

2014

MLView User Manual

MLVis - My Profile : My First Picture (14) Press F11 to maximize this window

My License Name

MEGAlink
ELECTRONIC SCORING SYSTEMS

Hold 1 - Relay 3 40 Kneel

Shooter 1			Shooter 2			Shooter 3			Shooter 4			Shooter 5		
Club 1	Class		Club 2	Class		Club 3	Class		Club 4	Class		Club 5	Class	
														
1: 10.4x	6: 10.7x	72	1: 10.3x	6: 8.5	69	1: 10.4x	6: 10.5x	70	1: 9.5	6: 10.4x	72	1: 10.8x	6: 10.9x	67
2: 6.7	7: 10.7x	5x	2: 9.1	7: 10.7x	5x	2: 10.8x	7: 9.5	3x	2: 10.7x	7: 10.4x	5x	2: 8.6	7: 9.6	3x
3: 10.7x	8: 9.7	72	3: 10.8x	8: 10.7x	69	3: 9.5	8: 8.8	70	3: 8.4	8: 10.6x	72	3: 5.4	8: 5.3	3x
4: 10.8x		5x	4: 2.6		69	4: 5.7		3x	4: 10.4x		5x	4: 10.8x		67
5: 7.5			5: 10.4x		5x	5: 9.9			5: 5.2			5: 10.2		3x

Shooter 6			Shooter 7			Shooter 8			Shooter 9			Shooter 10		
Club 6	Class		Club 7	Class		Club 8	Class		Club 9	Class		Club 10	Class	
														
1: 10.4x	6: 9.8	74	1: 10.2	6: 10.2	60	1: 10.9x	6: 10.3x	79	1: 9.5	6: 10.6x	75	1: 10.7x	6: 9.8	78
2: 10.7x	7: 9.3	3x	2: 4.3	7: 7.0	1x	2: 10.2	7: 10.1	5x	2: 10.5x	7: 8.1	4x	2: 10.8x	7: 10.2	3x
3: 7.4	8: 9.2	74	3: 9.2	8: 9.1	60	3: 10.9x	8: 10.8x	79	3: 9.3	8: 10.3x	75	3: 10.1	8: 10.7x	78
4: 10.4x		3x	4: 1.9		60	4: 10.6x		5x	4: 9.5		4x	4: 10.2		3x
5: 10.2			5: 10.9x		1x	5: 9.8			5: 10.9x			5: 9.8		

JFH

Rev. 1.0

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Glossary of terms

Athletes – Competitors or participants in a sports competition. Athletes in the sport of Shooting are sometimes called shooters.

Competition – A general reference to a sports contest that may include a series of events (Championship) or may be a contest within a single event.

Course Of Fire (COF) – A description of the stages of competition within an event that specifies (at least) the number of shots in each series and stage, the type of firing and the time limits.

Lane – Lane denotes the shooting position of an athlete and their related target and monitor.

Marking – MLRange controlled display and listing of shots on monitors and public display.

ML2000 – Megalink's electronic scoring system (hardware and software).

MLRange – The central range control application of the ML2000 system.

MLRes – The results management application of the ML2000 system.

MLShoot – The individual training application of the ML2000 system.

MLView – The public display application of the ML2000 system.

Picture – Definition of a display screen. Includes lane selections from one or more MLRange installations and all details relating to the display of these lanes.

Profile – A collection of one or more Pictures.

Series – A sequence of shots fired within a stage or course of fire.

Speaker – The person making public address announcements over a loudspeaker (announcer).

For additional information, please visit our YouTube channel:

[MLView – Quickstart Guide video](http://youtu.be/pYqr4XBGGT4)

(<http://youtu.be/pYqr4XBGGT4>)

[Megalink Electronic Scoring Systems](https://www.youtube.com/user/megalinkscoring)

(<https://www.youtube.com/user/megalinkscoring>)

Installation and basic usage

Introduction:

The MLView application is the Megalink public display system for Windows. In addition to public display, MLView can also publish your results online as web pages via FTP.

MLView will fetch information from the following sources:

- The MLView configuration is read from the common MLView folder (ex. C:\Megalink\View)
- Information about shots, course of fire, target types, status etc. are fetched from the MLRange folder at the shooting range (ex. \\MLRANGEMACHINE\Megalink\Range)
- Information about the shooters names, club, class etc. are read from the office folder (ex. \\OFFICEMACHINE\Megalink\MLRes\ML)

When all the information is available, MLView will present the current activity at the different public and speaker displays. This is done by starting MLView with different profiles on different PCs in the network.

To define what to display at the different displays, different profiles must be created with the proper sequence of pictures. Each time MLView is started a profile can be selected. The profile is a definition of the sequence of pictures to display. If possible, you should have only one picture per profile, but often there is a need for a sequence.

To simplify changes, you can build a library of available pictures and/or profiles.

NOTE: The MLView configuration is very dynamic. If the contents of a profile are changed you will impact all the displays using this profile.

PC requirements

General requirements

- **It is recommended that all machines with ML2000 software have the same user account name and password to avoid issues when connecting these machines over a network.**
- 500MHz or faster CPU
- 256MB memory or more
- At least 50MB free disc space
- Windows XP SP2, Windows Vista, Windows 7, Windows 8
- Minimum screen resolution 800x600. Recommended 1024x768 pixels
- Network interface for connection with MLRange machines (avoid wireless networks)

Installation:

Step 1. Download the latest version

You can download the latest version from our web site at: <http://www.megalink.no>

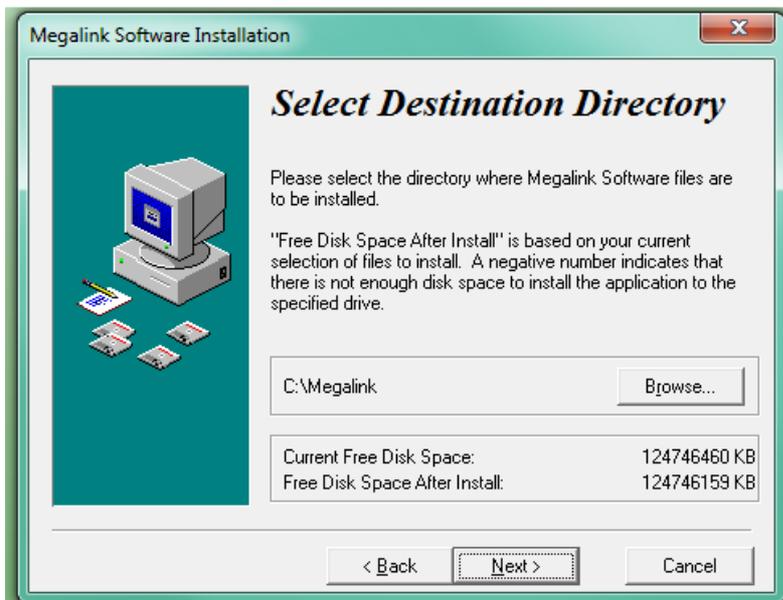
Step 2. Launch the installation executable

Double-click the installation file (ex. **MLSetupXXXX.exe** – where XXXX is the version number).

Select your language



Installation folder



Note: You are free to install the package anywhere you like, but installing on the root of one of your drives will make the folder easier to share between applications on different machines.

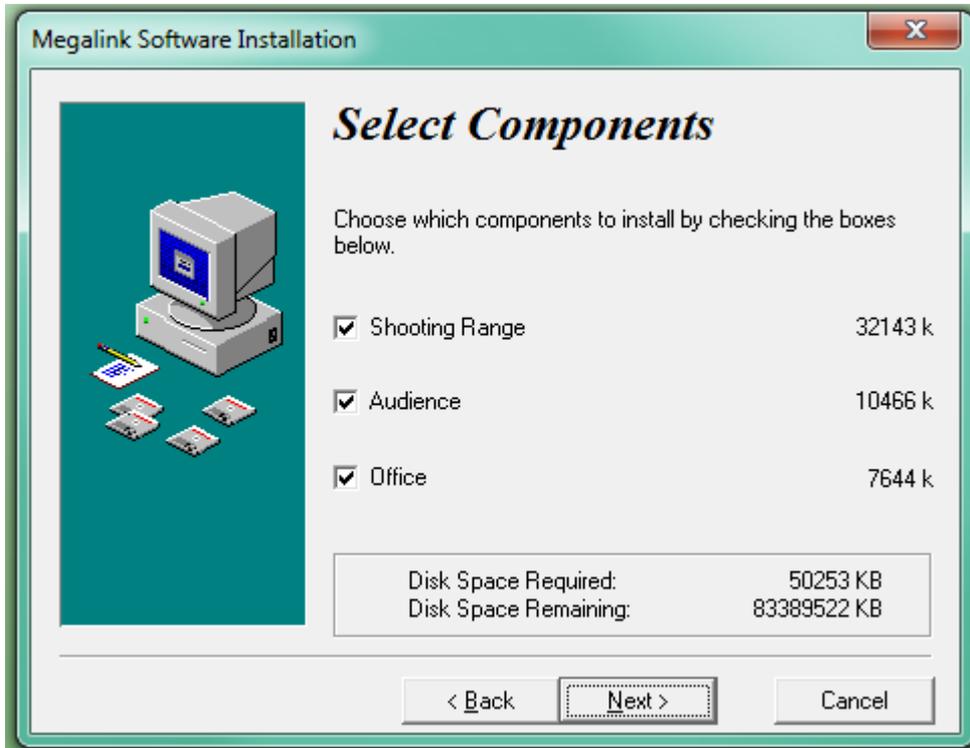
Select applications to install

Select the applications that you have licenses for:

Shooting Range = **MLRange**

Audience = **MLView**

Office = **MLRes**



Click **Next** to install



Start MLView

The installation package should have placed shortcuts on your desktop for the applications that you selected to install:



