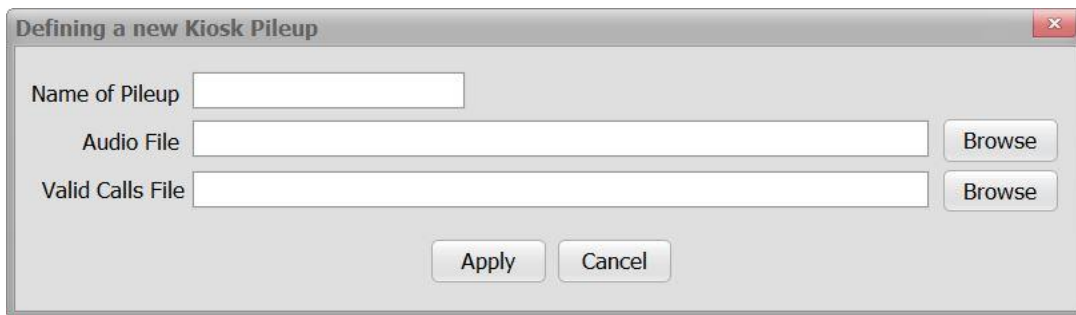


Setup and Use of Kiosk Pile Up by NO5W

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 file 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 two pileups named Dayton-2012, and New-Dayton-2012.

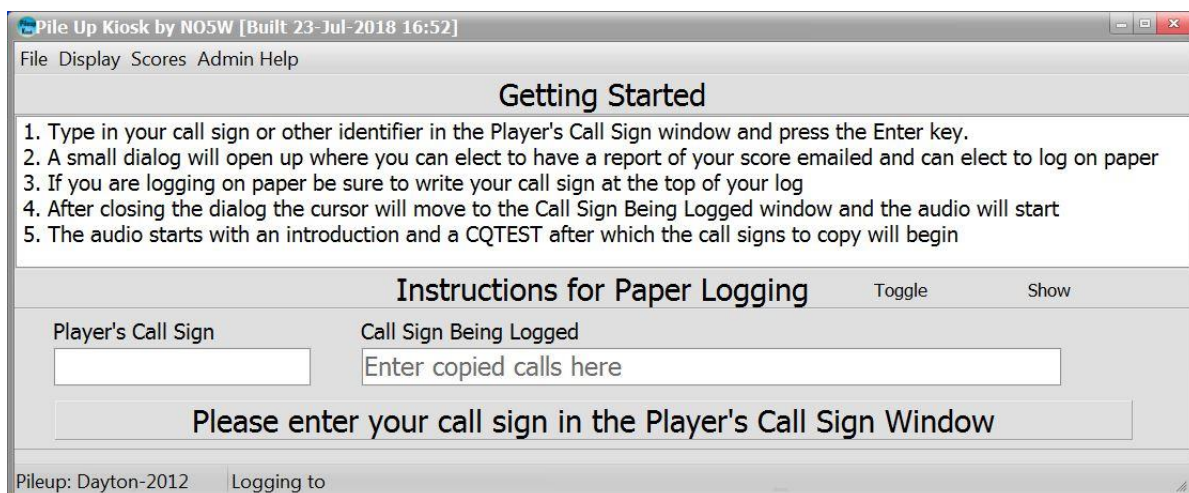


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As indicated in the above all data for the Kiosk Pile Up is stored under the PileUpKiosk directory with a separate subdirectory for each named competition. Under a given competition there are the following subdirectories:

