

Splendid City Help TOC

Name	Size	Kind	Last Modified
Splendid City_AutoShift.htm	1K	HyperText	Tue, Aug 25, 2009, 5:24 PM
Splendid City_Availability.htm	2K	HyperText	Tue, Aug 25, 2009, 5:24 PM
Splendid City_Contact.htm	1K	HyperText	Tue, Aug 25, 2009, 5:24 PM
Splendid City_Contacting_Us.htm	1K	HyperText	Tue, Aug 25, 2009, 5:24 PM
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Splendid City_ProjectViewer.htm	4K	HyperText	Tue, Aug 25, 2009, 5:24 PM
Splendid City_Purchase_Information.htm	4K	HyperText	Tue, Aug 25, 2009, 5:24 PM
Splendid City_Report.htm	1K	HyperText	Tue, Aug 25, 2009, 5:24 PM
Splendid City_Rosters.htm	1K	HyperText	Tue, Aug 25, 2009, 5:24 PM
Splendid City_Tutorial.html	3K	HyperText	Tue, Aug 25, 2009, 5:24 PM
Splendid City_ScheduleView.htm	3K	HyperText	Tue, Aug 25, 2009, 5:24 PM
Splendid City_Welcome.htm	4K	HyperText	Tue, Aug 25, 2009, 5:24 PM

Auto Shift Game Times

Games To Shift:

Auto Shift All Games

Shift All Games on:

Monday, 15 Dec 2003

Auto Shift All Games On Mondays

Shift Indicated Games:

Game index: Add

Remove

Shift All Games on Indicated Days:

Monday, 15 Dec 2003
Tuesday, 16 Dec 2003
Wednesday, 17 Dec 2003
Thursday, 18 Dec 2003
Friday, 19 Dec 2003
Saturday, 20 Dec 2003
Sunday, 21 Dec 2003
Monday, 22 Dec 2003

Shift Properties:

Back Minutes

Ahead

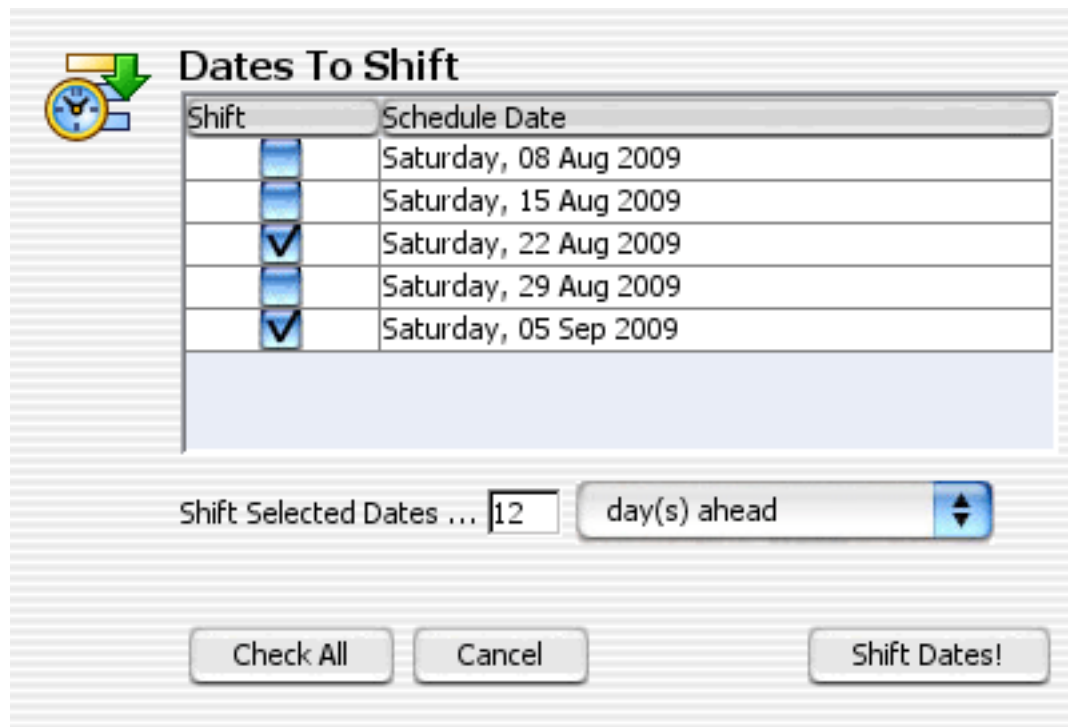
Shift Cancel

Shifting game times is facilitated using the Splendid City Auto Shift panel where users may specify a batch of games on a particular date or day of the week to shift as well as a series of user specified games located at specific schedule indices. Games can be shifted back or ahead a user defined number of minutes or hours. To access the auto shift panels see: [Splendid City Scheduler Viewer toolbar](#).

Shift: Shifts the game times the indicated amount on the day(s) requested.

Cancel: Closes the dialog, discarding all changes.

Auto Shift Game Dates



Dates To Shift

Shift	Schedule Date
<input type="checkbox"/>	Saturday, 08 Aug 2009
<input type="checkbox"/>	Saturday, 15 Aug 2009
<input checked="" type="checkbox"/>	Saturday, 22 Aug 2009
<input type="checkbox"/>	Saturday, 29 Aug 2009
<input checked="" type="checkbox"/>	Saturday, 05 Sep 2009

Shift Selected Dates ... day(s) ahead

Shifting game dates is made simple using the Splendid City Auto Date Shift panel where users may specify a batch of scheduled game dates and the number of days or years to shift them. Dates can be shifted back or ahead. To access the auto date shift panel see: [Splendid City Scheduler Viewer toolbar](#).

Shift: Shifts the game date(s) the indicated amount.

Cancel: Closes the dialog, discarding all changes.

Constraints

Constraints are checked for each object involved (Teams and Locations) when scheduling a game. Users may specify **date enclosed blocks of time** and **specific days of the week** where an object is unavailable and have games scheduled only around the bounds of those times and days. These factors are prioritized over other considerations when scheduling game times and days. It is by using this feature that two or more separate schedules may share an event location without obtaining a conflicting result.

Valid from: 10/7 to: 5/28

Sunday
 Monday
 Tuesday
 Wednesday
 Thursday
 Friday
 Saturday

Is 'not' available on the selected day(s) of the week.

Unavailable from: Hrs: Mins To: Hrs: Mins
08 00 To: 12 59

Append Unavailability Information to Lists

Get Unavailabilities From Object:
Farchers Grove Copy

Unavailable Days and Times of Days:	
Sunday	
* Monday	Unavailable from: 08:00 to -> 12:59 [1/1 -> 5/28]
Tuesday	
* Wednesday	Unavailable from: 08:00 to -> 12:59 [10/7 -> 12/31]
Thursday	
Friday	
Saturday	

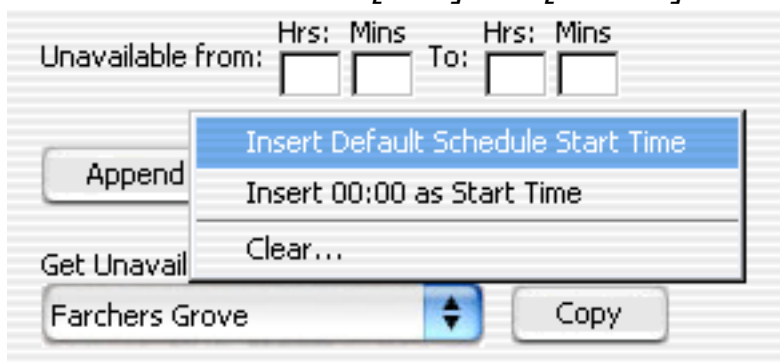
Data entry with regards to constraints is straight forwards.

1. If an object is unavailable for a complete day, select the "*Is 'not' available on the selected day(s) of the week*" checkbox which will disable the time of day entry fields.
2. Then select the day(s) of the week on the left center of the panel (vertical placement of checkboxes) that this object is unavailable.
3. Finally to automatically enter this information to the "*Unavailable Days and*

Times of Days" lists at the bottom of the panel select the "Append unavailability information to Lists" push button.

Entering constraints for specific times of a day ...

1. Uncheck the "Is 'not' available on the selected day(s) of the week" checkbox to enable the time of day entry fields.
2. Then users may either enter in the time bounds of the constraints using the 24 hour format or use the popup menu to clear or add often used times. This menu may be access by using the default platform dependant contextual menu mouse mechanisms (Windows = right button mouse down, Mac = command-mouse down, etc...) on the "Unavailable from:" and "To:" text labels. Constraints should be defined beginning with the unavailable time block and ending with the minute **immediately preceding** the start of the game time. In other words, if you want to allow an event to start at 11:00 with nothing before it, you would specify the constraint as 'Unavailable 00:00 to -> 10:59 [1/1] -> [12/31]'.

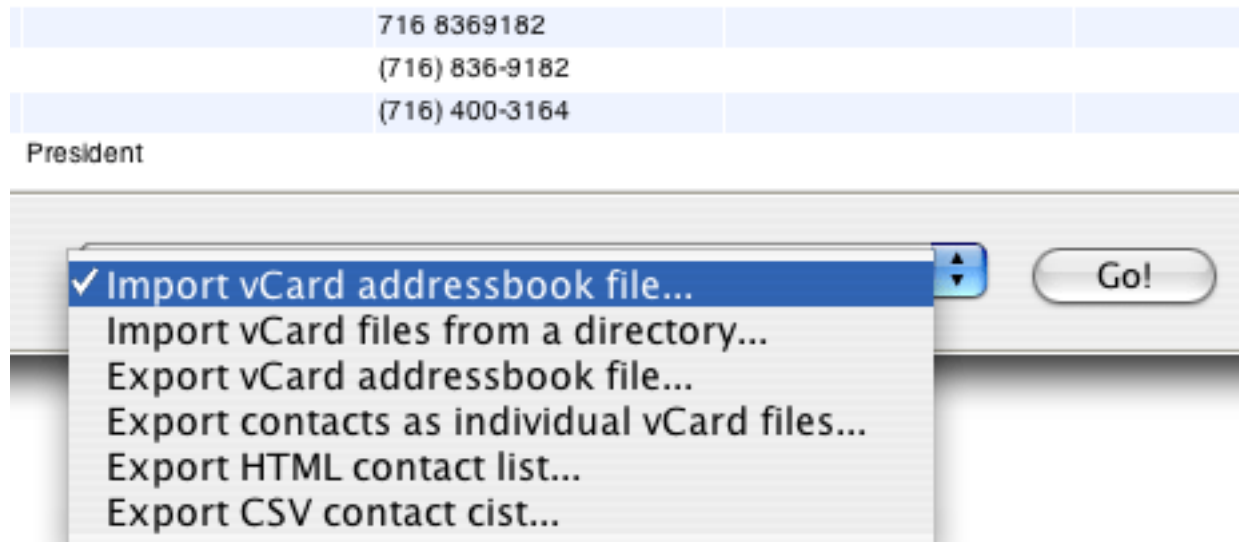


3.

Lastly, if you have several objects with the same unavailability information, once entered it may be copied to subsequent objects by identifying the object with similar constraints in the "Get Unavailabilities from Object" pulldown menu, and selecting "Copy" to automatically set the current object to the identical constraints.