Configuring MLView

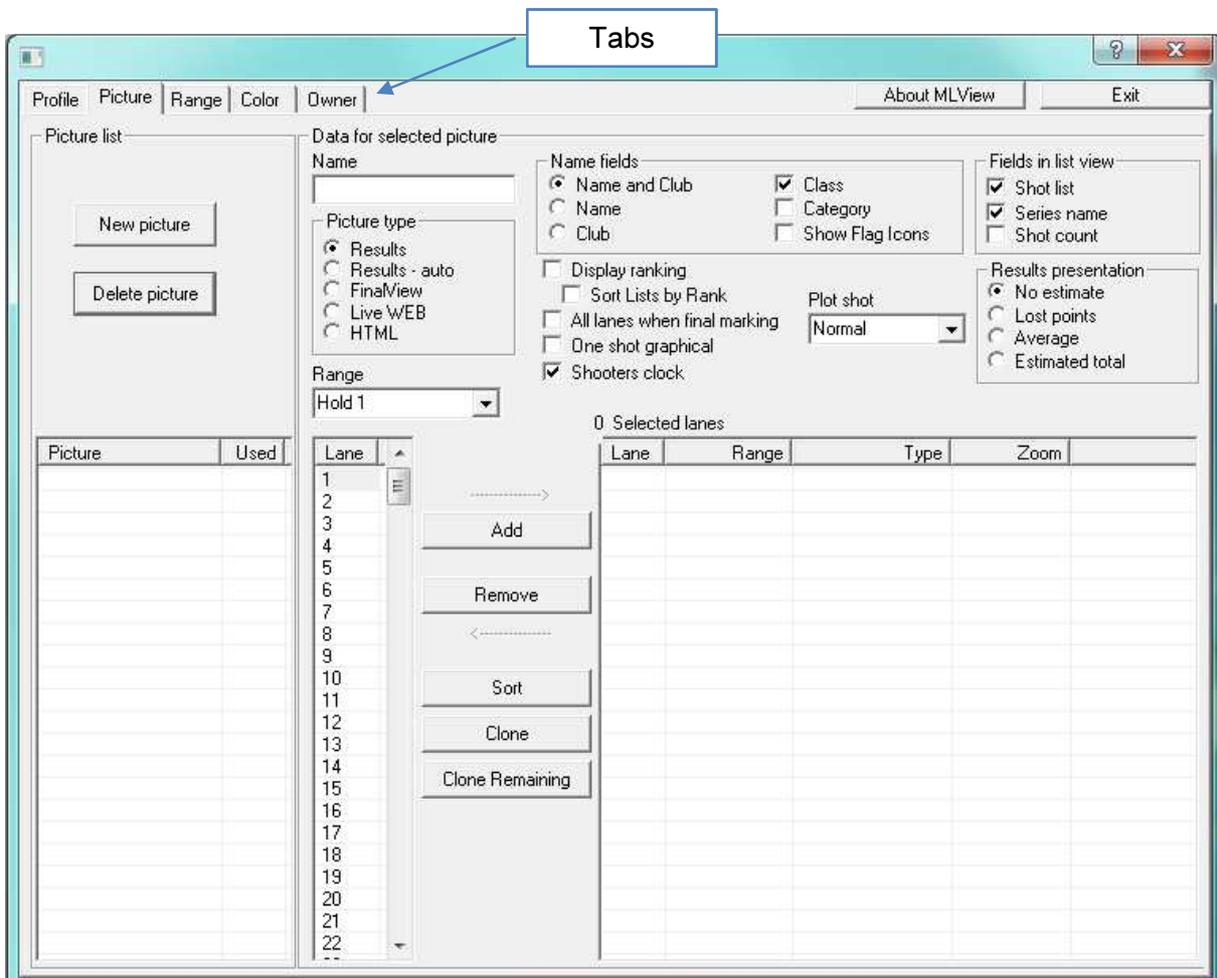
On the first start-up of MLView you will be presented with the configuration dialog.

This dialog has several tabs to access different setup parameters for MLView.

Some tabs will be blocked during initial start-up to force the correct order of data entry.

The following tabs are available:

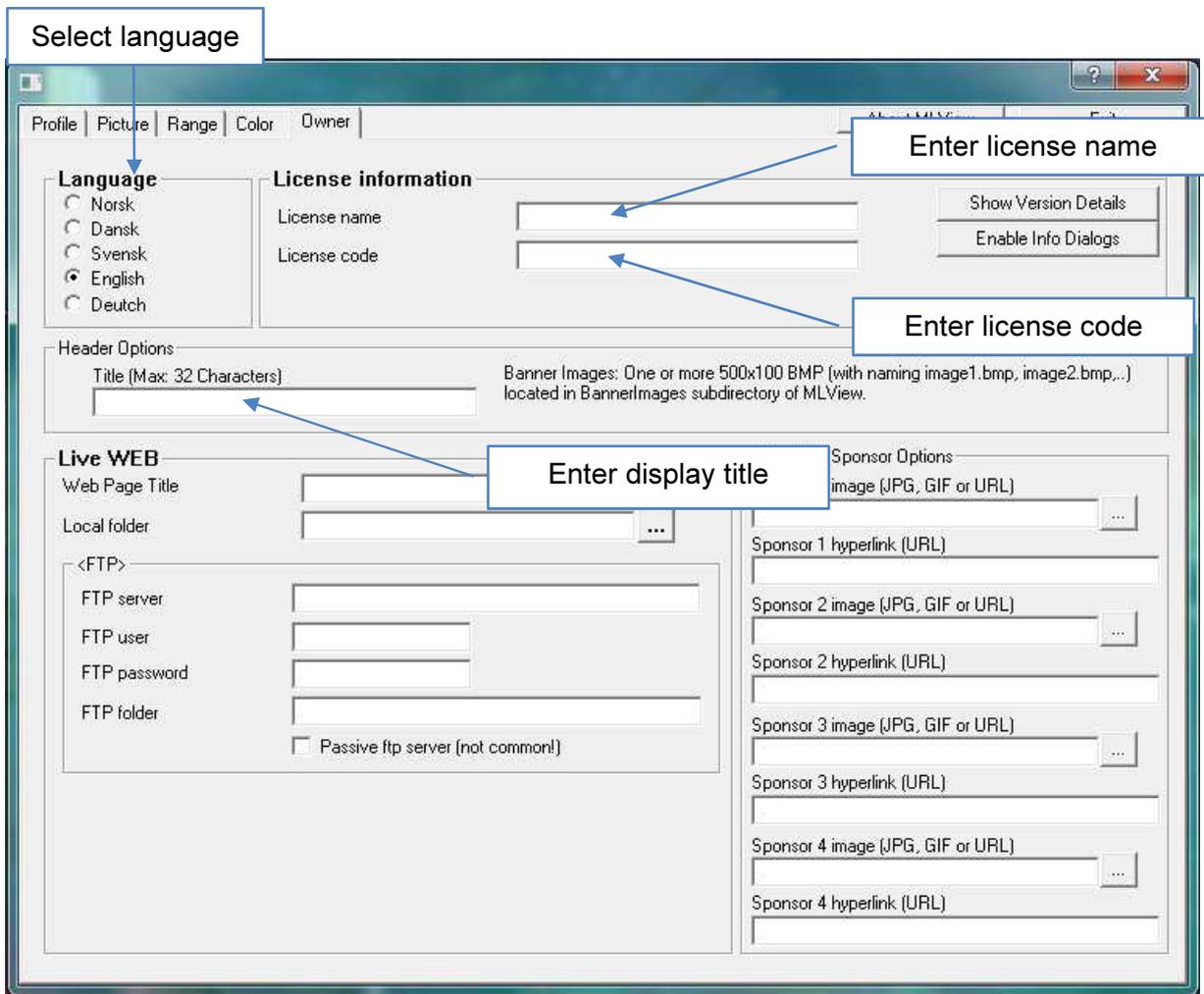
- **Profile** – Manage Profiles and contained Pictures.
- **Picture** – Create and specify Pictures.
- **Range** - Set up the network connection to one or more MLRange installations.
- **Color** - Define the color scheme to be used for your pictures. See [Color Schemes](#)
- **Owner** - This tab serves several purposes. You can select your interface language, register your MLView license name and code, configure FTP for publishing of results online and specify the sponsor/advertisement banners that you want displayed to the public.



MLView configuration dialog

Step 1: Enter license information

The first thing to do is to click on the **Owner** tab, select your language and enter the license name and code provided to you. You can also provide a title for your display in the Header Options. If no title text is provided, the display title will be your license name.

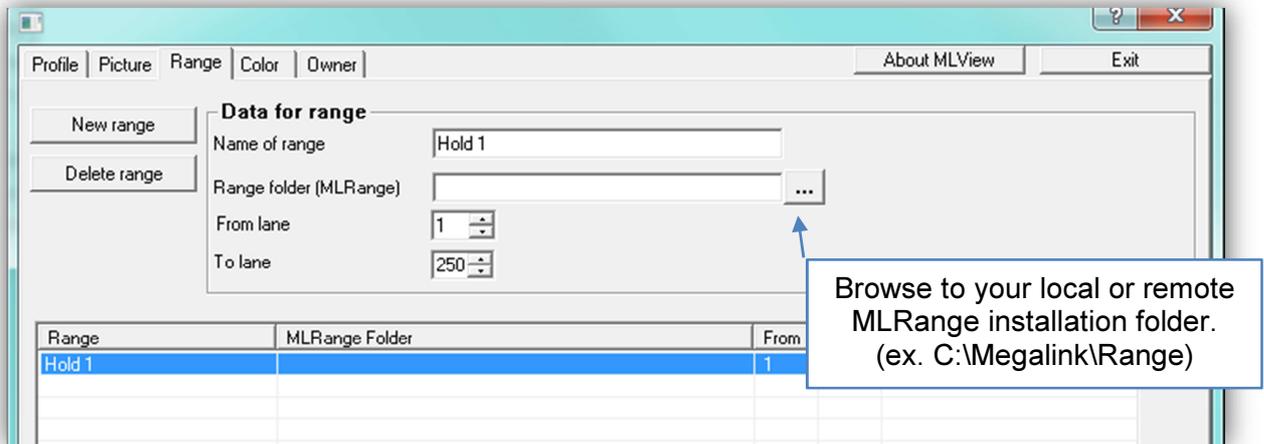


Owner tab

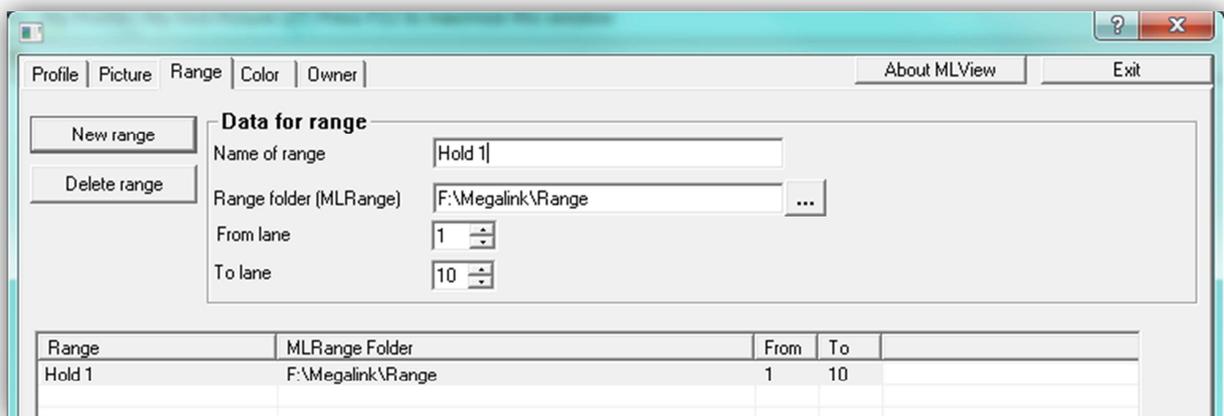
NOTE: The license name and code must be entered *exactly* as provided to you by Megalink (case sensitive).