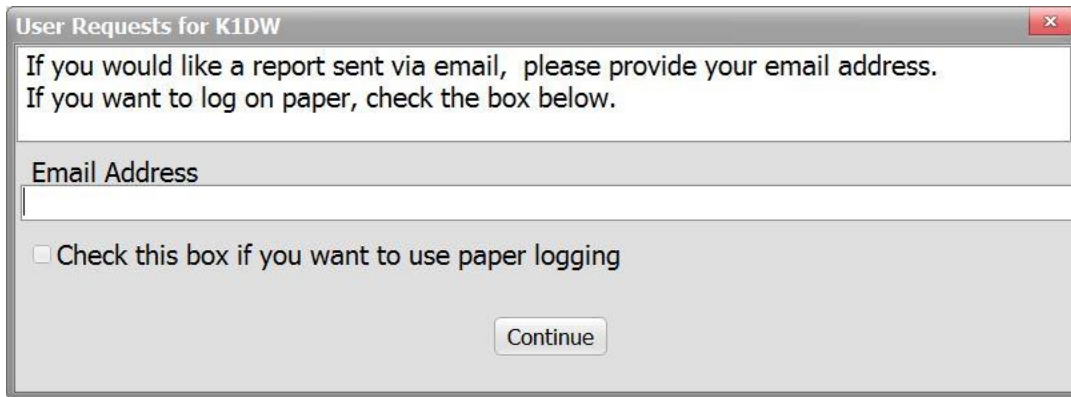
- **Logs directory** – A separate file named <callsign>.log is kept listing the entries copied by each entrant.
- **PaperLogs directory** – A separate file named <callsign>.log is defined for holding the entries to be entered by the administrator from the paper log submitted by a participant.
- **Reports 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. The <callsign>_RPT.txt file is the file that will be emailed to the participant if they provided an email address.
- **TimedScores directory** – Each time a contestant using computer logging 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. Until you specify the pile up to run, entries will be disabled. Here is a screen shot of the main entry screen after a pile up (Dayton-2012) has been specified.

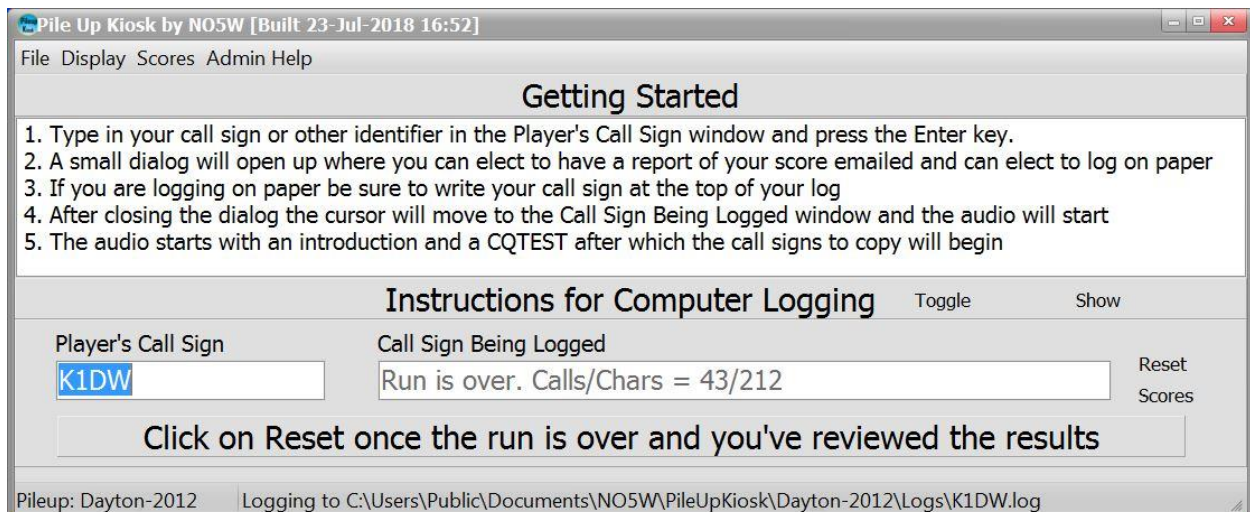


Here only the Getting Started instructions are shown and the Instructions for Paper Logging have been hidden. Click on the Show label to show the full instructions and on the Toggle label to change the instructions from those for Paper Logging and those for Computer Logging.

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 following option to receive an email report at the end of the competition and can elect to log using the computer or paper. The player may elect to receive the report by providing an email address.