Managing Contacts

Splendid City comes with in depth support for integrating, maintaining, and publishing contacts. There is a master contact view that displays the application global contact list as well as a project contact editor where users may assign, create and edit contacts for particular projects. The master panel serves as a vehicle for importing data from primary operating system contact applications like Mac OS X AddressBook and Microsoft Outlook Express. The master panel can be accessed from the application Tools --> 'View the master contact list...' menu. (shortcut-key - L).



The master view is capable of importing and exporting Address book data in the **cross platform vCard** specification reducing the amount of data entry required to define contacts for projects. Once data has been imported into the master contact view, it may then be easily accessed within the schedule contact editor via the pulldown combo box where the object's contact list may be appended, edited, supplanted with newly created contacts, all of which may also be edited and exported via the master contact view.

Create a new contact or select one from the list:

George Smith

Contacts Comments

Properties:

Name	George Smith	E-mail:	jSmith@aol.com
Title:	President	Address:	111 Aol St.
Phone:	765 867-6543	City:	Buffalo
Fax:	765 867-6543	State / Province:	NY
Home Phone:	765 867-6543	Zip:	14227

Here you can keep records for individuals to have as contact for the particular team or location.

Create/Edit Panel, Button descriptions

- **New:** this button clears all the fields but does not save the modified information.
- **Save:** this button will save the modified information to the project.
- **Remove:** the remove button will remove the contact that you select from the drop down list on the top right side of the dialog.
- **Cancel:** this button will close the dialog without saving any changes to the currently selected contact.
- **OK:** this button is like pressing Save and Cancel one after another as it saves the information and closes the dialog.

Publishing Contacts:

All contacts associated with an object get listed in the individual objects published HTML and CSV output files, preceding the schedules. All the information is available for Team, Location, or Officials to print via the Printing View HTML output.

Contact Information:

[**NAME:** Frank Dawson] [**PHONE:** +1-919-676-9564] [**EMAIL:** fdawson@earthlink.net]
[**ADDRESS:** 6544 Battleford Drive Raleigh NC 27613-3502]

[**NAME:** Tim Howes] [**PHONE:** +1-415-528-4164] [**FAX:** +1-415-528-4164] [**HOMEPHONE:**
+1-415-528-4164] [**EMAIL:** howes@netscape.com] [**ADDRESS:** 501 E. Middlefield Rd.
Mountain View CA 94043]

Contacting Us

Please send any bug reports, suggestion and feature requests by visiting our web site contacts form:

[*http://www.splendidcity.net/support/contacts.html*](http://www.splendidcity.net/support/contacts.html)

Creating/Editing a Team

To create a team first of all you need to know the name of the team involved and what field is the home field or the field that they are going to play their matches in.



The screenshot shows a dialog box titled "Team Properties". It has three main sections:

- Name:** A text input field containing "BW Gotschee" and a "Constraints" button.
- Home Field:** A dropdown menu showing "Met Oval" and an "Add New" button.
- Contacts:** A dropdown menu showing "George Smith" and an "Add New" button.

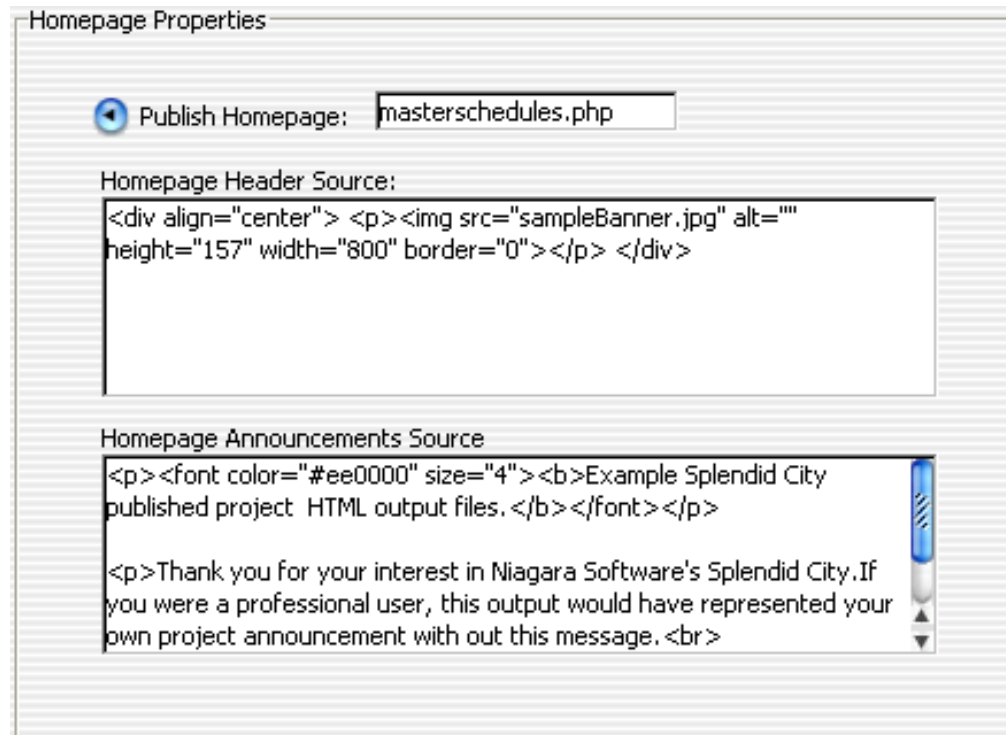
- **Name:** A unique name is required to identify the team by.
- **Home Field:** You can pick the home field from the list of already added fields or press the "Add New" button to create a new field. See: [Fields](#)
- **Contacts:** The contacts drop list shows all the people that are the contacts of this particular team. Pressing the "Add/Edit" button will take you to a dialog in which you can add, edit or remove the team's contacts. See: [Contacts](#)
- **Comments:** Here you can write whatever comments you have about this team.
- **View Scheduled Games:** Shows all the games that are scheduled for this team.
- **Ok:** Closes the dialog after saving the changes made.
- **Cancel:** Closes the dialog, discarding all changes.

Publishing in Splendid City

There are many ways to publish and export data to HTML, CSV, ICS format in Splendid City and as of SC v3.3 both HTML and CSV output are customizable.

Publishing in HTML Format

Using the Publisher View, users may publish full blown HTML web sites derived from Splendid City projects.



- Publish entire projects using the Publisher View.

To publish projects in their entirety, simply select the project from within the Project Viewer Tree and from the File --> Projects...--> Publish... menus, you may invoke the Splendid City Publisher View. From within the view you may specify the target destination of the completed web site as well as the schedules to include. Users may also choose to create a homepage and customize that home page with an decorative banner, and special announcements column. Complex navigational web site with printable schedule views, current [standings](#), [game results](#), [individual team](#), [location](#), [official schedules](#) with appearance attributes like [fonts](#), [font sizes](#), [font colors](#), [table background and foreground colors](#) can be configured in the easy to use Splendid City [preference panels](#). Users may choose to publish the home page once or every session. Using the homepage name entry field, unique home page names can be defined. Users have the option to publish some or all schedules to a local folder on disk, or to a [remotely hosted web space via FTP](#). See also: [Schedule Viewer Interface](#)

Publish	Schedule Name
<input checked="" type="checkbox"/>	Division_1
<input checked="" type="checkbox"/>	Flight_2
<input checked="" type="checkbox"/>	Flight_3
<input checked="" type="checkbox"/>	Flight_4

- Export schedules separately using the Publisher View.

To export the schedules, teams and field pages separately click on the 'publish this schedule' button located on the toolbar of every schedule. You will be presented with the Splendid City Publisher View, with only the calling schedule selected to be exported. Specify whether you'd also like the home page created as well and users may publish to a folder on their hard disk or to a web space located on a remote hosting computer. See also: [Schedule Viewer Interface](#)

- Export the project's Master Schedule with all schedules merged into one general schedule.

To export the entire projects schedules click choose the Project Viewer menu --> File --> Project --> "View Master Schedule". See: [Splendid City Project Viewer](#) In addition to the abundant publishing options already available in Splendid City, version 6.1 adds several new publishing options for the Project Viewer --> Master Schedule View.

Professional users can publish master schedules in the following formats:

- * HTML
- * Customized CSV
- * ICalendar
- * Print Preview --> Printer

CSV exported master schedule views adhere to the default format specified in the Splendid City options / preferences --> output --> [CSV panel](#).

Number of total games scheduled for Bottomline: 13

Publish to ...

- Publish to ...
- an HTML file
- a CSV file
- an iCalendar file
- Print Preview

Master schedule for Bottomline:

Home	Away	Location		Time
Bottomline	Petes Scoop	OHara Field		17:00:00
Bottomline	Northlite Glass	OHara Field	04/18/06, Tue	18:00:00
Bottomline	Insulpro	Bastek Field	04/22/06, Sat	14:00:00
Bottomline	Crossroads Contracting	Bastek Field	04/24/06, Mon	18:00:00
Bottomline	Vanguard Dental	Bastek Field	04/29/06, Sat	17:00:00
Bottomline	Brashers Carpet	Smith Field	05/04/06, Thu	18:00:00
Insulpro	Bottomline	Humphrey Field	05/06/06, Sat	17:00:00
Northlite Glass	Bottomline	Bastek Field	05/11/06, Thu	18:00:00

Show all games for [Team] Bottomline

played on all dates...



Creating and using custom HTML templates for Splendid City Web page integration:

As of version 3.7 registered users who serve as organization webmasters, can **incorporate prebuilt web templates** with the Splendid City HTML table output.

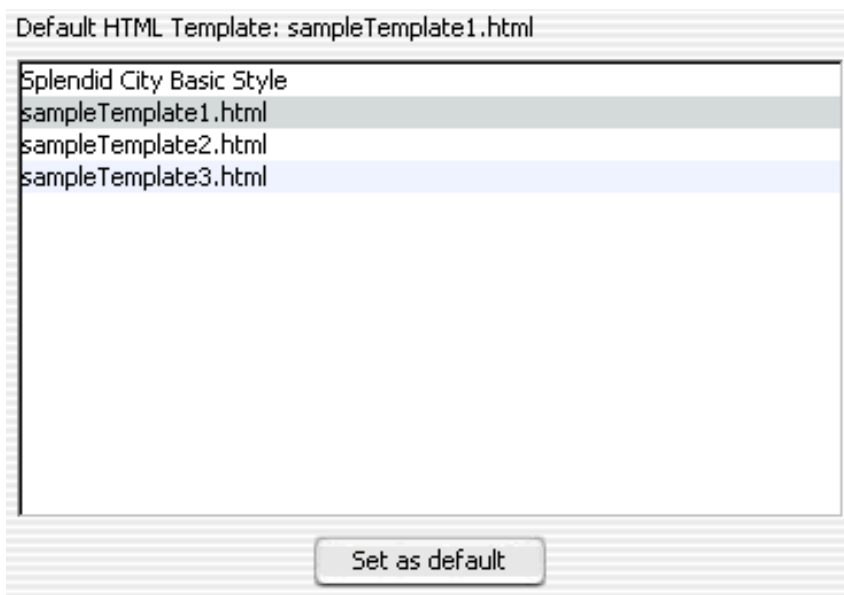
By simply adding (either **copying or using drag and drop**) the desired SC template file (with **.html or .htm file endings**) to the **SplendidCity_Folder/website_templates folder**, it becomes automatically **appended to the template list** in the Publisher 'Web Templates' view. Then, **selecting and setting (pushbutton) the list entry as the default template**, the publisher **will infuse the HTML tables** created by Splendid City **into the template file** so as to **better blend in** with the **web site design chosen by the user**.