Now you can edit the name of this MLRange connection as well as specify which lanes from this MLRange installation that you want to display.

Finally, enter or browse to the MLRange installation folder to set the path for this connection.



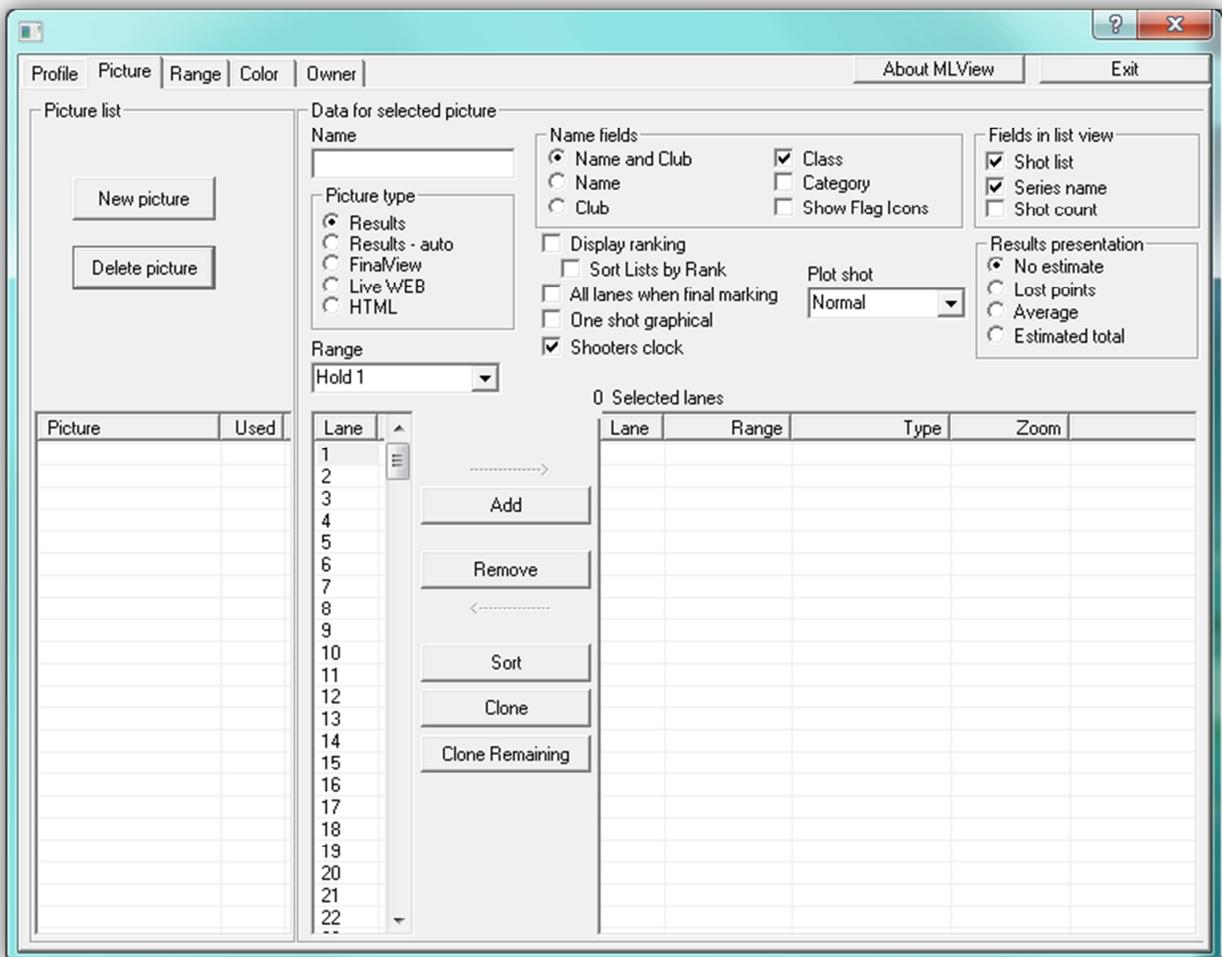
Setting the MLRange folder



Connection to MLRange is defined

Step 3: Create your first Picture

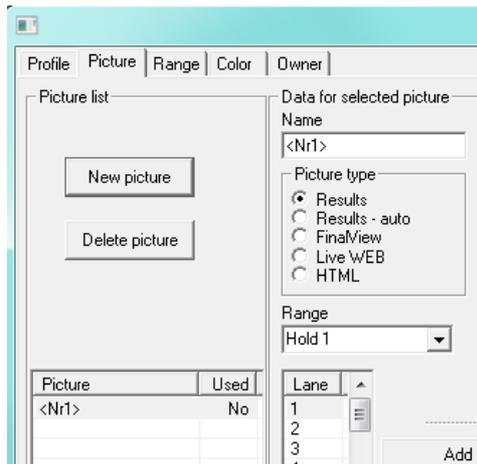
Select the **Picture** tab to create and define your first display screen.



Picture tab

The Picture tab is where you create and specify the individual display screens.

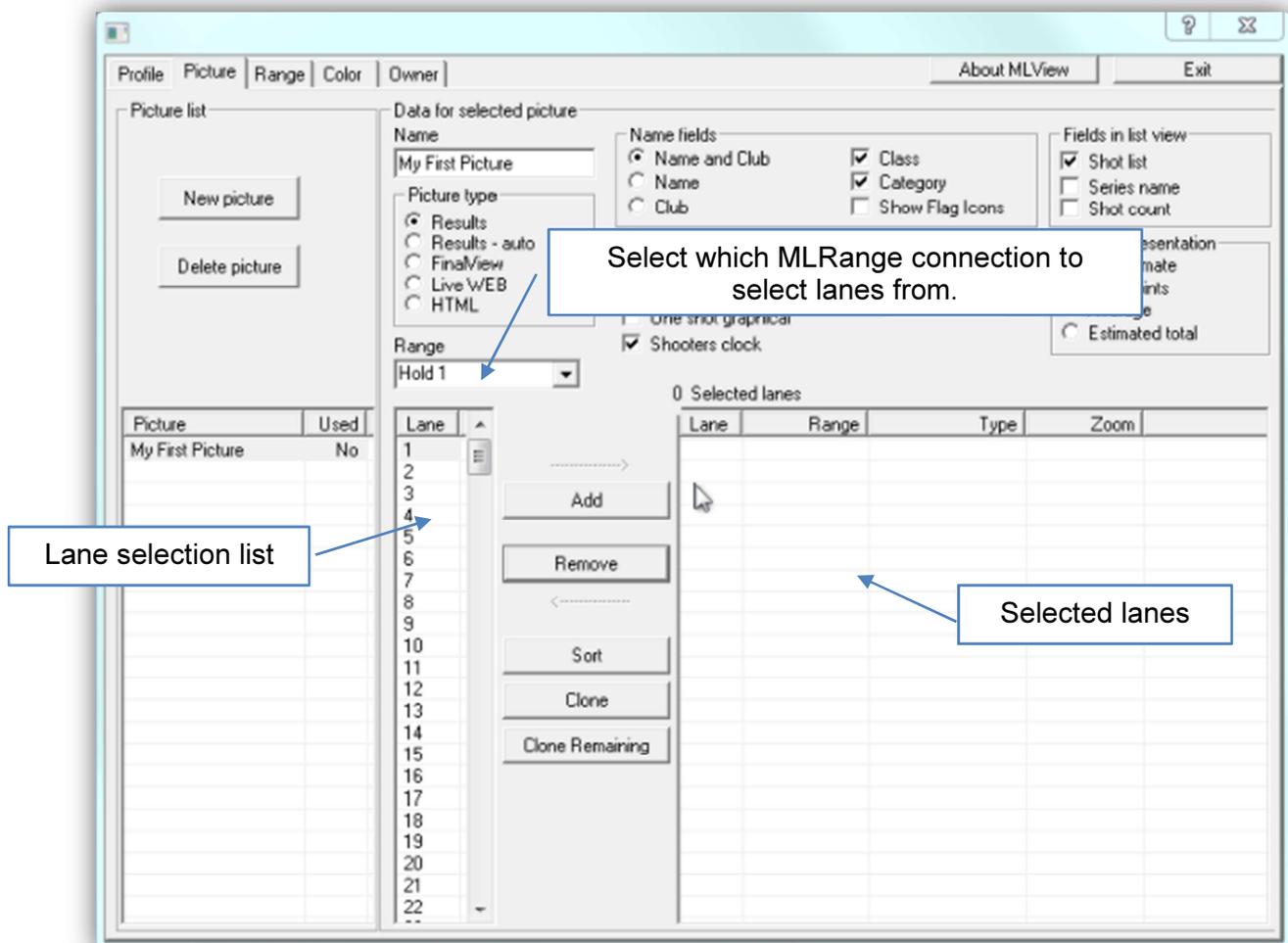
On the left-hand side of this tab is the Picture list. Clicking **New picture** will create a new picture definition and add it to the list. Click the new definition in the list to select it.



In the **Data for selected picture** section you can click in the **Name** field and provide a meaningful name for this picture and select the general type of picture that you want.

