callsign>.log is kept listing the entries copied by each entrant.
- **Reports directory** – This directory contains a separate file named <callsign>_RPT.txt that summarizes the entrant's score and provides some overall statistics for the contest.
- **TimedScores directory** – Each time a contestant makes a correct call entry the file <callsign>_TS.log in the TimedScores directory is updated listing the Time Of Score, Number of Correct Calls, and Number of Characters in Correct Calls where Number of Correct Calls is the cumulative number of correct calls to that point in time and the number of characters in the correct calls to that point in time.
- **WavesAndChecks directory** – this is the directory containing the audio and callsign check list files for the given competition. It is recommended that this directory contain only one audio file and one callsign check list file. If all of your interaction with the application's data is via the application this will always be the case.

Start the Pileup – Once a Competition has been defined it can be started using menu item **File | Start an Existing Pileup** which will bring up a submenu of defined pileups. Clicking on the one you plan to run in your competition will enable the Players Call Sign window and the name of the pileup being run will show in the status window at the bottom of the display. Note that if, for some reason, you decide to close the application and then want to resume the competition you should be sure to start the correct pileup in case there is more than one available.

Operating a Session – When a player is ready they should enter their call in the **Players Call Sign** window and press the Enter key. If their call has not already been used the player will be presented with the option to receive an email report at the end of the competition. The player may elect to receive the report by providing an email address. Following this the focus will advance to the **Call Sign Being Logged** window and the audio will start with an introduction. After about a minute the audio will issue a CQ and the responding calls will start. The Player should type each call and press the Enter key to log the call. This continues for about four minutes until the audio stops and after a second or two the Player's score is presented. The format of the score presentation is Calls/Chars which is Number of Correct Calls/Number of characters in the Correct Calls, the latter being used in case there is a tie in the Number of Correct Calls. Once the session is over and the player has reviewed his score he, or the administrator, should click on the Reset label to make the application ready for the next player.

Showing the Scores – At any point during a started competition when a player is not taking the test, you can show the current standings using menu item **Scores | Show Scores Table** which will bring up a display having the form below.

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Rank	Player	Calls	Chars*	Calls (T)	Chars*(T)
1	NO5W-4	48	232	48	232
2	NO5W-1	48	228	48	228
3	NO5W-2	48	227	48	227
4	NO5W	47	229	47	229
5	K5AX-6	44	210	44	210
6	K5AX-7	44	207	44	207
7	NO5W-3	43	207	43	207

Notes:
1. *Players are ranked on the basis of number of Correct Calls. The number of Characters in Correct Calls is used in case of a tie.
2. The first (Calls, Chars) pair are obtained by grading the log file. The pair shown with a (T) are obtained from the final values in the timed score logs and are shown here as a check -- they should be identical to those obtained from the log files.

Here the entries are ranked in terms of their number of correct calls with any ties being decided by the number of characters in the correct calls. It is also important to note from the above that if a participant has taken the test and wants to take it again they should sign-in as <Call>-x. For example, in the above NO5W has taken the test five times first as NO5W and then as NO5W-1 through NO5W-4. Notice also from the above that the number of correct calls is the primary ranking quantity with the secondary one being the number of characters in the correct calls. For example, NO5W-1, NO5W-2, and NO5W-4 are ranked ahead of NO5W even though NO5W had more characters in his correct calls.

Generating Reports – Once the competition is over you can use menu item **Scores | Prepare Player Reports** to generate a report showing the calls the the player logged correctly and some statistics about how other players did. For those players that provided an email address there is a button for attaching the report to an email for sending.