Then, using the Splendid City [HTML Style and Color choices](#) in the options/preferences panels, the tables generated by Splendid City can conform perfectly to chosen template styles.

The only data **required** by Splendid City for HTML code integration is the following HTML comment ...

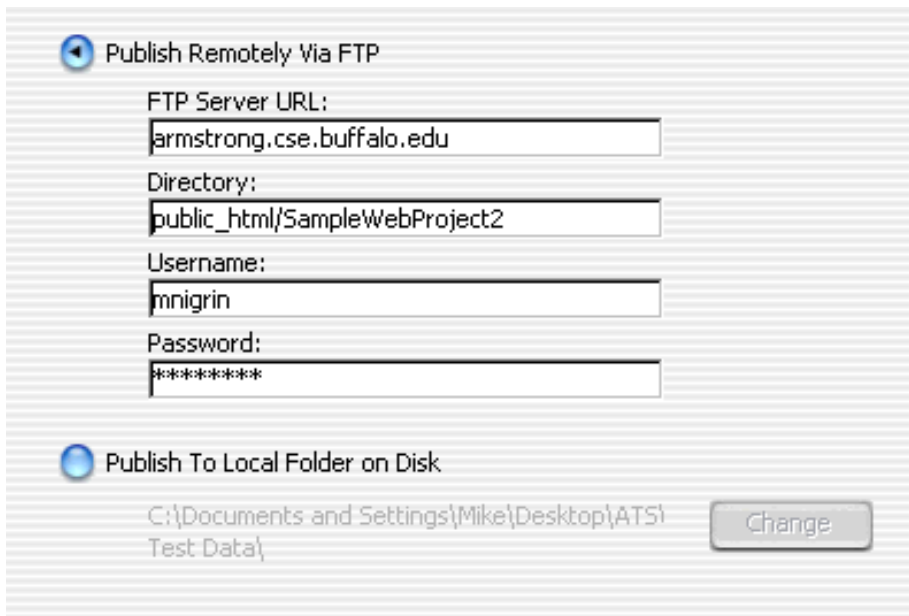
```
<!--SPLENDID CITY INSERT HERE-->
```

... **embedded on a line by itself** in the location of user choice in the template file's HTML source. Example HTML template files are available for inspection in the **SplendidCity_Folder/website_templates folder**. The source can be viewed with any text editor.



Exporting to remote address via FTP:

As of version 1.2 registered users may a completed web site representation of their projects to a remote internet address using an ftp client built into Splendid City. It may be accessed from the schedule view toolbar or from the File -> Projects... -> Publish... Menus.



Publish Remotely Via FTP

FTP Server URL:
armstrong.cse.buffalo.edu

Directory:
public_html/SampleWebProject2

Username:
mnigrin

Password:

Publish To Local Folder on Disk

C:\Documents and Settings\Mike\Desktop\ATS\ Test Data\ Change

Users need to fill in Host address information as well as the directory they would like to upload to (generally this should be your schedules parent directory) as well as the user and password information pertinent to that host. If the FTP directory does not exist on the remote host you will be asked whether you would like it to be created for you. If you refuse to have it created, the session is aborted otherwise it will continue to upload your project data.

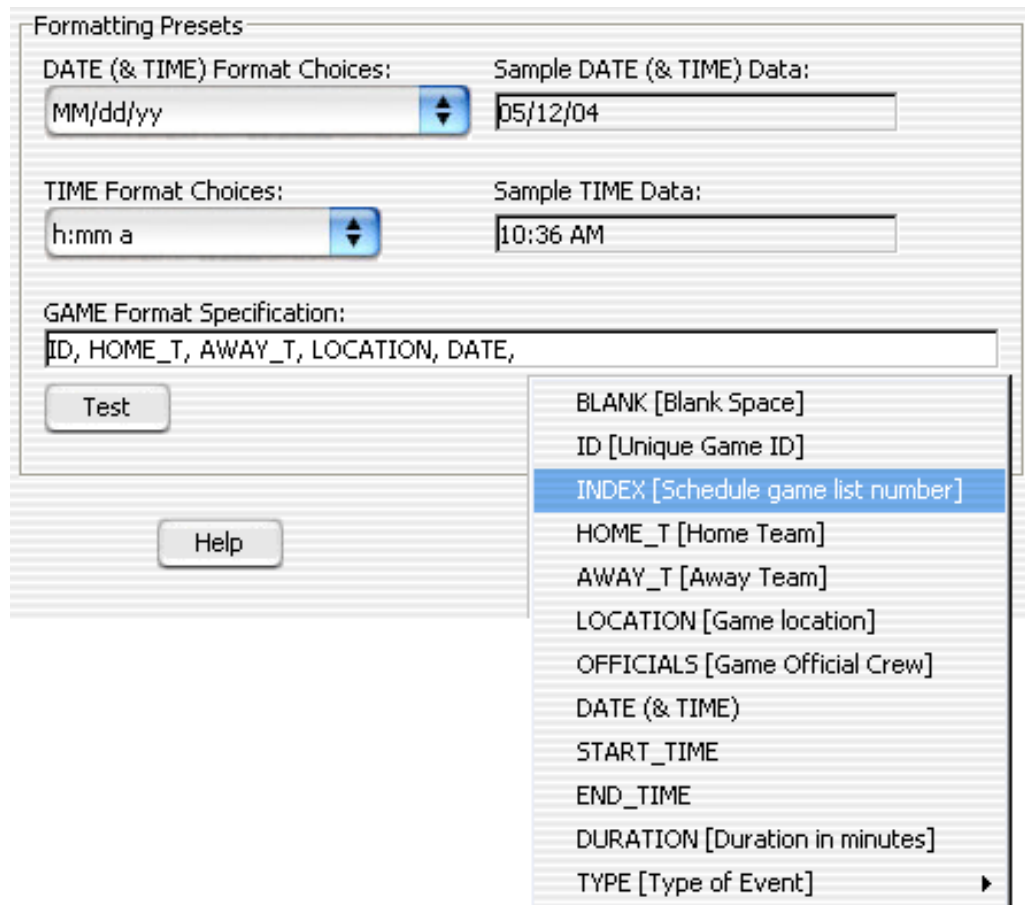
Publishing Single and Double Elimination Tournament brackets.

As of Splendid City version 3.4 users may [choose to publish](#) single and double elimination tournaments in a navigational bracket view in the highly portable HTML format. This will allow users to post tournament bracket schedules on the web or be available for printing to hard copies.



Publishing in CSV Format

Users may create custom CSV formats for publication/integration with 3rd party sports scheduling software or web sites.



Using tools found in the Splendid City options/preferences --> Output --> [CSV panel](#), users may customize csv data to be exported. Users may specify the date,time as well as game event formats and test them in a preparatory panel. Game format specifications may be typed into the text field or selected from a pulldown menu choice made available by right clicking (macintosh use control key + mouse click) on the text field. Once a verifiable game format string has been defined, users may click 'next' to save or further modify the CSV record formatting

The GAME format Specification can be typed in as well using the following key mappings

KEY	ASSOCIATED VALUE
BLANK	inserts a blank column
ID	Unique Game ID
HOME_T	Home team
AWAY_T	Away team
LOCATION	Event location
OFFICIALS	Event officiating game crew

- DATE (& TIME)** Event date or date and time if specified in the date and time format choices
- START_TIME** Event starting time
- END_TIME** Event end time
- DURATION** Event duration in minutes
- TYPE** Type of Event (see below)
- GAME**
- PLAYOFF**
- PRESEASON**
- TOURN GAME**
- PRACTICE**

Keys should be entered into the text field in a case sensitive manner (all capital letters) and be separated either by a comma or space.

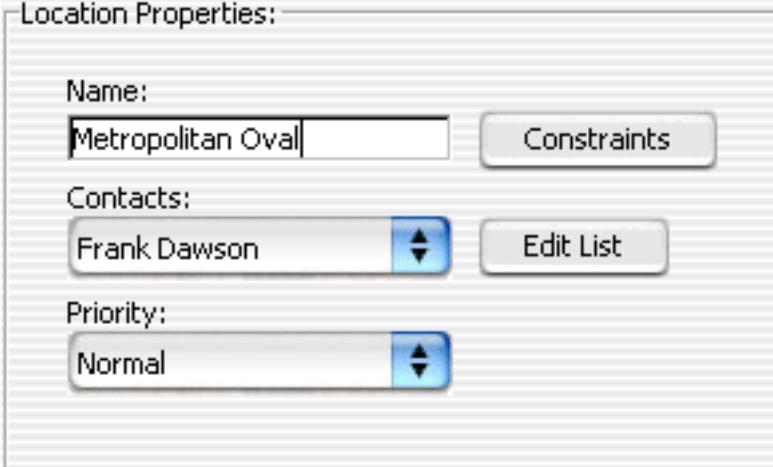
Format Name:

<input type="button" value="DATE (& TIME)"/>	↓	Formatting String: <input style="width: 500px;" type="text" value="EEEEEEEE- dd MMM yyyy"/>	-	+
<input type="button" value="GAME"/>	↓	Formatting String: <input style="width: 500px;" type="text" value="ID, HOME_T, AWAY_T, LOCATION, DATE, OFFICIALS, DURATION, PLAYOFF,"/>	-	+
<input type="button" value="GAME"/>	↓	Formatting String: <input style="width: 500px;" type="text" value="ID, HOME_T, AWAY_T, LOCATION, DATE, OFFICIALS, DURATION, PLAYOFF,"/>	-	+
<input type="button" value="GAME"/>	↓	Formatting String: <input style="width: 500px;" type="text" value="ID, HOME_T, AWAY_T, LOCATION, DATE, OFFICIALS, DURATION, PLAYOFF,"/>	-	+
<input type="button" value="EMPTY LINE"/>	↓		-	+

Once satisfied with csv date, time, and game event entries, users may then specify the record format pattern that these elements can be organized giving users great flexibility with their own csv defined formats. Afterwards, it may be saved to the Splendid City CSV format preference list to be set as the default CSV format or for future reference.

Creating/Editing Locations

To create a location first of all you need to know the name of the field involved and what location is the home location or the location that the designated team(s) are going to play their matches in.