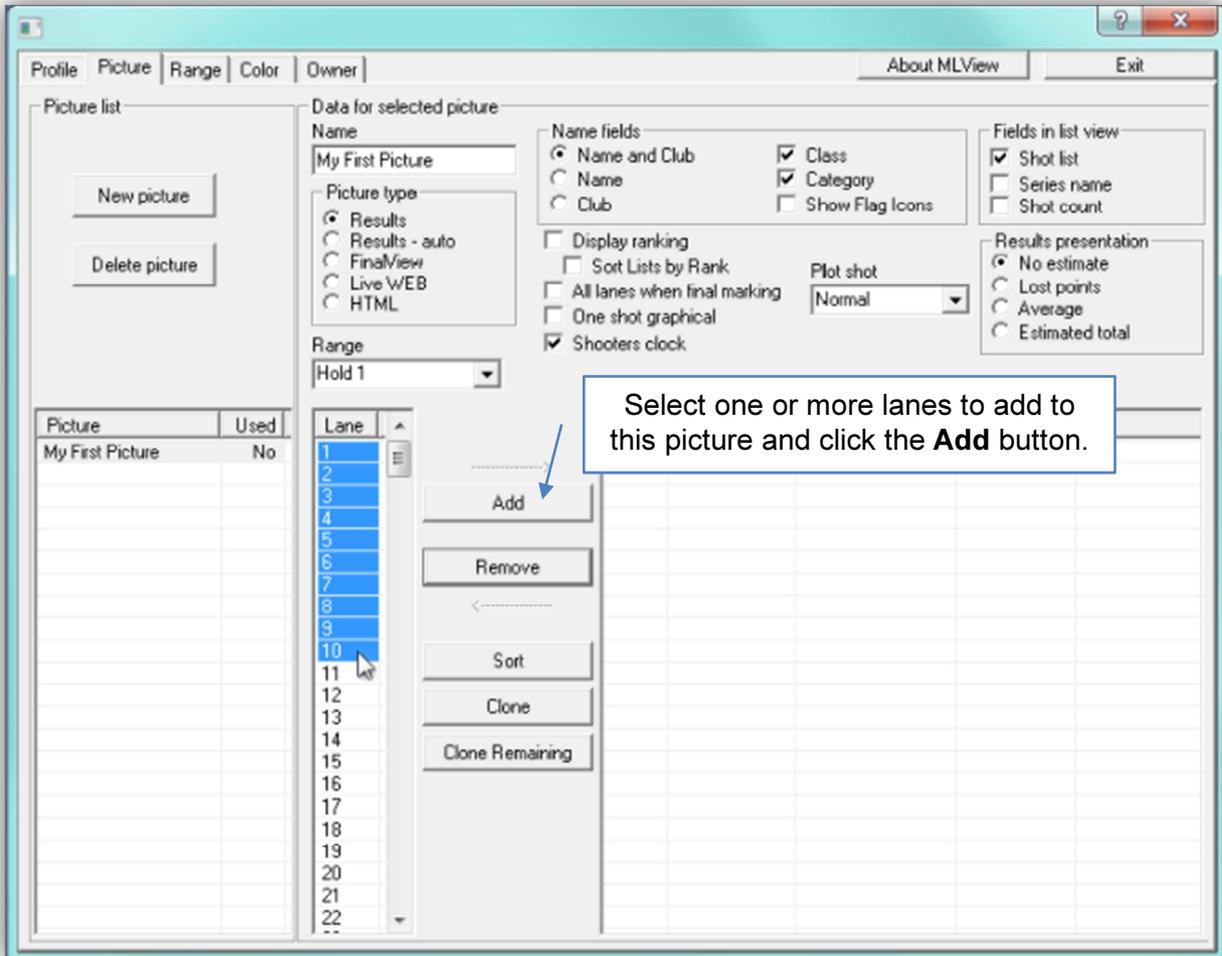
For the moment, leave the Picture type as Results. For other picture type see: [Picture Types](#)

Selecting lanes



Picture tab

To select lanes for this picture, you may add them one by one or as a multiple selection. To make a multiple selection, select the first lane in the lane selection list, hold the **SHIFT** key and select the last lane that you want to add.



Picture tab

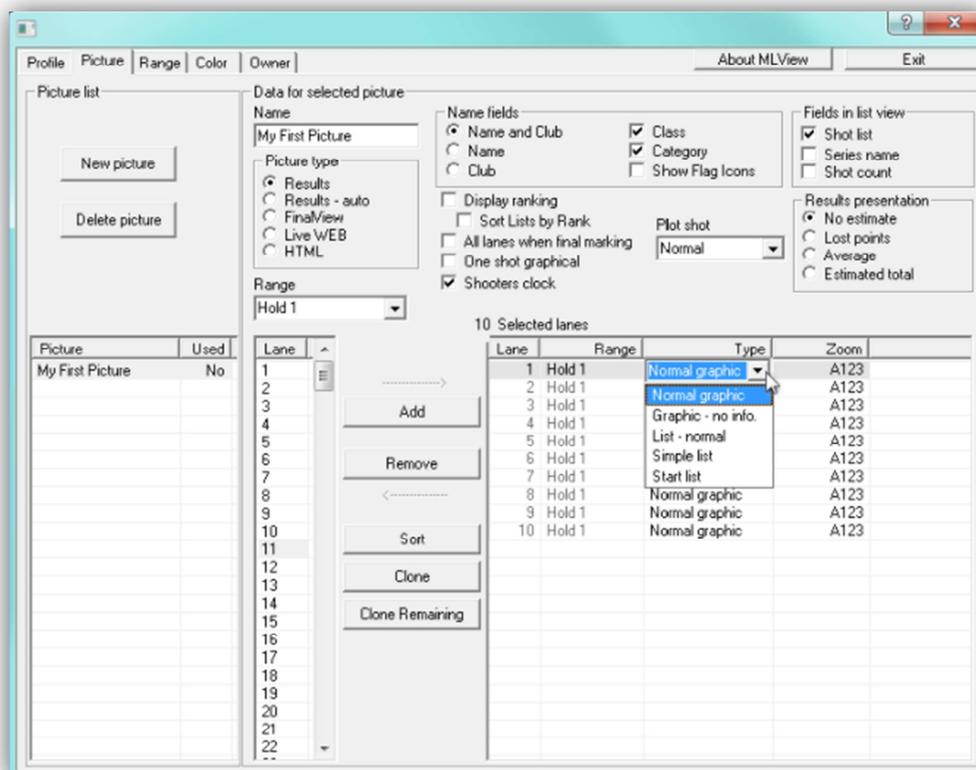
Once you have selected the lanes you want to include in this picture, click the **Add** button. You can remove pictures with the **Remove** button.

Additional buttons are available to allow you to **Sort** your selected lanes or to **Clone** lane settings to either the following lane or to all selected lanes.

NOTE: If you have connections to multiple MLRange installations, be sure when you are selecting lanes that the Range connection you are selecting from is correct.

Lane Options

By double-clicking on the Type and Zoom columns of a lane in the selected lanes list you can specify the lane type as well as the legal zoom for any graphical display for that lane.



Setting lane options on Picture tab

Normal graphical

This is the normal graphical plot with shooter information, list of shots and the sums

Graphical without info

Only the graphical plot is displayed. No shooter or score value information is shown.

List - normal

This view shows all information in a list without graphical plot. The following main components are used (depending on configuration of MLView and selection of course of fire)

- Lane number
- Name of shooter, club, class and category
- List of score values for the shots
- Sums for each series
- Sub totals in the course of fire

Simple list

In this view the following information is used:

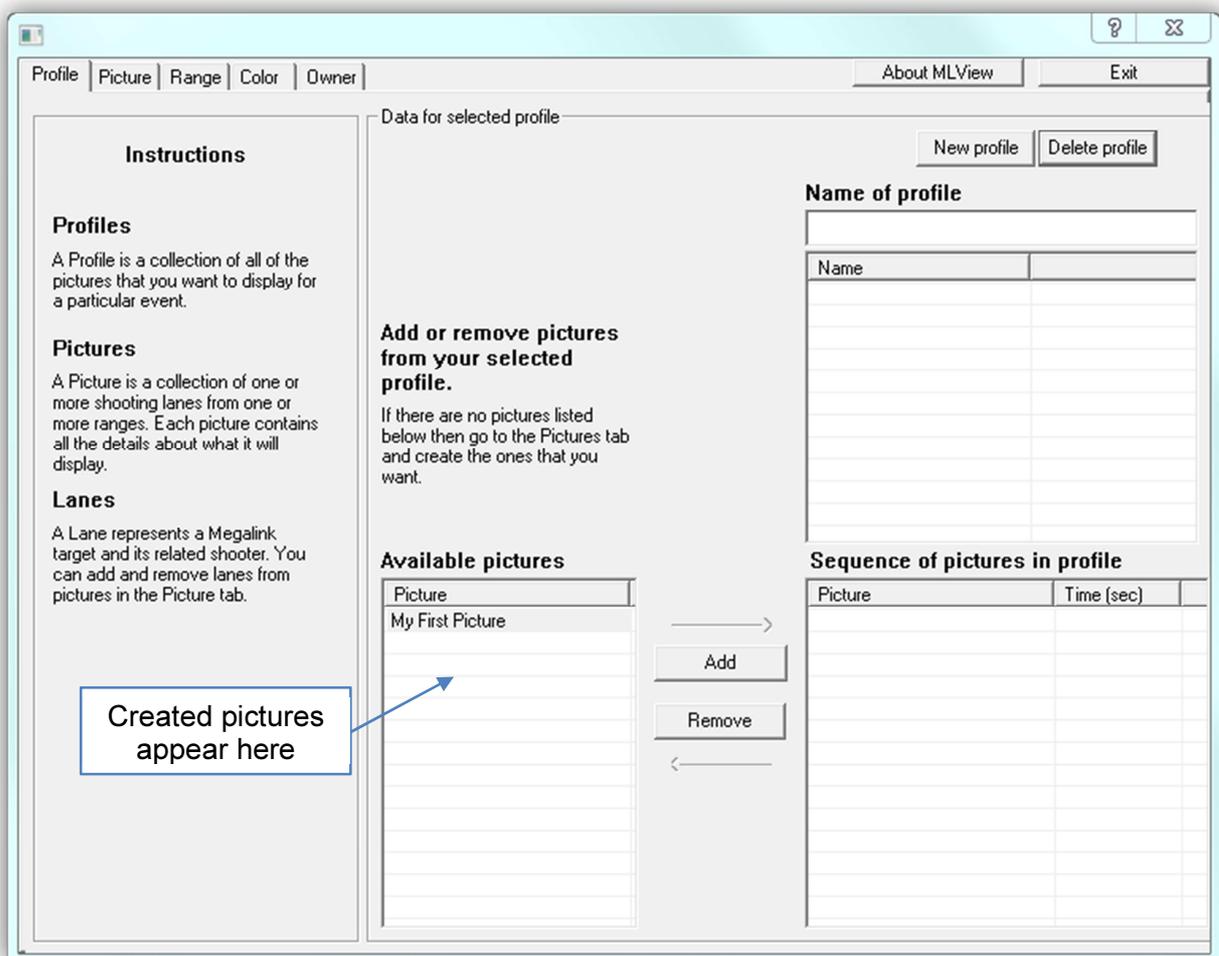
- Lane number
- Name of shooter
- Total and/or sub sums

Once your lanes are added to the selected lanes list you can alter the display type of any or all lanes.

Step 4: Create your first Profile

Select the **Profile** tab to create and define your first display profile. A profile is a collection of one or more pictures that you wish to use for an event.