After clicking on the Continue button the focus will return to the main entry screen and 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 or CQTEST and the responding calls will start. Players using computer logging should type each call and press the Enter key to log the call. Players using paper logging should of course just write the copied calls on their log sheet. In either case the audio will continue for about four minutes until the audio stops and after a second or two the computer-logging Player's score will be presented as shown below.



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. To review where he stands relative to other players

the scoreboard can be accessed by clicking on the Scores label which will reset the session on open the following scoreboard dialog

Rank	Player	Calls	Chars*	Logging Method
1	NO5W-4	48	232	Computer Log
2	NO5W-1	48	228	Computer Log
3	NO5W-2	48	227	Computer Log
4	NO5W	47	229	Computer Log
5	K5AX-6	44	210	Computer Log
6	K5AX-7	44	207	Computer Log
7	K1DW	43	212	Computer Log
8	NO5W-3	43	207	Computer Log
9	K5MPM-14	43	207	Computer Log
10	NO5W-5	42	209	Computer Log

Notes*:
 1. Players are ranked on the basis of number of Correct Calls.
 2. The number of Characters in Correct Calls is used in case of a tie.

Write to CSV

At any point during an on-going competition, when no one is taking the test, you can also show the current standings using menu item **Scores | Show Scores Table** which will bring up a display having the above form. 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 at least six times first as NO5W and then as NO5W-1 through NO5W-5. 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, and NO5W-2 are ranked ahead of NO5W even though NO5W had more characters in his correct calls.

If desired the button labeled Write to CSV can be used to produce a comma separated value file containing the same information as the scoreboard. This could, for example, be useful in showing a version of the scoreboard from Excel running on a separate computer with a separate monitor or projector with periodic manual captures of the scoreboard using the Write to CSV button and a memory stick.

Rows of the scoreboard table are also reserved for paper logs as shown below.

Scores for Dayton-2012

Rank	Player	Calls	Chars*	Logging Method
18	NO5W-9	36	177	Computer Log
19	K5MPM-7	36	175	Computer Log
20	NO5W-7	32	155	Computer Log
21	K5MPM-10	8	33	Paper Log
22	K5MPM-9	5	20	Paper Log
23	K5MPM-11	5	20	Paper Log
24	K5MPM-3	4	16	Paper Log
25	K5MPM-6	3	12	Paper Log
26	K5MPM-4	2	9	Paper Log
27	K5MPM-13	0	0	Paper Log

Notes*:
 1. Players are ranked on the basis of number of Correct Calls.
 2. The number of Characters in Correct Calls is used in case of a tie.

Write to CSV

Double-clicking on one of the paper log rows will access the following Paper Log Revision/Entry dialog for entering and/or revising the paper log for the associated player shown here for player K5MPM-10. Calls from the paper log are each entered on a separate row or, if a separate computer is available, the calls can be entered into a text editor such as Notepad and then pasted into the entry area of the dialog. At any point in the process the Save for Revising button can be used to save a copy of the work for later continued entry of the paper log. Once the paper log entries are complete or at any point in the process the Save for Scoring button can be used to both save a copy for later revising and a copy to be scored and presented on the scoreboard.

The Paper Log Revision/Entry dialog can also be accessed from the menu item **Admin Help | Enter/Revise a Paper Log** which has a submenu for each of the players that elected to use paper logging.

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Revising log for K5MPM-10

Use this form to Enter/Revise a paper log for the selected participant

1. Enter each copied call from the paper log on a separate line followed by Enter
2. Use the Save for Revising button if further revisions are anticipated
3. Use the Save for Scoring button if you are ready to score the log
4. You can also paste lines from a text editor (e.g. Notepad)

CW5W
K3IE
IO5O
TI5N
ZF2DX
W0ZN
AL1G
EA1AZ
TO11A
8P5A
P40V
DL3DXX
K1DW

Save for Revising Save for Scoring

Generating Reports – Once the competition is over you can use menu item **Scores | Prepare Player Reports** to generate a report showing the calls 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.