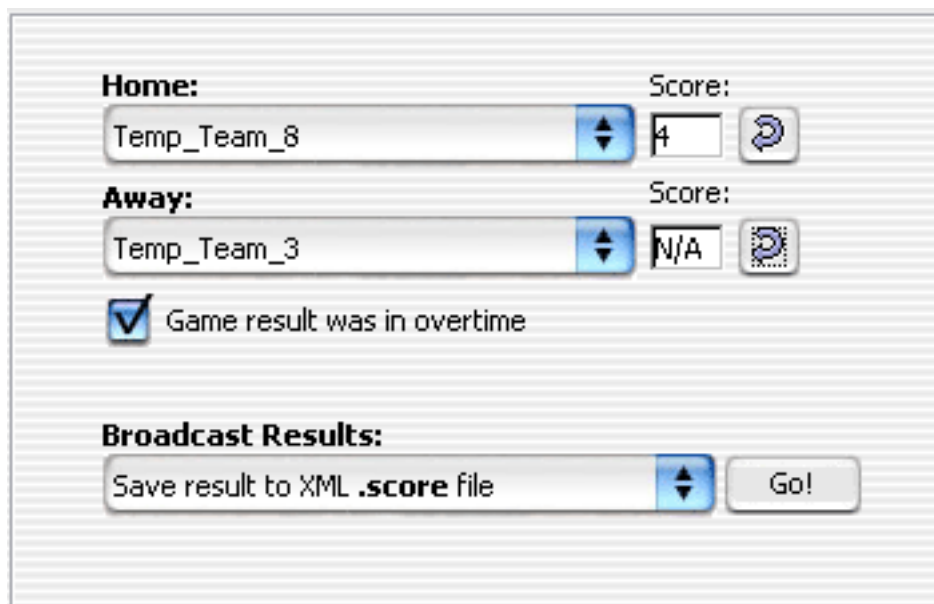


The screenshot shows a dialog box titled "Location Properties". It has three main sections:

- Name:** A text input field containing "Metropolitan Oval" and a "Constraints" button to its right.
- Contacts:** A dropdown menu showing "Frank Dawson" and an "Edit List" button to its right.
- Priority:** A dropdown menu showing "Normal".

- **Name:** A unique name is required to identify the field by.
- **Contacts:** The contacts drop list shows all the people that are the contacts of this particular field. Pressing the "Add/Edit" button will take you to a dialog in which you can add, edit or remove the field's contacts. See: [Contacts](#)
- **Availability/Constraints?:** If your field has specific days and/or times that it is unavailable, you may specify them by selecting this pushbutton. For more information on the different types of conflict checking and scheduling with object constraints see: [Splendid City Preferences](#) and [Availability](#)
- **Priority:** When choosing to revolve locations as a scheduling field designation style, there are circumstances based on user constraints entered where a location cannot play. In this case users may specify in the Splendid City Scheduling preferences to use a prioritized list of the schedule fields to find a substitute for the one that cannot be available. Users may control the ordering of this substitute list using these location priorities for that specific schedule. Location priorities are specific to each schedule and do not affect the priorities of the same location if used in other schedules.
- **View Fields Schedule:** Shows all the games that are scheduled at this field.

Game Properties Panel: Editing/Adding Games



The screenshot shows a dialog box for editing game properties. It has two main sections: 'Home' and 'Away'. Each section has a dropdown menu for team selection, a score input field, and a button to reset the score. The 'Home' team is 'Temp_Team_8' with a score of '4'. The 'Away' team is 'Temp_Team_3' with a score of 'N/A'. There is a checked checkbox for 'Game result was in overtime'. At the bottom, there is a 'Broadcast Results' section with a dropdown menu set to 'Save result to XML .score file' and a 'Go!' button.

Games can be edited by double-clicking them directly in the schedule view frame, which will present the dialog pictured above. Users may also edit games by selecting a game and using contextual or popup menus built directly into the Schedule table. See: [Schedule Viewer Interface](#)

It is here under the 'Teams' tab that you may specify game results. Simply **replace the [N/A] text with the score for each team.**

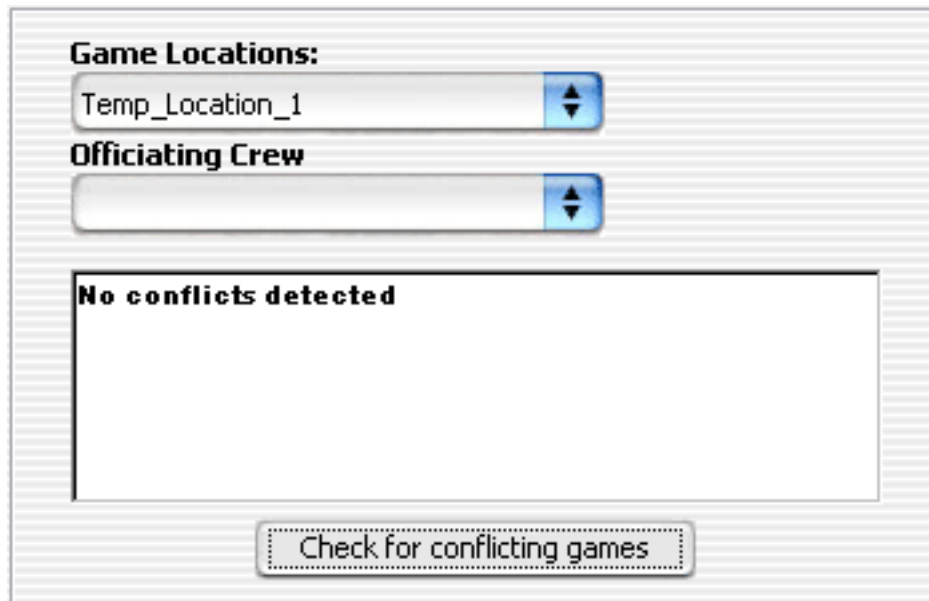
Users may also specify **forfeit** games using this interface as well. To define a game that has been forfeited, enter a lower case letter 'f' next to the team that was absent, then **also define the number of goals** for the **winning** team. You can enter a zero if you would like the win to be accounted for, but **not** have any attributable goals for or goals against. It will just be registered as a win. You can **vary the number of goals** for victors of forfeited games, according to your organization rules.

If a game result has been changed or entered by mistake, clicking the button adjacent to the score field will set it back to N/A values, signifying the game has yet to be played.

If a game result was decided in **overtime**, you would **check that component** as well so that points defined in the [standings preferences](#) can be accounted for.

If you would like to **broadcast the result** to be mailed to the league organizer or someone else that would like to keep track of the results by importing the file in

the Schedule's standing panel, select '**Save result to XML .score file**' and click the [**Go!**] button, to save the data to a Splendid City **.score** data file.



Game Locations:
Temp_Location_1

Officiating Crew

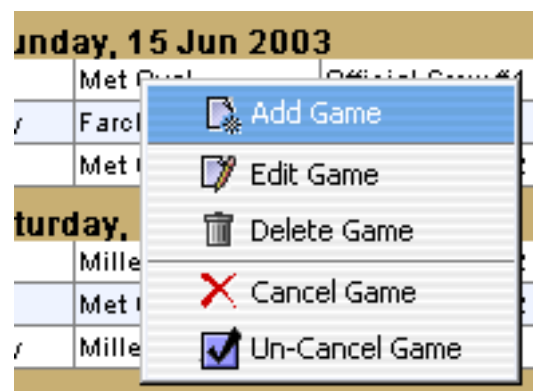
No conflicts detected

Check for conflicting games

Using the **Game Properties** panel, changes to game objects can be made. Objects listed in the schedule's [object wizard](#) will be available to replace existing game objects. Simply choose the name of the object (team, field, official crew) from the pulldown combo choices to alter the game event objects.

New Objects can be added to the schedule object lists by selecting the 'Add New Objects' pushbutton (disabled when dates & times tab is selected) to present the schedule's object wizard where new objects can be defined.

Conflicts checks are made **before** committing any changes by pressing the "**Check for conflicting games**" button where you will be presented with the **details** of where the conflicts reside within the schedule. For more information on types of conflict checking see: [Splendid City Preferences](#)



You can also **change the date, time** and duration of the game event in addition

to game objects and **test** whether the change **creates conflicts** with other existing game events.

Game Date:
Sunday, 20 Mar 2005

Game Time:
Hrs: 8 Mins: 15

Note: Use a 24 hour time format

Splendid City can also allow users to **re-characterize games as matches** and allow them to **detail the match results** to be generated in the **published output** of the schedule. This feature makes SC well suited to sports like **volleyball, tennis,** and other **match related sports**.

This game represents a **match**

Match result details:

Temp_Team_8	10	Temp_Team_3	20
Temp_Team_8	20	Temp_Team_3	40
Temp_Team_8	50	Temp_Team_3	20

Remove selected Add new result

- **Add New Objects:** Allows the addition of new teams, fields or date information to be used when creating new Games.
- **Ok:** Closes the dialog after saving the changes made.
- **Cancel:** Closes the dialog, discarding all changes.

Getting Started

Before you get started with **Splendid City** you should have a basic understanding of the types of schedules that you'll be needing for your event. Will you be hosting the event over a few days or a few months? What days are available to host these events. What are some of the team constraints? How will the teams be divided? You can **start formulating these ideas using Splendid City 'Templates'** and fill in team data as it becomes available to be updated in all aspects of the schedules, pre-built or otherwise. One good rule of thumb would be to **start working on the schedule EARLY** with a basic rough draft and **evaluate and rebuild in an iterative fashion**. Starting your schedule the night before it's due is **an invitation to disaster**, no matter how proficient you are with Splendid City, or how experienced you are as a scheduler or even how simple your schedule is. **The more time your schedule has to be prepared, the better it will be.** Lastly, to finalize your schedule, you will need:

1. **The teams that are going to be in your schedule**, their home fields and the times that they are available for game play (their restrictions or constraints). If the team doesn't have a home field try to have an idea of where it might play.
2. **Schedule game times and/or field availability**. Usually you can get away with just knowing what times and days you want the games to be scheduled.
3. For league schedules you need to know how many **total games the schedule should create**. The Schedule Report should help you to determine this information based on the number of games allotted per team.
4. For tournament schedules you might need to know how many **games to play on each tournament day**.
5. Take into consideration **all possible dates allotted for the schedule including make-up or rain dates**.
6. Determine the **framework of divisional play**. Break up which teams will play in which division.

For practice work through the [Splendid City Tutorials](#). Also make sure you configure the program before you start. See: [Splendid City Preferences](#)

Importing CSV schedules using Splendid City [A Tutorial]

Splendid City, as of version 3.5 (Lite and Professional) can import CSV schedules produced by 3rd party software and create Splendid City projects to be analyzed, published (Pro only), or exported as Splendid City xml object files.

A **CSV** (stands for **Comma Separated Values**) file is a plain text file with data columns separated by **commas**. Essentially, any text document can be organized into a CSV file by separating similar entry parameters into comma delimited rows. Most spreadsheet programs have the ability to save data in the CSV format. Here's an example that was exported from a Microsoft Excel spreadsheet (.xls file):

```
3, Team_A, Team_B, Sched_Field, 06/15/04 Tue, 08:30 AM, PRACTICE
4, Team_D, Team_E, Sched_Field, 06/15/04 Tue, 09:30 AM, PRACTICE
5, Team_C, Team_F, Sched_Field, 06/15/04 Tue, 10:30 AM, PRACTICE
```

In this example you have a pattern of three 'game' entries. Each comma would indicate a new game parameter or column. Let's examine the following game row entry:

```
3, Team_A, Team_B, Sched_Field, 06/15/04 Tue, 08:30 AM, PRACTICE
```

The first parameter [3,] would indicate the schedule game **INDEX**.