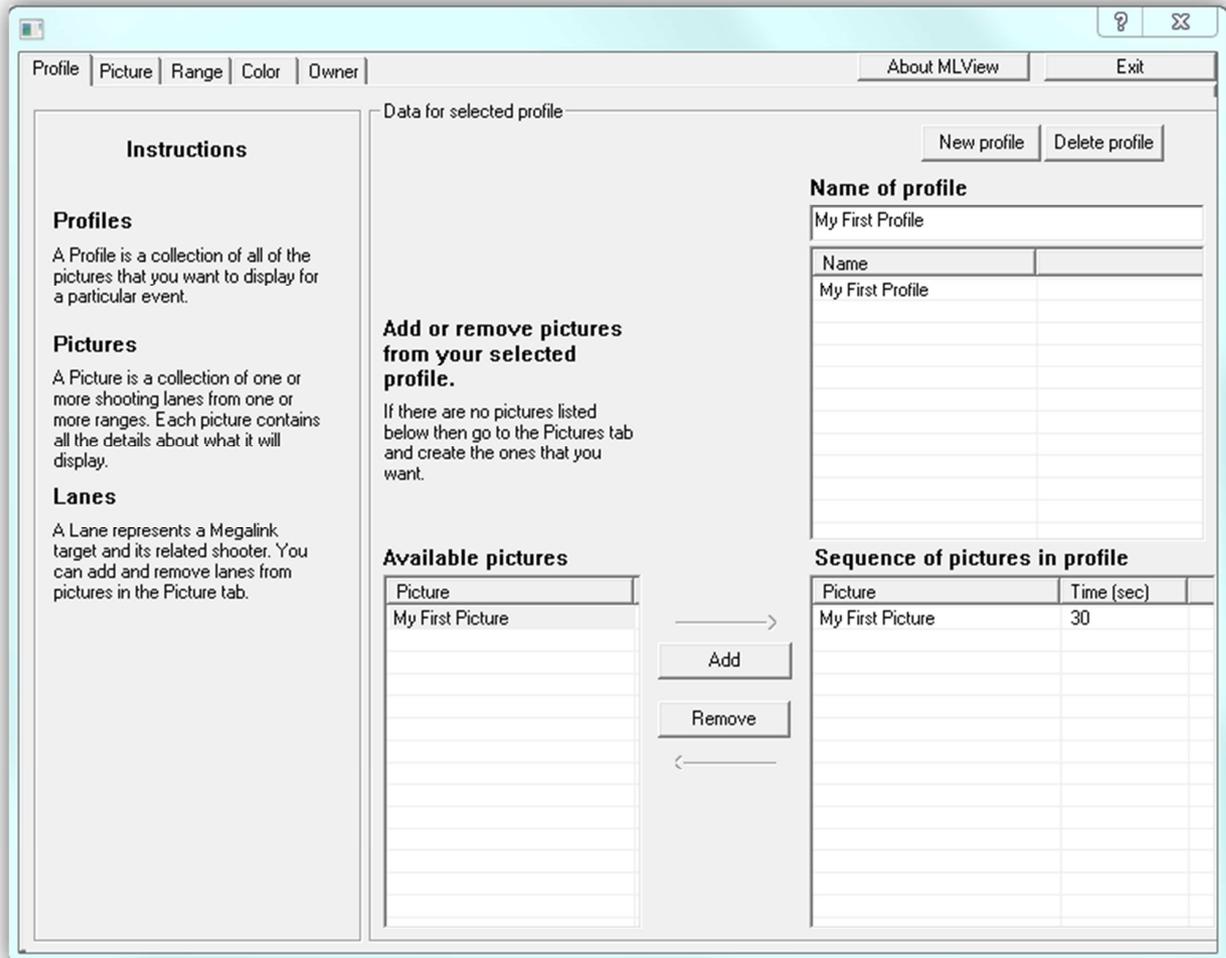
If more than one picture is added to a profile, MLView will cycle through these pictures automatically based on the **Time** setting in the **Sequence of pictures in profile list** (in the order that they appear in the list). If only one picture is present, this picture will be displayed continuously regardless of the Time setting.



Profile tab

As you can see in the above screenshot, the picture we created is listed in the **Available pictures** list.

Click the New profile button to create a new profile and add it to the profiles list. Once created, select the new entry in the profiles list to select it and give it a meaningful name.



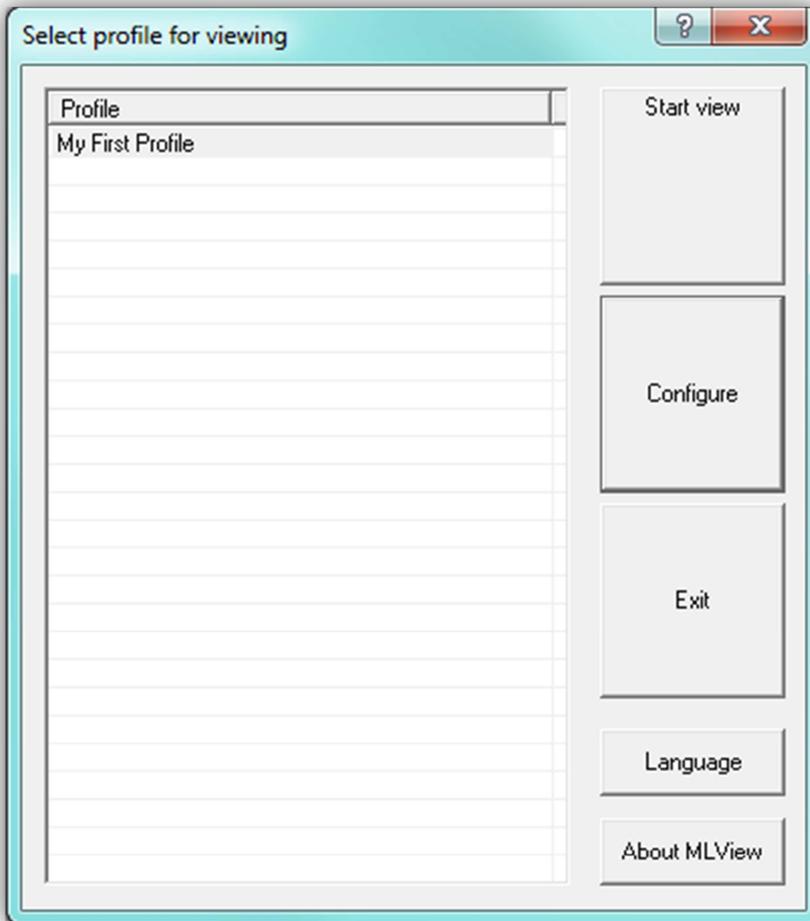
Profile tab

You can now select our new picture in the Available pictures list and click the **Add** button to add this picture to our new profile.

Use the **Remove** button to remove selected pictures from your selected profile.

Step 5: Launch the display

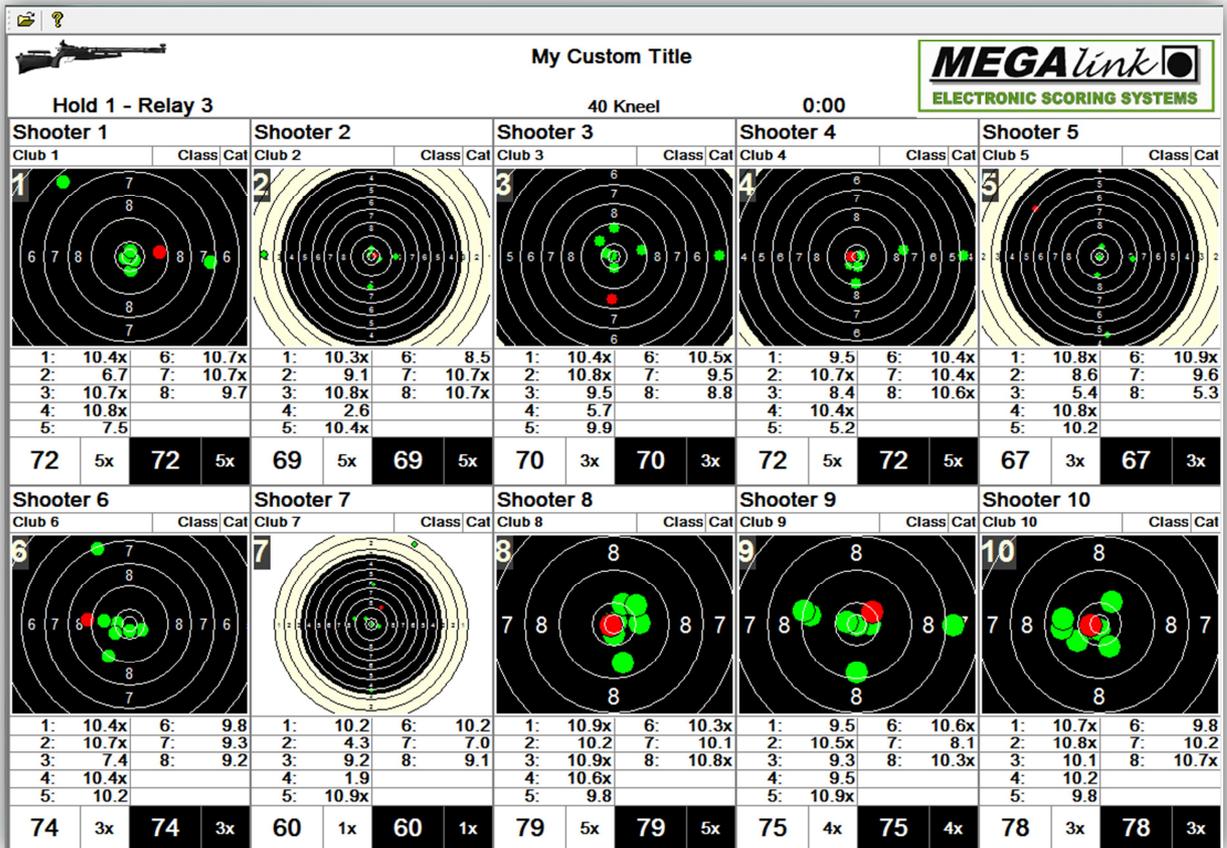
Select the **Exit** button on the top-right of this window and you will be presented with the **Select profile for viewing** dialog.



Select profile for viewing dialog

With subsequent starts of MLView, this is the first dialog that will appear. This dialog allows you to select a profile and start viewing it or return to the configuration dialog

Click **Start view** to launch the display. You can right-click in the display or press the **F11** key for full screen mode. For additional hot keys see: [Keyboard Hot Keys](#)



Results picture type with Graphic lanes

Returning to the Select profile for viewing dialog

You can always return to this dialog by pressing the Escape (Esc) key or by clicking the folder icon of the display window.



Normal start-up

MLView will start with the dialog for profile selection on a normal start-up. If no selection is made, MLView will start automatically with the last profile used on this computer.

Use of mouse and keyboard

Most operations in MLView can be managed by using either the mouse or keyboard.

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Keyboard Hot Keys

The following keys can be used when the public display is active:

Key	Description
F11	Switch between full screen and normal window (resizable)
Esc	Go to the dialog for profile selection
Alt+F4	Exit MLView
PageUp	Go to previous picture in the profile
PageDown	Go to next picture in the profile
Home	Go to the first picture in the profile
End	Go to the last picture in the profile
Pause	Turn on or off the automatic picture swapping

For the [Results – auto](#) picture type these additional hot keys are available:

Key	Description
1 - 7	Determine the number of highest ranked shooters in the Leaderboard
Q	Decrease pane height
W	Increase pane height
Arrows Up and Down	Increase/decrease speed of scrolling display of remaining shooters

In the profile selection dialog, the following keys can be used:

Key	Description
F11	Switch between full screen and normal window (resizable)
Esc	Exit MLView
Alt+F4	Exit MLView
Arrows Up and Down	Select another profile in the list
Enter	Start view for the selected profile

Mouse

In addition to normal use of the mouse to select from the profile list and pressing buttons, the mouse can be used to:

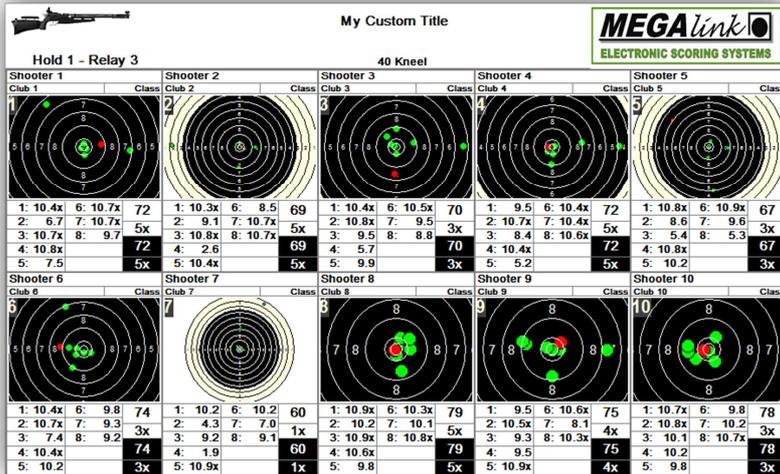
- Switch between full screen and normal window (resizable) with the right mouse button
- Access the dialog for profile selection by pressing the folder icon on the toolbar

Advanced topics

Picture Types

Results

Provides a standard display where each lane can be displayed graphically or as a list item. You are free to mix graphic and list lanes as you desire.



Graphic display

Shooter 1
Club 1 Class Cat

Lane number: 1

Graphical target view (last shot in red)

Shot list (last 10 shots):

1:	10.4x	6:	10.7x
2:	6.7	7:	10.7x
3:	10.7x	8:	9.7
4:	10.8x		
5:	7.5		

Series score and series inner-ten count: 72 5x 72 5x

Total score and total inner-ten count: 72 5x

Normal graphical lane view

The layout of the Graphic lane view depends on the course of fire selected in MLRange as well as the options you have selected for this lane individually and for this Picture in general.

Results – auto

This picture type is divided into an upper and lower half. The upper half lists the highest ranked shooters (leaderboard) while the lower half is a scrolling display of the remaining shooters. Both the leaderboard and scrolling display are highly configurable and allows for hot-key adjustments while the display is running.

Lane		Name	Shot list					Series				Total	
1	8	Shooter 8 Club 8	40 Kneel 10.9x 10.3x	10.2	10.9x	10.6x	9.8	79	0	0	0	79	5x
2	10	Shooter 10 Club 10	40 Kneel 10.7x 9.8	10.8x	10.1	10.2	9.8	78	0	0	0	78	3x
3	9	Shooter 9 Club 9	40 Kneel 9.5 10.6x	10.5x	9.3	9.5	10.9x	75	0	0	0	75	4x
4	6	Shooter 6 Club 6 Club 2	40 Kneel 10.4x 9.8 8.5	10.7x	7.4	10.4x	10.2	74	0	0	0	74	3x
7	3	Shooter 3 Club 3	40 Kneel 10.4x 10.5x	10.8x	9.5	5.7	9.9	70	0	0	0	70	3x
5	4	Shooter 4 Club 4	40 Kneel 9.5 10.4x	10.7x	8.4	10.4x	5.2	72	0	0	0	72	5x
9	5	Shooter 5 Club 5	40 Kneel 10.8x 10.9x	8.6	5.4	10.8x	10.2	67	0	0	0	67	3x
10	7	Shooter 7 Club 7	40 Kneel 10.2 10.2	4.3	9.2	1.9	10.9x	60	0	0	0	60	1x
5	1	Shooter 1 Club 1	40 Kneel 10.4x 10.7x	6.7	10.7x	10.8x	7.5	72	0	0	0	72	5x

Results - auto display

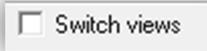
NOTE: It doesn't matter whether you have specified Graphic of List type for the lanes you select for this view. This view will always display lanes as list type.

Hot Keys

Key	Description
Pipe ()	Switch between rank order and lane number sorting.
1 - 7	Determine the number of highest ranked shooters in the Leaderboard
Q	Decrease pane height
W	Increase pane height
Arrow up and down	Increase/decrease speed of scrolling display of remaining shooters

FinalView

The FinalView picture type uses both graphical and list type lane types and operates in two modes depending on whether the Switch views option is enabled in the Picture tab:



Switch views disabled – The screen is divided into an upper and lower half. The upper half is a list view that is sorted by ranking. The lower half is an unsorted graphical type display of the same lanes that are in the list view.

Switch views enabled – When this option is enabled for this picture, the display is wholly dependent on whether the shooter clock is running in MLRange. With the clock running, an unsorted graphical view of the lanes is displayed. When the clock is not running, a rank-sorted list of the lanes is displayed.

My Custom Title

Hold 1 - Relay 3
40 Kneel : Shot 8
0:00

Lane	Name	Shot list												
8	Shooter 8 Club 8	Class	10.9x	10.2	10.9x	10.6x	9.8	10.3x	10.1	10.8x		79	79	0
10	Shooter 10 Club 10	Class	10.7x	10.8x	10.1	10.2	9.8	9.8	10.2	10.7x		78	78	1
9	Shooter 9 Club 9	Class	9.5	10.5x	9.3	9.5	10.9x	10.6x	8.1	10.3x		75	75	3
6	Shooter 6 Club 6	Class	10.4x	10.7x	7.4	10.4x	10.2	9.8	9.3	9.2		74	74	1
1	Shooter 1 Club 1	Class	10.4x	6.7	10.7x	10.8x	7.5	10.7x	10.7x	9.7		72	72	2
4	Shooter 4 Club 4	Class	9.5	10.7x	8.4	10.4x	5.2	10.4x	10.4x	10.6x		72	72	0
3	Shooter 3 Club 3	Class	10.4x	10.8x	9.5	5.7	9.9	10.5x	9.5	8.8		70	70	2
2	Shooter 2 Club 2	Class	10.3x	9.1	10.8x	2.6	10.4x	8.5	10.7x	10.7x		69	69	1
5	Shooter 5 Club 5	Class	10.8x	8.6	5.4	10.8x	10.2	10.9x	9.6	5.3		67	67	2
7	Shooter 7 Club 7	Class	10.2	4.3	9.2	1.9	10.9x	10.2	7.0	9.1		60	60	7

1 Shooter 1
Club 1

9.7

2 Shooter 2
Club 2

10.7x

3 Shooter 3
Club 3

8.8

4 Shooter 4
Club 4

10.6x

5 Shooter 5
Club 5

5.3

6 Shooter 6
Club 6

9.2

7 Shooter 7
Club 7

9.1

8 Shooter 8
Club 8

10.8x

9 Shooter 9
Club 9

10.3x

10 Shooter 10
Club 10

10.7x

FinalView split display (View Switching disabled)

NOTE: It doesn't matter whether you have specified Graphic of List type for the lanes you select for this view. This view will always duplicate lanes as *both* Graphic and List type.

NOTE: Even with switch views enabled, the split view shown above is always displayed for a sighting series but the list portion is not sorted by rank.

LiveWeb

MLView allows you to publish your shooting event results to the web. All you need is an internet connection and an FTP site to publish to.

Picture and profile setup

Define at one picture with the LiveWEB type selected. This picture has to be added to a profile to be able to start the generation (through regular display start-up)

NOTE: It is recommended to add all lanes to be included in one picture (for all ranges to be included) and to add this picture only in a dedicated profile.

FTP Setup

For configuring MLView for FTP access, please refer to: [LiveWeb FTP Configuration](#)

Web Page Generation

The web pages that MLView will create include a linked list index of your competition and a graphical display for each lane.


My LiveWeb Site


10:10 14.05.2014

Hold_1 - Relay 1

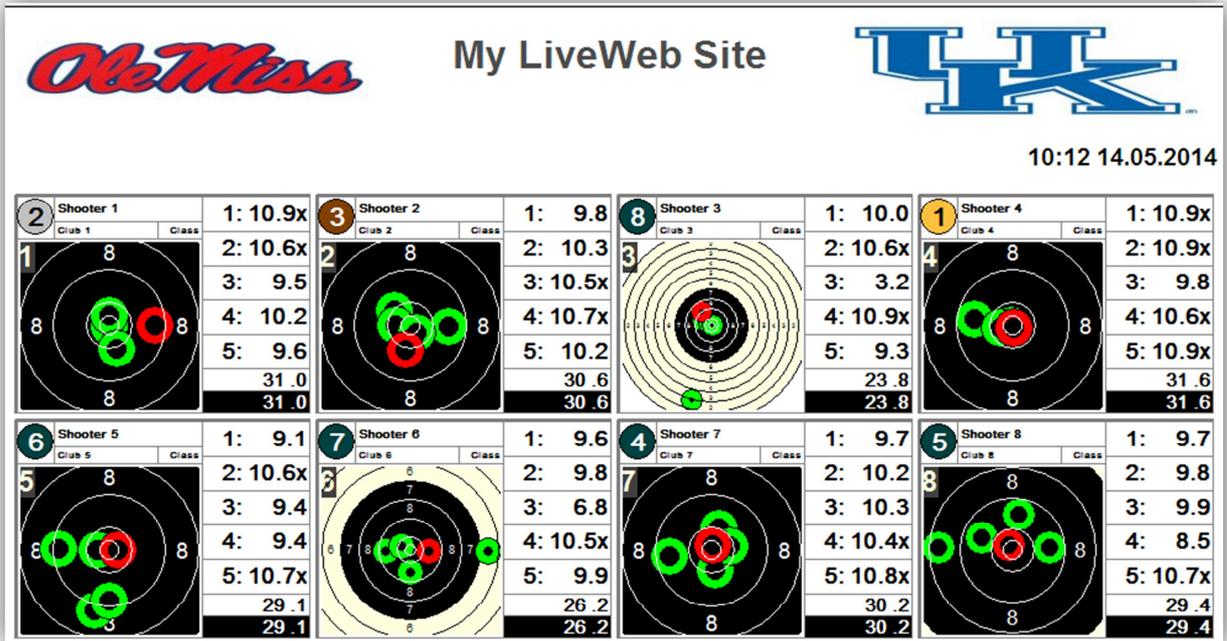
[1-8](#) ← Link to graphic page for relay



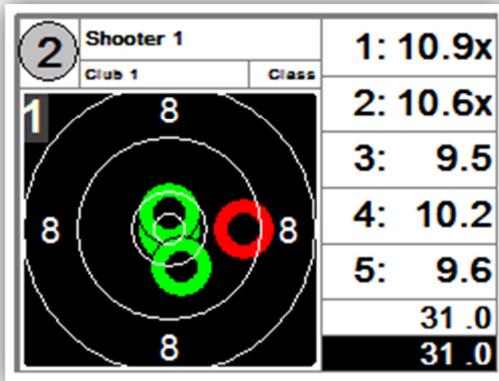
Lane Name	Club	Class	Category
1 Shooter 1	Club 1	Class	Cat.
2 Shooter 2	Club 2	Class	Cat.
3 Shooter 3	Club 3	Class	Cat.
4 Shooter 4	Club 4	Class	Cat.
5 Shooter 5	Club 5	Class	Cat.
6 Shooter 6	Club 6	Class	Cat.
7 Shooter 7	Club 7	Class	Cat.
8 Shooter 8 ← Link to graphic page for shooter	Club 8	Class	Cat.