The second, the **HOME TEAM** [Team_A,]

The third, the **AWAY TEAM** [Team_B,]

Fourth, the event **LOCATION** [Sched_Field]

Fifth, the event **DATE** [06/15/04 Tue]

Sixth, the event **START TIME** [08:30 AM]

And finally the event **TYPE** [PRACTICE]

Each game row follows the same pattern. Because this pattern exists it is possible to describe the information using the Splendid City CSV Import Panel user interface to translate this data into a form that Splendid City can understand. (Splendid City project schedule)

Using The Splendid City CSV Import User Interface

Parameter preparation

Importing CSV data into Splendid City happens in two stages. Firstly, to invoke the Splendid City CSV import panel, users must describe the project where the newly imported schedule will reside. To do this one must already have a Splendid City project loaded and then it can be indicated by 'selecting' (mouse press) the targeted project in the Splendid City Project Viewer Tree (golden colored folder). Once the target project is selected, choose from the Splendid City application menu bar: File --> Project -->

"Import CSV schedule..." to get the following view.

Formatting Presets

DATE (& TIME) Format: Sample DATE (& TIME) Data:

[DATE PARSE OK] 06/15/04 Tue

TIME Format: Sample TIME Data:

[TIME PARSE OK] 09:30 AM

GAME Format: Sample GAME Data:

[GAME PARSE OK] 2, Team_A, Team_B, Sched_Field, 06/15/04 Tue, 09:30 AM, Practice

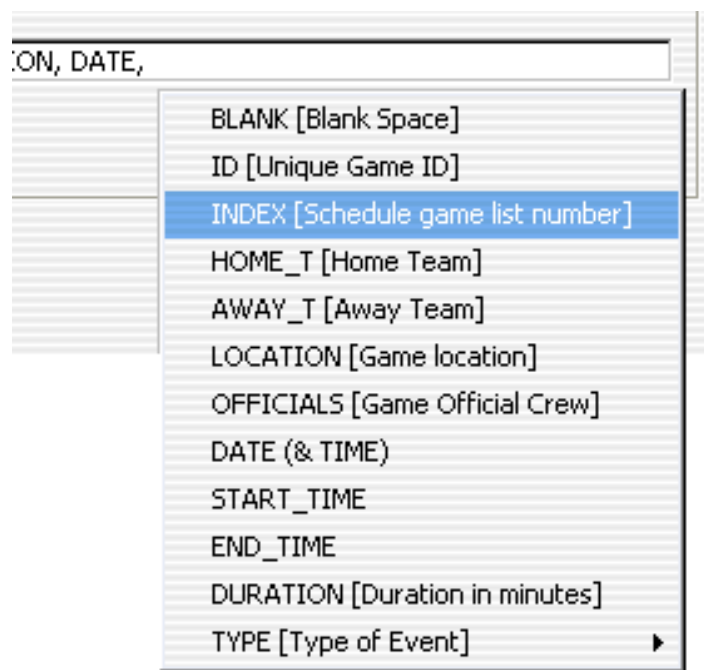
The Splendid City CSV import process takes place in two steps. The first step describes some of the import parameter formats, particularly the date, time and overall game formats. Suggested DATE (& TIME) or TIME choices exist in editable combo boxes. You can test the format specification by copy / pasting sample date data (from your CSV schedule) and testing whether you have defined an appropriate format for that sample data by pressing the 'Test' pushbutton. DATE (& TIME) or TIME formatting choices are described in the [Date and Time patterns](#) below.

Game format choices are described using a text field of custom Splendid City format key parameters described as follows.

KEY	ASSOCIATED VALUE
BLANK	inserts a blank column
ID	Unique Game ID
HOME_T	Home team
AWAY_T	Away team
LOCATION	Event location
OFFICIALS	Event officiating game crew
DATE (& TIME)	Event date or date and time if specified in the date and time format choices
START_TIME	Event starting time
END_TIME	Event end time
DURATION	Event duration in minutes
TYPE	Type of Event (see below)

GAME
PLAYOFF
PRESEASON
TOURN GAME
PRACTICE

Users can use these keys to describe the meaning of each game parameter so game row entries may be translated appropriately. Keys should be entered in a case sensitive manner (capital letters). Game format specifications may be typed into the text field or selected from a pulldown menu choice made available by right clicking (macintosh use control key + mouse click) on the text field. Game formats can be tested as well using the 'Test' pushbutton.



Game formats *require* the **HOME_T, AWAY_T, LOCATION** parameters in order to be successfully parsed. Once a satisfactory result has been obtained by testing the three formats (primarily the game format as it generally contains the other two) users may click 'next' to further describe CSV record formatting or to proceed with importing the targeted CSV schedule.

Defining Record Formats

Some CSV files may be organized into patterns of record groups. In the example sited ,

```
3, Team_A, Team_B, Sched_Field, 06/15/04 Tue, 08:30 AM, PRACTICE
4, Team_D, Team_E, Sched_Field, 06/15/04 Tue, 09:30 AM, PRACTICE
5, Team_C, Team_F, Sched_Field, 06/15/04 Tue, 10:30 AM, PRACTICE
```

each record consists of only one line. This is generally the most common record format.

In the following example, records will be described using 'several lines' with the date data applied to each proceeding row.

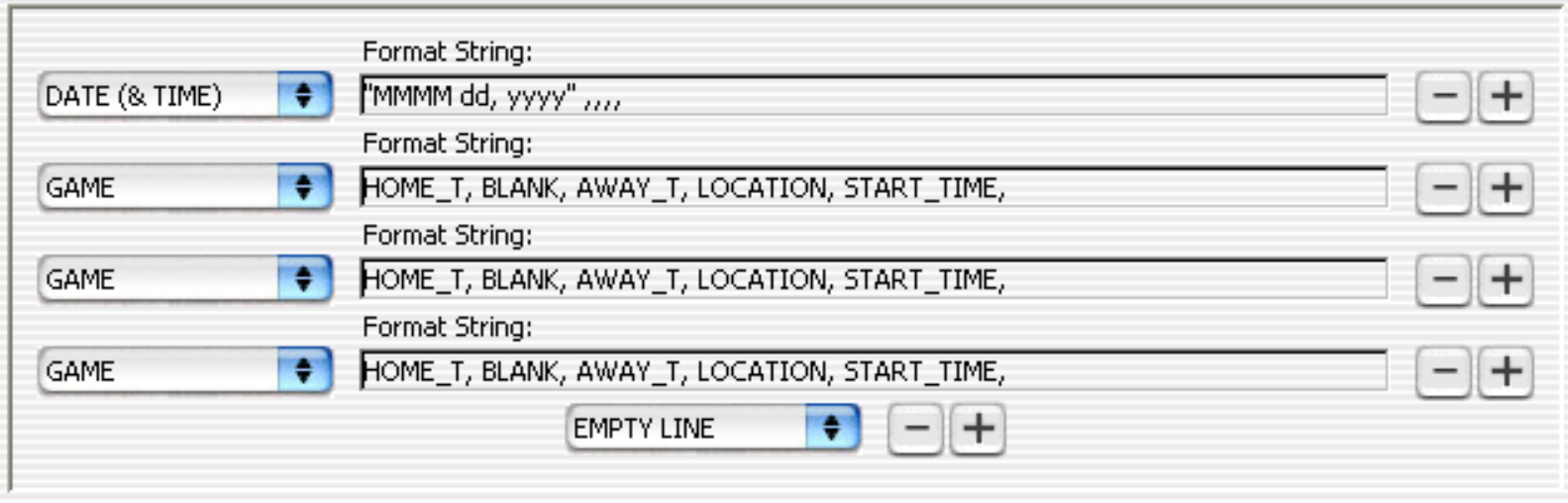
"March 13, 2004" ,,,,,
 DUSC White,vs,Brooklyn Italians,Pier 40,2:00,
 SIU Cosmos,vs,BW Gott/Kosmos Blue,SI College,9:00,
 Manhattan Kickers,vs,Brooklyn Patriots,Pier 40,1:00,

"March 20, 2004" ,,,,,
 BW Gott/Kosmos Blue,vs,DUSC White,Brennan,8:30,
 Brooklyn Patriots,vs,Brooklyn Italians,Caton,1:30,
 SIU Cosmos,vs,Manhattan Kickers,Miller #6,9:00,

"March 27, 2004" ,,,,,
 DUSC White,vs,Brooklyn Patriots,Pier 40,2:00,
 Manhattan Kickers,vs,BW Gott/Kosmos Blue,Pier 40,3:00,
 Brooklyn Italians,vs,SIU Cosmos,Verrazano front,10:00,

etc...

In the example above, a record consists of 5 rows, with the event date described in the first, followed by three associated games, followed by an empty line. This example would be described as follows using the Splendid City user interface.



Once satisfied with the record format, user may proceed with importing schedule CSV data by clicking the "Import CSV Schedule" pushbutton. A date parameter must be described either in the Game Format string or Record Format line in order to proceed. If a parsing error is encountered with the imported file, detailed information (line number + information the program could not parse) is provided to help users modify the CSV files in order to proceed .

Date and Time Patterns

Date and time formats are specified by *date and time pattern* strings. Within date and time pattern strings, unquoted letters from 'A' to 'Z' and from 'a' to 'z' are interpreted as pattern letters representing the components of a date or time string. Text can be quoted using single quotes (') to avoid interpretation. ''' represents a single quote. All other characters are not interpreted; they're simply copied into the output string during formatting or matched against the input string during parsing.

The following pattern letters are defined (all other characters from 'A' to 'Z' and from 'a' to 'z' are reserved):

Letter	Date or Time Component	Presentation	Examples
G	Era designator	Text	AD
y	Year	Year	1996; 96
M	Month in year	Month	July; Jul; 07
w	Week in year	Number	27
W	Week in month	Number	2
D	Day in year	Number	189
d	Day in month	Number	10
F	Day of week in month	Number	2
E	Day in week	Text	Tuesday; Tue
a	Am/pm marker	Text	PM
H	Hour in day (0-23)	Number	0
k	Hour in day (1-24)	Number	24
K	Hour in am/pm (0-11)	Number	0
h	Hour in am/pm (1-12)	Number	12
m	Minute in hour	Number	30
s	Second in minute	Number	55
S	Millisecond	Number	978
z	Time zone	General time zone	Pacific Standard Time; PST; GMT-08:00
Z	Time zone	RFC 822 time zone	-0800

Pattern letters are usually repeated, as their number determines the exact presentation:

- **Text:** For formatting, if the number of pattern letters is 4 or more, the full form is used; otherwise a short or abbreviated form is used if available. For parsing, both forms are accepted, independent of the number of pattern letters.
- **Number:** For formatting, the number of pattern letters is the minimum number of digits, and shorter numbers are zero-padded to this amount. For parsing, the number of pattern letters is ignored unless it's needed to separate two adjacent fields.
- **Year:** For formatting, if the number of pattern letters is 2, the year is truncated to 2 digits; otherwise it is interpreted as a [number](#).