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LiveWeb linked list index page



LiveWeb graphic page for relay

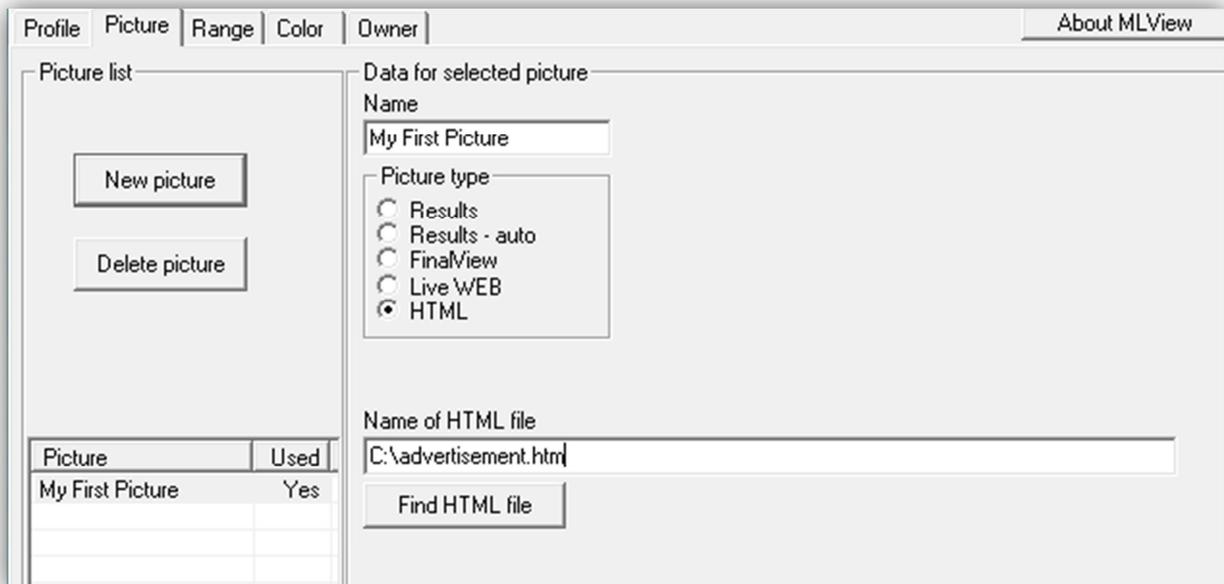


LiveWeb graphic page for single shooter

HTML

Allows you to display an existing web file on your machine (*.htm,*.html) that can contain anything that you wish to display to your audience (announcements, advertisements, etc.).

Create your web file and simply add a picture of this type to your profile that points to the file you wish to display.

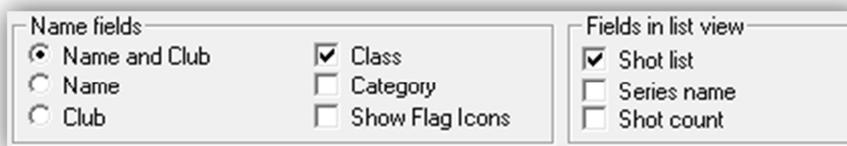


HTML Picture type

Hiding / Displaying Fields

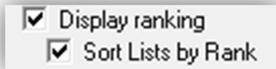
You can easily specify which shooter information items to display and whether to display flags for national or regional codes used as shooter Club text (see [National and Regional Flags](#)).

You can also enable/disable the display of Shot list, Series name and Shot count for List type displays.



Name and List options on Picture tab

Ranking



These checkboxes in the Picture tab determine whether shooter ranking is to be displayed and whether List type views are automatically sorted by ranking (descending order).

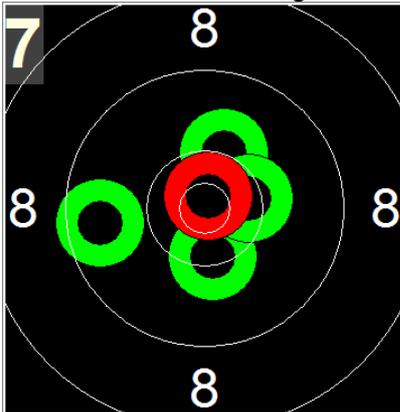
Shot Representation

You can select the way that shots are represented in the graphical displays. MLView offers five different graphical representations of shots.



[Plot option on Picture tab](#)

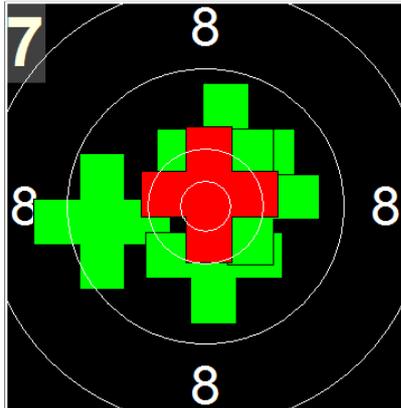
Normal – colored doughnut around actual shot gauge



Normal shade – colored doughnut around shaded actual shot gauge



CROSS – colored cross centered on shot position



CROSS w/gauge – colored cross centered on shot position with blue actual shot gauge



CROSS diagonal – diagonal colored cross centered on shot position



Shooters Clock

This option determines whether the shooters clock is to be displayed.

Shooters clock

[Shooters clock option on Picture tab](#)

Results Presentation

Results presentation

No estimate

Lost points

Average

Estimated total

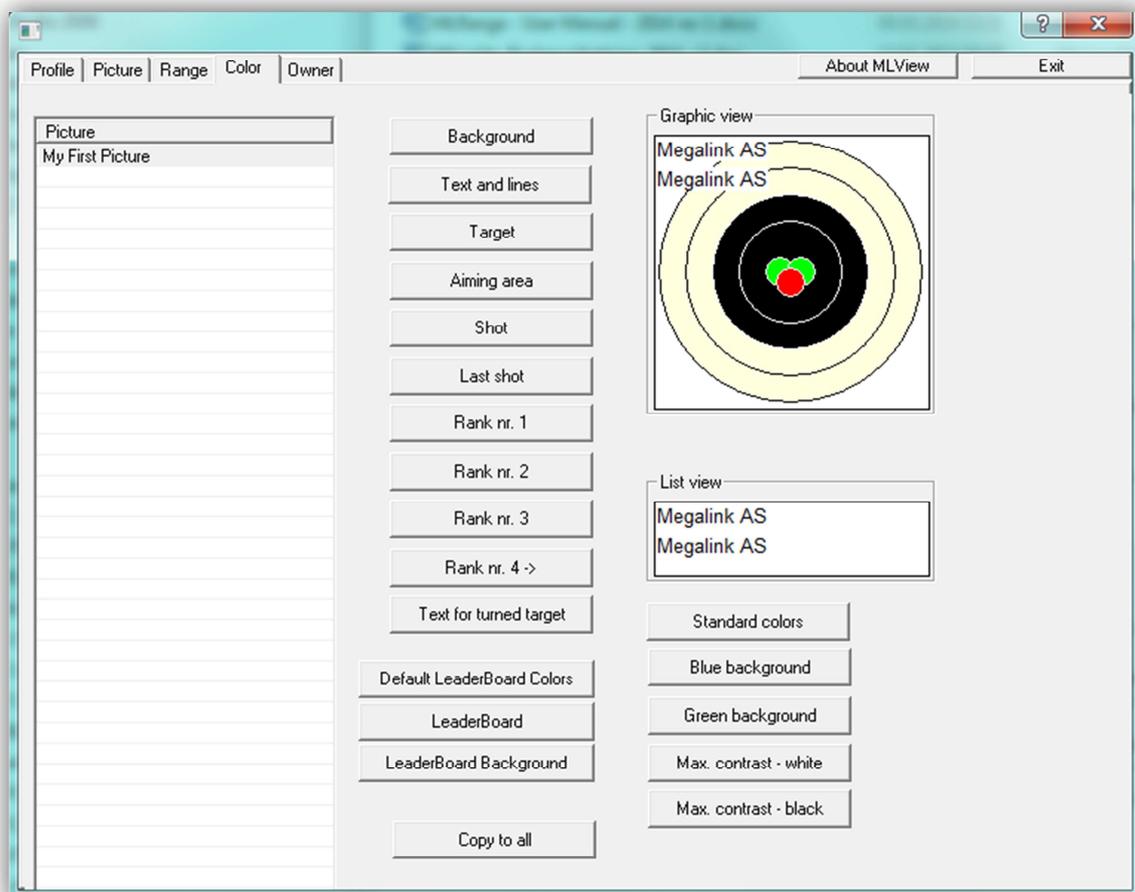
Results presentation options

Different estimate values can be used instead of the accumulated subtotals. The following methods are available for the sub-sums defined in the course of fire defined in MLRange:

No estimate	Normal accumulated totals
Lost points	The number of lost points
Average	Average score value (based on the score value used for sums)
Estimated total	Estimated total based on the average score value

Color Schemes

You are free to determine the color scheme used for each picture that you create. This tab exposes controls for setting the color of most items/fields of your display.



Color tab

The different buttons are used to select colors for the different picture elements. The definition will be made ONLY for the selected picture.