For parsing, if the number of pattern letters is more than 2, the year is interpreted literally, regardless of the number of digits. So using the pattern "MM/dd/yyyy", "01/11/12" parses to Jan 11, 12 A.D.

For parsing with the abbreviated year pattern ("y" or "yy"), SCS must interpret the abbreviated year relative to some century. It does this by adjusting dates to be within 80 years before and 20 years after the time the `SimpleDateFormat` instance is created. For example, using a pattern of "MM/dd/yy" and a SCS instance created on Jan 1, 1997, the string "01/11/12" would be interpreted as Jan 11, 2012 while the string "05/04/64" would be interpreted as May 4, 1964. During parsing, only strings consisting of exactly two digits, will be parsed into the default century. Any other numeric string, such as a one digit string, a three or more digit string, or a two digit string that isn't all digits (for example, "-1"), is interpreted literally. So "01/02/3" or "01/02/003" are parsed, using the same pattern, as Jan 2, 3 AD. Likewise, "01/02/-3" is parsed as Jan 2, 4 BC.

- **Month:** If the number of pattern letters is 3 or more, the month is interpreted as [text](#); otherwise, it is interpreted as a [number](#).
- **General time zone:** Time zones are interpreted as [text](#) if they have names. For time zones representing a GMT offset value, the following syntax is used:

GMTOffsetTimeZone:
GMT Sign Hours : Minutes

Sign: one of
+ -

Hours:
Digit
Digit Digit

Minutes:
Digit Digit

Digit: one of
0 1 2 3 4 5 6 7 8 9

Hours must be between 0 and 23, and *Minutes* must be between 00 and 59. The format is locale independent and digits must be taken from the Basic Latin block of the Unicode standard.

- **RFC 822 time zone:** For formatting, the RFC 822 4-digit time zone format is used:

RFC822TimeZone:
Sign TwoDigitHours Minutes
TwoDigitHours:
Digit Digit

TwoDigitHours must be between 00 and 23. Other definitions are as for [general time zones](#).

For parsing, [general time zones](#) are also accepted.

scs also supports *localized date and time pattern* strings. In these strings, the pattern letters described above may be replaced with other, locale dependent, pattern letters. scs does not deal with the localization of text other than the pattern letters; that's up to the client of the class.

Examples

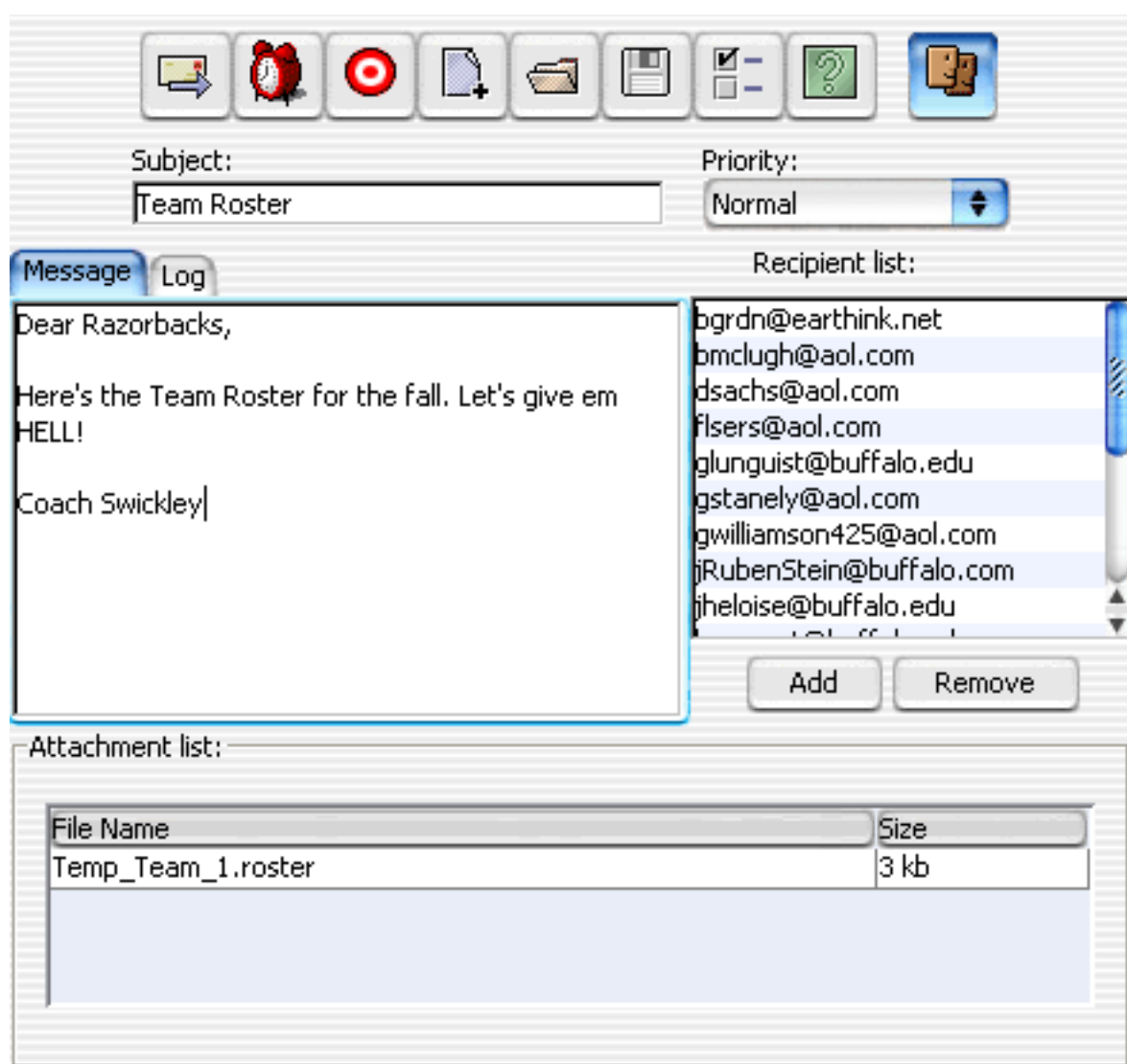
The following examples show how date and time patterns are interpreted in the U.S. locale. The given date and time are 2001-07-04 12:08:56 local time in the U.S. Pacific Time time zone.

Date and Time Pattern	Result
"yyyy.MM.dd G 'at' HH:mm:ss z"	2001.07.04 AD at 12:08:56 PDT
"EEE, MMM d, ''yy"	Wed, Jul 4, '01
"h:mm a"	12:08 PM
"hh 'o''clock' a, zzzz"	12 o'clock PM, Pacific Daylight Time
"K:mm a, z"	0:08 PM, PDT
"yyyyy.MMMMM.dd GGG hh:mm aaa"	02001.July.04 AD 12:08 PM
"EEE, d MMM yyyy HH:mm:ss Z"	Wed, 4 Jul 2001 12:08:56 -0700
"yyMMddHHmmssZ"	010704120856-0700

Splendid City X-eMailer

As of version 7, Splendid City now comes with a sleek E-Mail client integrated directly into the scheduler so that users may [instantly assemble email messages](#) (two clicks) to targeted recipients associated with games to a particular schedule, date, game, or selected group of games. All objects (team contacts, officials, location contacts, players) associated with those user defined games can be quickly notified in the event of a game cancellations, or changes in game or games' schedule.

The e-mail client supports multi-part mime types (attachments) so schedules or object data can be distributed via e-mail as well.



Scheduled Deliveries:

The mailer supports scheduled mailings so if only limited mailings are allowed, it can be delivered over seconds, minutes, hours, or days.

Distribution:

Number of addresses per mailing:

Schedule:

Send mail every ...

Delivery Options:

Like most e-mail clients you may specify the recipient header type. If you have a large mailing it's probably better to hide the recipient list by using BCC. (It is set this way by default).

Recipient list target type

Append to the 'BCC' Field

Append to the 'To' Field

Selecting Recipients:

To select recipients for a mailing, simply specify the people you would like to contact with how they are involved in the current schedule. So for example you would like to contact all the e-mail addresses stored for the people that are playing in game 6. You specify using the Radio Buttons shown below 'E-mail Contacts for indicated Games:'. Enter a game index and hit return or Add. When you've identified your games, click the 'Create Message' push button to have all recipients associated with those games (at least all the ones where an e-mail address has been defined) included in your pending e-mail message. Recipients include all defined game contacts (Team or Location), officials, players. If you need to [modify the recipient list](#) you may do so directly in the X-eMailer client.

Contacts To Email:

Email All of this Schedule's Contacts

Email All Contacts with Games on:

Saturday, 02 Aug 2003

Email All Contacts with Games On Saturdays

Email Contacts for Indicated Games:

Game index:

Add

Remove

Create Message

Cancel

Splendid City Menus Description

The 'shortcut-key' refers to the standard menu shortcut key for your platform. (Apple Macintosh the shortcut key is the 'command' key or apple key where on windows it is the 'control' key).

File Menu

Add New Project (shortcut-key N)

Invoke the new project panel to begin the project creation process.

Open Existing Project (shortcut-key O)

Access and load a project that has already been created and saved on disk.

Project... ->

Elements in this menu become enabled with a project is selected.

View Master Schedule (shortcut-key M)

View the master schedule for the currently selected Project Tree project.

Duplicate Project... (shortcut-key D)

Duplicate the currently selected project

Add New Project Schedule (shortcut-key T)

Append a new blank schedule to the currently selected project.

Merge Project Schedules... (shortcut-key J)

Merge and append one or multiple project schedules into a new schedule.

Move/Copy Project Schedules... (shortcut-key K)

Move or Copy selected project schedules to another loaded project.

Import CSV Schedule... (shortcut-key I)

Move or Copy selected project schedules to another loaded project.

Import iCalendar Schedule... (shortcut-key 1)

Move or Copy selected project schedules to another loaded project.

Publish... (shortcut-key U)

Open Splendid City Publisher View.

Save (shortcut-key S)

Save the currently selected project to disk.

Save As

Save the currently select project to disk under another name.

Tools Menu

View the master contact list... (shortcut-key L)

Open the master contact view to add/edit/remove/import/export contacts from the global list.

Alternative Format Object Import Utility... (shortcut-key R)

Open the object import utility to configure the object and data file type to import information from.

Total number of games calculator... (shortcut-key G)

Open the object import utility to configure the object and data file type to import information from.

SCS Email Client (shortcut-key Y)

Open the SCS Email Client and mail scheduler.

Options/Preferences (shortcut-key P)

Open the options/preferences panel (on Macintosh, this menu is found under the default application menu).

Objects Menu

Import ->

Team Objects from a directory...

Import .team files from a directory or folder into the Splendid City object pool.

Location Objects from a directory...

Import .location files from a directory or folder into the Splendid City object pool.

Official Objects from a directory...

Import .official files from a directory or folder into the Splendid City object pool.

All project data from a directory...

Import all object files from a directory or folder into the Splendid City object pool.

All project data from a file...

Import all data from a previously created Splendid City project file.

Export ->

Team Objects to a directory

Export .team files to a directory or folder on disk for later re-use.

Location Objects to a directory

Export .location files to a directory or folder on disk for later re-use.

Official Objects to a directory

Export .official files to a directory or folder on disk for later re-use.

All projects' object data to a directory

Export all project data to a directory or folder on disk for later re-use.

Info Menu

About Splendid City Scheduler

Open About Box which includes the Splendid City current version number.

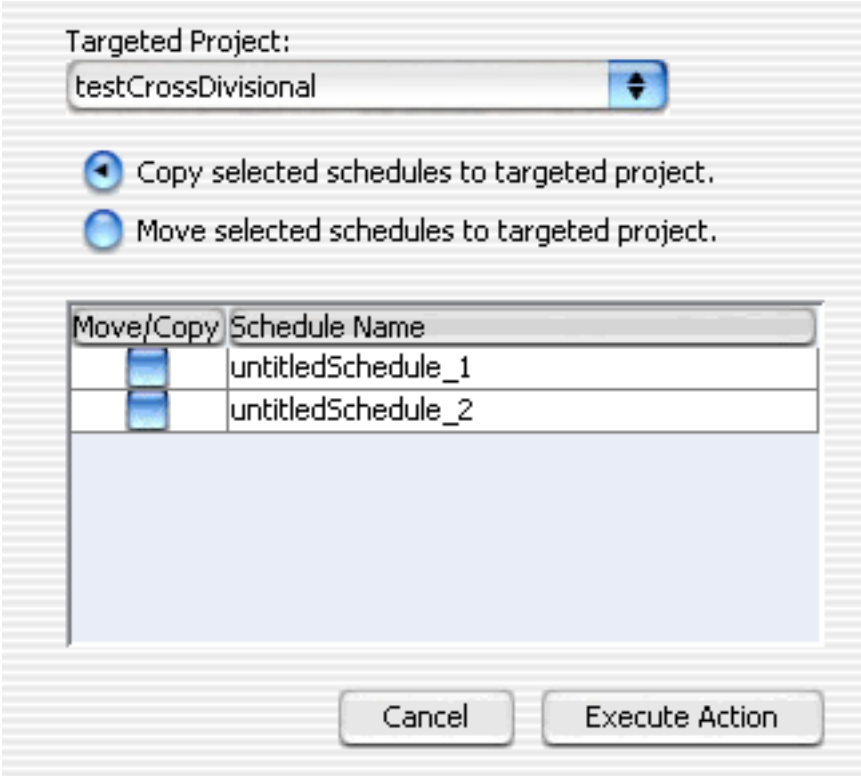
Visit SCS Web Faqs

Launch web browser to visit the Splendid City 'online' faq's page. An internet connect is needed.

Splendid City Help...

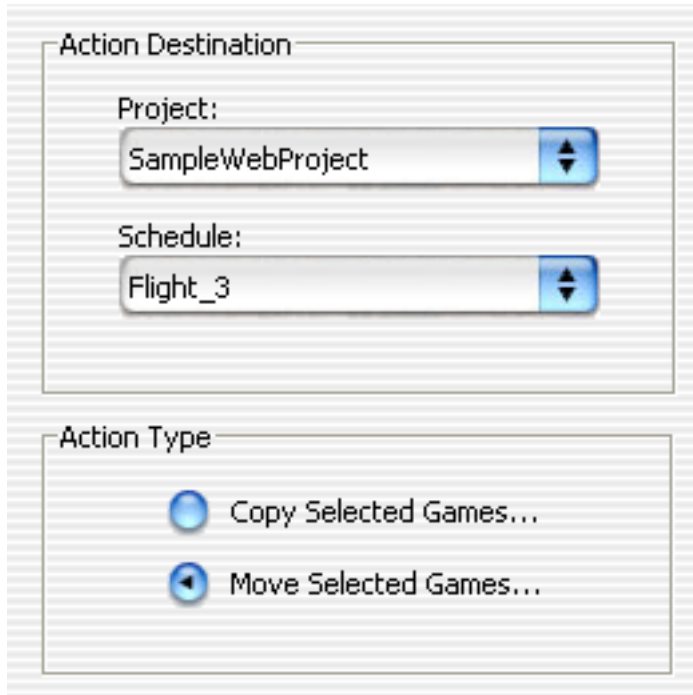
Open the offline Splendid City Context sensitive searchable help.

Moving Or Copying 'Schedules' to other Projects



As of Splendid City version 3, users may now copy or move partially completed or completed schedules to other projects. To choose the desired schedules simply select the hosting project within the Project Viewer and choose from the [File --> Project... Menu, "Move / Copy Project schedules"](#) to be presented with the above pictured panel. (Power users may invoke the above panel using keyboard shortcut control-K or command-K for Mac users). Select the target project and the schedules to move there and choose pushbutton 'Execute Action' to move the selected schedules.

Moving or Copying 'Games' to other Schedules.



The image shows a software interface with two panels. The top panel, titled 'Action Destination', contains two dropdown menus. The first is labeled 'Project:' and has 'SampleWebProject' selected. The second is labeled 'Schedule:' and has 'Flight_3' selected. The bottom panel, titled 'Action Type', contains two radio buttons. The first is labeled 'Copy Selected Games...' and is selected. The second is labeled 'Move Selected Games...' and is not selected.

As of Splendid City release 3 users may move or copy selected games to other schedules within the same project as well as schedules hosted by other projects loaded into the [Multi Project Tree View](#) allowing complete mobility with regards to scheduled games. Simply select the desired games in the [Schedule View Frame](#) and from the [Copy/Move toolbar button](#) the above panel can be invoked. From the pulldown combo choices select the project and respective schedule that you would like to move the games to. Choose the 'Go!' pushbutton to complete the action.

Creating a New Project

New Project Or Grouping Properties

Unique Project or Grouping Name: *
Rockland_Junior_League

Project path on disk: *
C:\Documents and Settings\mike\Desktop\

Schedules' properties: *

Schedule Name	Number of Teams	Number of Locations	Number of Officials
Division_1	12	3	3
Division_2	7	2	2
Division_3	9	2	1

Schedule templates may be created in this panel that will allow users to design completed project schedules before knowing the object details of the project. As the details of the schedules become more clear, users may fill in the information directly into the Splendid City UI to be reflected and updated in all aspects of objects and pre-built schedules. Users may use Splendid City templates as a means of quickly understanding what the possible scheduling outcomes will be, without knowing the exact details of the final schedule. Fields denoted with a red asterisk are *required* before the user will be allowed to continue.

Unique Project or Grouping Name: Create a name to categorize this project or grouping of schedules. Users will only be allowed to enter http 'url' acceptable characters so that it later may be easily deployed over the internet. This field must be specified before a project can be created.

Project Path on Disk: Users must specify the path where all project files (exported and project data) will be stored. It's important that each project have a unique directory to prevent overwriting of schedule data. This field must be specified before a project can be created.

Schedule Properties: Users may simply name the schedule and have all object fields set to zero to begin entering data for the final project build, or may specify the number of teams, fields and officials to create a template that can be completed in the Splendid City user interface as the information becomes available. Multiple schedules can be created at this point. To append a new blank schedule simply select the "**Save And Close**" push button.

See Also:

[Getting Started](#)

[Splendid City Preferences](#)

Splendid City Object Wizard

Generally when setting up a new schedule, a collection of schedule objects (teams, locations, dates, times configurations) as assigned to the schedule. The primary goal of the developers was to reduce the amount of data entry necessary to achieve this end.

With the concept of persistent data objects, once a user has entered information about that object, it becomes possible to save that data from project to project as well as across schedules. The Splendid City Pool feature allows importing and exporting of objects as well as allowing easy access to those elements for program schedule data entry. The following help pages describing the functionality of the Object Wizard are as follows:

-  [Splendid City Object Wizard: Start Panel](#)
-  [Splendid City Object Wizard: Locations Panel](#)
-  [Splendid City Object Wizard: Teams Panel](#)
-  [Splendid City Object Wizard: Officials Panel](#)
-  [Splendid City Object Wizard: Dates Panel](#)
-  [Splendid City Object Wizard: Times Panel](#)
-  [Splendid City Object Wizard: Plugin Panel](#)

Splendid City Object Wizard: Dates Panel

Double click the Date icon  in the Project Viewer Tree to view the Dates Object Wizard Panel. See: [Multi Project Tree View](#)

Games and Dates

Enter the TOTAL GAMES for this schedule:

Get dates from Division_1


Distribute games evenly over dates?

Auto Fill All Number of Games with

Number of games that remain to be entered:

Number of Games Per Date:

Dates	Number of Games
Saturday, 08 Aug 2009	2
Saturday, 15 Aug 2009	2
Saturday, 22 Aug 2009	2
Saturday, 29 Aug 2009	2
Saturday, 05 Sep 2009	2

 **Auto Add Dates**

Enter the total number of games for this schedule entry field: Here you will need to enter the 'total' number of games for this schedule. If you are uncertain, you may examine the schedule report once the schedule has been created and return to this pane to modify this number.

Get Dates From ... [Copy] : Here you may specify dates from another schedule to copy over and populate the current 'Number of Games per date' list. The 'number of total games' field will also be updated.





Distribute Games evenly over dates checkbox: If you do not want an even

distribution of games over the specified dates, you should leave this box unchecked, and you will be allowed to specify (the Games Per Date table field becomes editable) exactly the number of games for each date, otherwise the program automatically finds the optimal number of games to be held on a date that will satisfy an even distribution of games. A remaining game count is kept until the correct number of dates are entered.

Help [?] Pushbutton : This will reveal a dynamically generated message with the number of total games to complete one confrontation cycle. For other total games calculations users may choose to open the [Total Games Calculator](#) from this help panel.


To reduce the amount of data entry, you can easily populate the **Number of Games** table fields using **Automatically fill in all number of game entries field** and my clicking the **Go** pushbutton. Further fine tunings can be made directly into the table as well by clicking on the **Number of Games table cells** to make them editable. (when "*Distribute Games evenly over dates*" is unchecked)

Select [+] to reveal the [Splendid City Calendar](#) where you may enter pertinent data for the schedule available dates. Using this method even the most erratic schedules can be achieved. Simply click on the days you would like you games or matches to take place.

Select "Next"  to proceed with addition data entry or if you are done, select "Finished"  to have Splendid City create a schedule based on the object data available. Select ""Previous"  if you would like to return to the "Team"  object panel.

The SCS Calendar View

Entering dates into Splendid City has never been easier. As of version 3.6 users may enter dates into a Calendar view and selecting the 'Done' push button when completed to select and add dates to schedules. Multiple adjacent dates can be entered by holding down the shift key and selecting by mouse clicking the start and end of the date block in the view. Multiple NON adjacent dates can be specified by holding down the control key and mouse clicking on the requested dates. (Macintosh users should hold down the command key while mouse clicking dates).



June 2004						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
30	31	1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	1	2	3
4	5	6	7	8	9	10

Today: 6/21/04 None

If you have to enter many dates from schedule to schedule you may wish to choose to have Splendid City **Automatically complete the date entry for you by selecting the Auto Add Dates pushbutton.**

Auto Add Dates Panel

If many dates need to be entered over a pattern of weekly days at once, an easier way would be to have Splendid City automatically generate the dates for users. Specifying the game days of the week pattern, the schedule END date, and schedule START date (END date is on top!) as well as any special date omissions (for holidays, alternating weeks etc.). END and START dates can be selected either by choosing a Calendar view from a popup calendar OR by selecting a date element (Day, Month, Year, etc..) in the editable combo box text, and using the arrow keys on the keyboard to increment or decrement dates.