The color can be changed in a color dialog with the following functions:

- select predefined colours
- select color in a two dimensional color picker
- insert values for user defined colours

The different picture elements are:

Element	Description
Background	The background color for all panes in the picture
Text and lines	Name of the shooter, score values and lines
Target	For graphical view: The color of the target outside the aiming area For list view: The background color for the shot list and estimated totals
Aiming area	Color of the aiming area (usually black)
Shot	All shots except the last
Last shot	The last shot
Rank nr. 1	Background of the "medal" with ranking number 1
Rank nr. 2	Background of the "medal" with ranking number 2
Rank nr. 3	Background of the "medal" with ranking number 3
Rank nr. 4 ->	Background of the "medal" with ranking number 4 or higher

First, select a picture that you want to alter in the Picture list and then either click on the buttons for individual fields that you want to set the color for (center column of buttons) or select one of the pre-defined color schemes on the lower-right hand side of the tab.

NOTE: Leaderboard colors for the upper and lower half of the **Results – auto** picture type can be set with the buttons labeled Leaderboard.

NOTE: The **Copy to all** button is used to copy the color setting from the selected picture to all the other pictures. **Warning:** You will not be prompted to confirm and there is no undo function!

LiveWeb FTP Configuration

To configure FTP for LiveWeb, go to the Owner tab's LiveWeb section and fill in the required information.

Web Page Title – The title of the web page as you want it to appear.

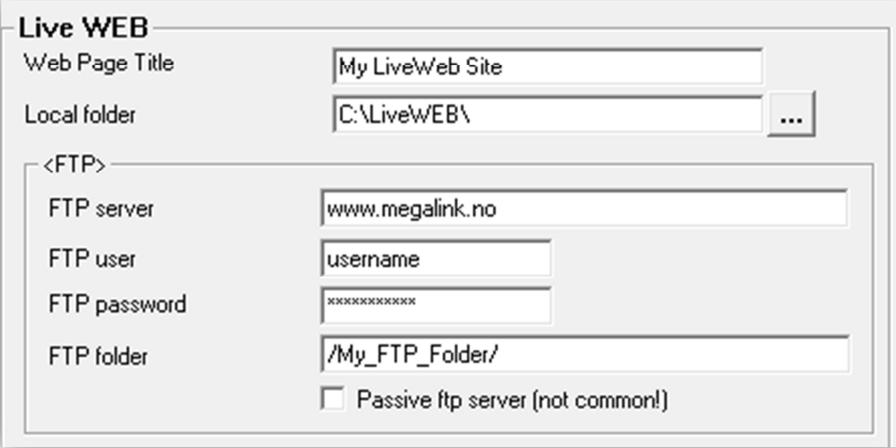
Local folder – Folder for local generation of files before FTP sending.

FTP server – Name or IP address of the FTP server.

FTP user – The user name of the FTP user account.

FTP password – The password of the FTP user account.

FTP folder – The folder on the FTP server to send to.



The screenshot shows a configuration window titled "Live WEB". It contains several input fields and a checkbox:

- Web Page Title:** My LiveWeb Site
- Local folder:** C:\LiveWEB\ (with a browse button "...")
- <FTP>** section:
 - FTP server:** www.megalink.no
 - FTP user:** username
 - FTP password:** (masked with asterisks)
 - FTP folder:** /My_FTP_Folder/
 - Passive ftp server (not common!)

LiveWeb section of Owner tab

NOTE: The FTP folder that you want to publish to must have WRITE privileges enabled and the user account must also be able to WRITE to the FTP server.

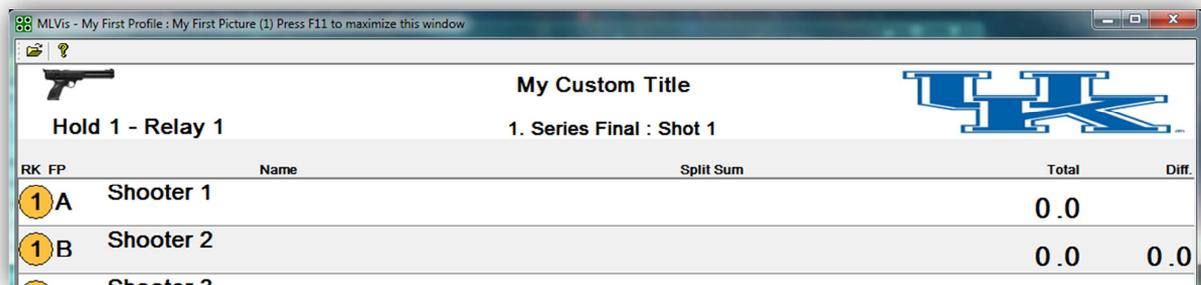
Sponsors and Advertising

Public display banners

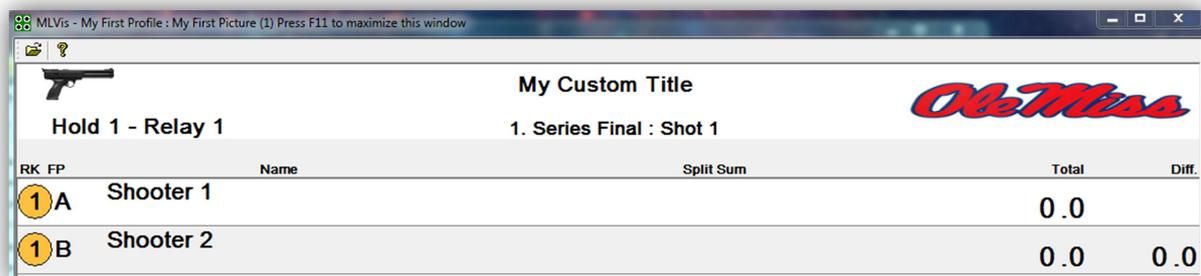
Header Options	
Title (Max: 32 Characters) My Custom Title	Banner Images: One or more 500x100 BMP (with naming image1.bmp, image2.bmp...) located in BannerImages subdirectory of MLView.

Header Options of the Owner tab

MLView will cycle through any banner images that you have placed in the Megalink\View\BannerImages folder at 30 second intervals. The images must be of type BMP and the image dimensions should be 500px wide and 100px tall.



Displaying image1 as banner



Displaying image2 as banner

LiveWeb Sponsor Options

You can display up to four sponsor/advertisement images on your LiveWeb pages. The images must be of type JPG or GIF (or a URL to an image on the web) and the image dimensions should be 500px wide and 100px tall.

Live Web Sponsor Options

Sponsor 1 image (JPG, GIF or URL)

Sponsor 1 hyperlink (URL)

Sponsor 2 image (JPG, GIF or URL)

Sponsor 2 hyperlink (URL)

Sponsor 3 image (JPG, GIF or URL)

Sponsor 3 hyperlink (URL)

Sponsor 4 image (JPG, GIF or URL)

Sponsor 4 hyperlink (URL)

Enter or browse to image location or enter URL to image.

Enter the hyperlink URL for this image (optional)

My LiveWeb Site

10:18 14.05.2014

Hold_1 - Relay 1

1-8

Lane	Name	Club	Class	Category
1	Shooter 1	Club 1	Class	Cat.
2	Shooter 2	Club 2	Class	Cat.
3	Shooter 3	Club 3	Class	Cat.
4	Shooter 4	Club 4	Class	Cat.
5	Shooter 5	Club 5	Class	Cat.
6	Shooter 6	Club 6	Class	Cat.
7	Shooter 7	Club 7	Class	Cat.
8	Shooter 8	Club 8	Class	Cat.

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Displaying LiveWeb sponsor images

National and Regional Flags

Show Flag Icons

You can display national or regional flags for each shooter by simply enabling this option and using the 3 character country codes or 2 character state or province codes as the Club of the shooter. MLView supports all national flags and state/province flags for the U.S., England and Canada.

8	1	Shooter 8	 FIN
10	2	Shooter 10	 AUS
9	3	Shooter 9	 DEN
6	4	Shooter 6	 KOR
1	5	Shooter 1	 USA
4	5	Shooter 4	 GBR
3	7	Shooter 3	 CAN
2	8	Shooter 2	 NOR
5	9	Shooter 5	 RUS
7	10	Shooter 7	 BRA

Country code as Club

8	1	Shooter 8	 AR
10	2	Shooter 10	 WI
9	3	Shooter 9	 ND
6	4	Shooter 6	 VA
1	5	Shooter 1	 CA
4	5	Shooter 4	 WA
3	7	Shooter 3	 LA
2	8	Shooter 2	 TX
5	9	Shooter 5	 NM
7	10	Shooter 7	 SD

U.S. State code as Club

Marking

All lanes when final marking

[Marking option on Picture tab](#)

When activated the audience picture will not change to a single target when the final marking is started at the range.

Only shots marked through the final marking will be displayed.

One Shot Graphical view

When this option is enabled, all shots are plotted but only the score of the last shot is displayed. This is enabled, by default, for [FinalView](#).



[One shot graphical view](#)

Alphanumeric Lane IDs

Alphanumeric Lane ID

For [FinalView](#) with **Switch Views** enabled.

This option replaces the lane number with its corresponding letter. This is required for some ISSF Finals (ex. 25m Pistol Final – women). Refer to the ISSF regulations for further details.

This option is currently only available for the following finals types:
ISSF 25m Pistol (women)

RK	FP	Name	Split
1	A	Shooter 1	
1	B	Shooter 2	
1	C	Shooter 3	
1	D	Shooter 4	
1	E	Shooter 5	
1	F	Shooter 6	
1	G	Shooter 7	
1	H	Shooter 8	

A	Shooter 1	B	Shooter 2	C	Shooter 3
1		1		1	
8	8	8	8	8	8
8	0.0	8	0.0	8	0.0
8	0.0	8	0.0	8	0.0

E	Shooter 5	F	Shooter 6	G	Shooter 7
1		1		1	
8		8		8	

Alphanumeric Lane IDs

Troubleshooting

No access to the shooting range

1. The most common errors are related to the folder reference to the shooting range. In MLView the current folder for the MLRange must be set up in the range tab. Be careful to verify that this reference is correct and that all the MLView PCs have access to the folder. We recommend that you follow the standard naming convention for computer names, resources and folder names.
2. Verify that the targets selected into the picture in MLView belongs to the proper range
3. In order to access a folder through the network, you have to set up sharing of the folder. This must be done on the MLRange folders and the MLRes folder.
4. Avoid sharing on multiple levels. This can create unclear access right situations
5. Verify that the network is operational by opening the folders through Windows file manager. Try to open files for further verification
6. MLView needs a completely operational MLRange installation in the expected folder. Verify that MLRange shortcuts use the correct working folder and that MLRange has an active event.
7. Ensure that the MLView and MLRange versions are compatible (usually they should be of the same main version number)

Problems with fetching names

1. If the names are not appearing in either MLRange or MLView, you should correct for MLRange first. The problem is often one of the following three problems:
 1. MLRes exchange is not active
 2. Different event-ID in MLRes and MLRange
 3. The folder in MLRange to point through the network to the office folder is either not correct or not operational

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