Game Days of the Week:

- Sunday
- Monday
- Tuesday
- Wednesday
- Thursday
- Friday
- Saturday

Schedule Bounding Dates & Omissions

Schedule 'END' Date:
Friday, July 30, 2004

Schedule 'START' Date:
Thursday, July 1, 2004


Date Omissions:

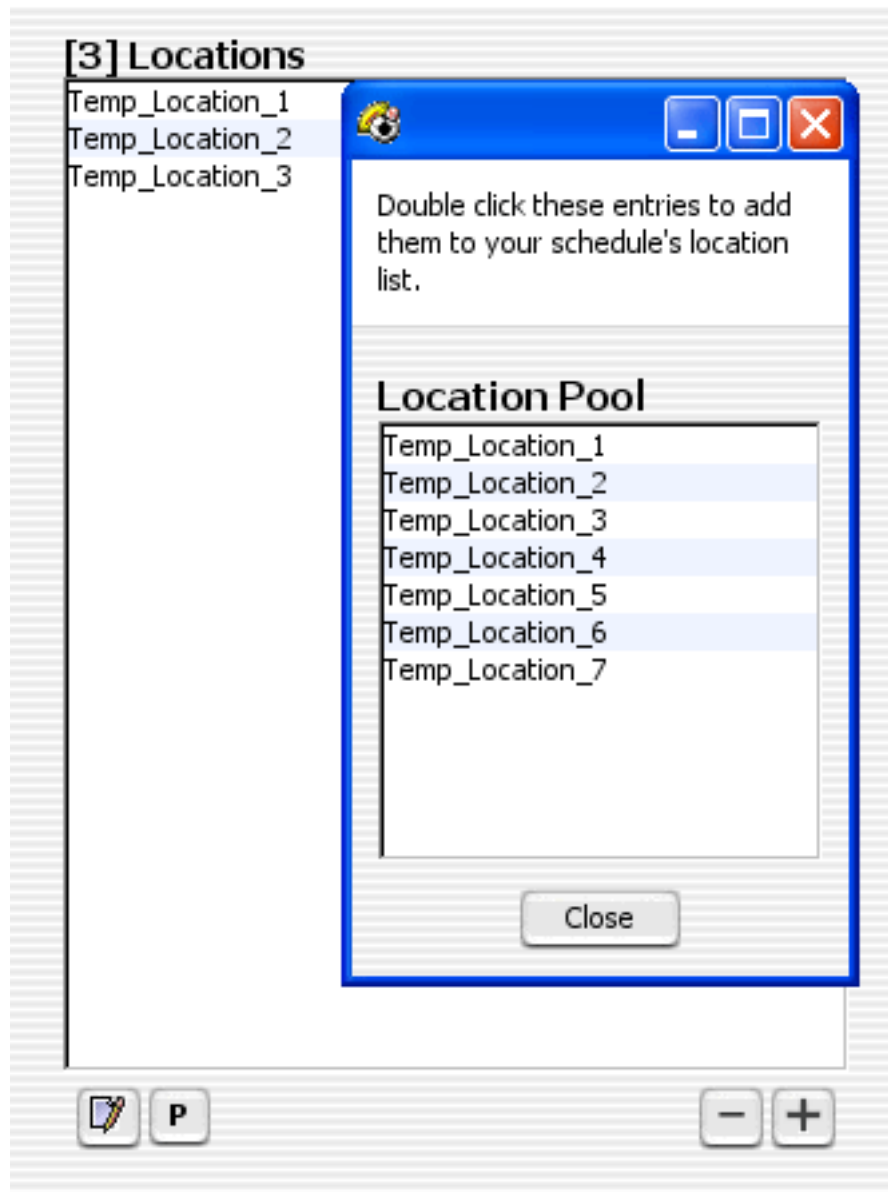
July 2004						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
27	28	29	30	1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31
1	2	3	4	5	6	7

None


Once completed, select the 'Create Dates' pushbutton to automatically populate the dates panel list with all the dates corresponding to the days of the week specified between the start and ending schedule dates.





Splendid City Object Wizard: Locations Panel

Double click the Locations Folder  in the Project Viewer Tree to view the Teams Object Wizard Panel. See: [Multi Project Tree View](#)



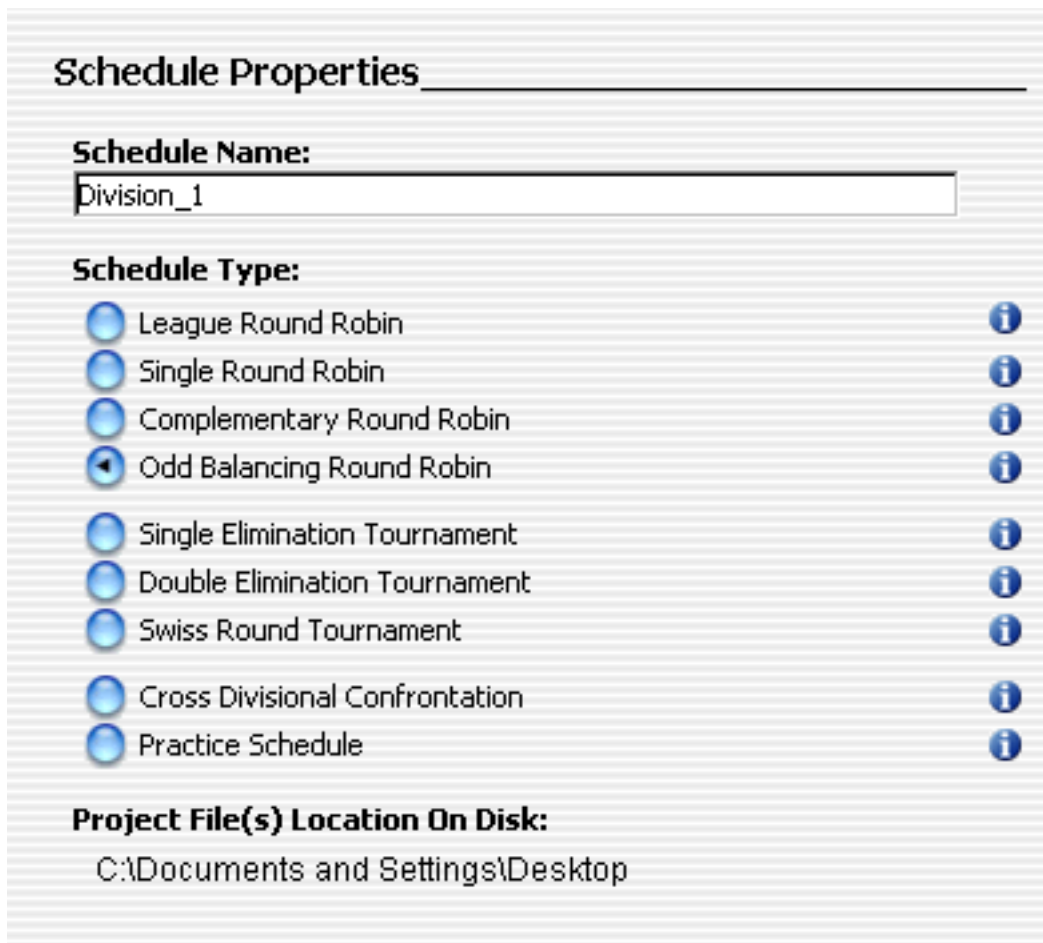
If you have pre-loaded location objects into the Splendid City object pool you may simply select the location pool **[P]** push button to reveal the available location objects. Double click the pool objects to add them to the schedule. Otherwise, you may select **[+]** to reveal the [location creation dialog](#) where you may enter pertinent data for that match location.

You may remove **[-]** or "Edit"  location information as well from this pane.

Select "Next"  to proceed with addition data entry or if you are done, select "Finished"  to have Splendid City create a schedule based on the object data available. Select ""Previous"  if you would like to return to the "Start"  object panel.



Splendid City Object Wizard: Start Panel

This panel gives allows users to give schedules unique identifying names as well as the a specific **schedule target type**. Users may choose to create **league style round robin**, **single round robin**, **complementary round robin**, **balancing of odd number of teams round robin** as well as **single** and **double elimination tournaments**, **swiss round tournaments**, **cross divisional** confrontation and **practice** schedules. Mouse over the **(i)** icon to read more about each schedule type option.




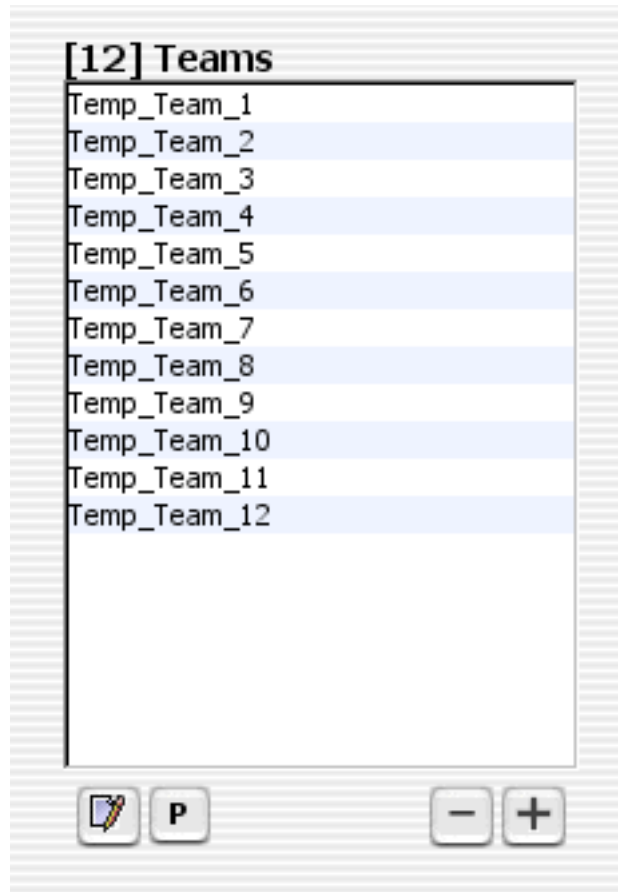
The screenshot shows the "Schedule Properties" dialog box. It has a title bar "Schedule Properties" with a horizontal line underneath. Below the title bar, there are three sections:

- Schedule Name:** A text input field containing "Division_1".
- Schedule Type:** A list of radio button options, each with an information icon (i) to its right:
 - League Round Robin
 - Single Round Robin
 - Complementary Round Robin
 - Odd Balancing Round Robin
 - Single Elimination Tournament
 - Double Elimination Tournament
 - Swiss Round Tournament
 - Cross Divisional Confrontation
 - Practice Schedule
- Project File(s) Location On Disk:** A text input field containing "C:\Documents and Settings\Desktop".

Select "Next"  to proceed with addition data entry or if you are done, select "Finished"  to have Splendid City create a schedule based on the object data available.

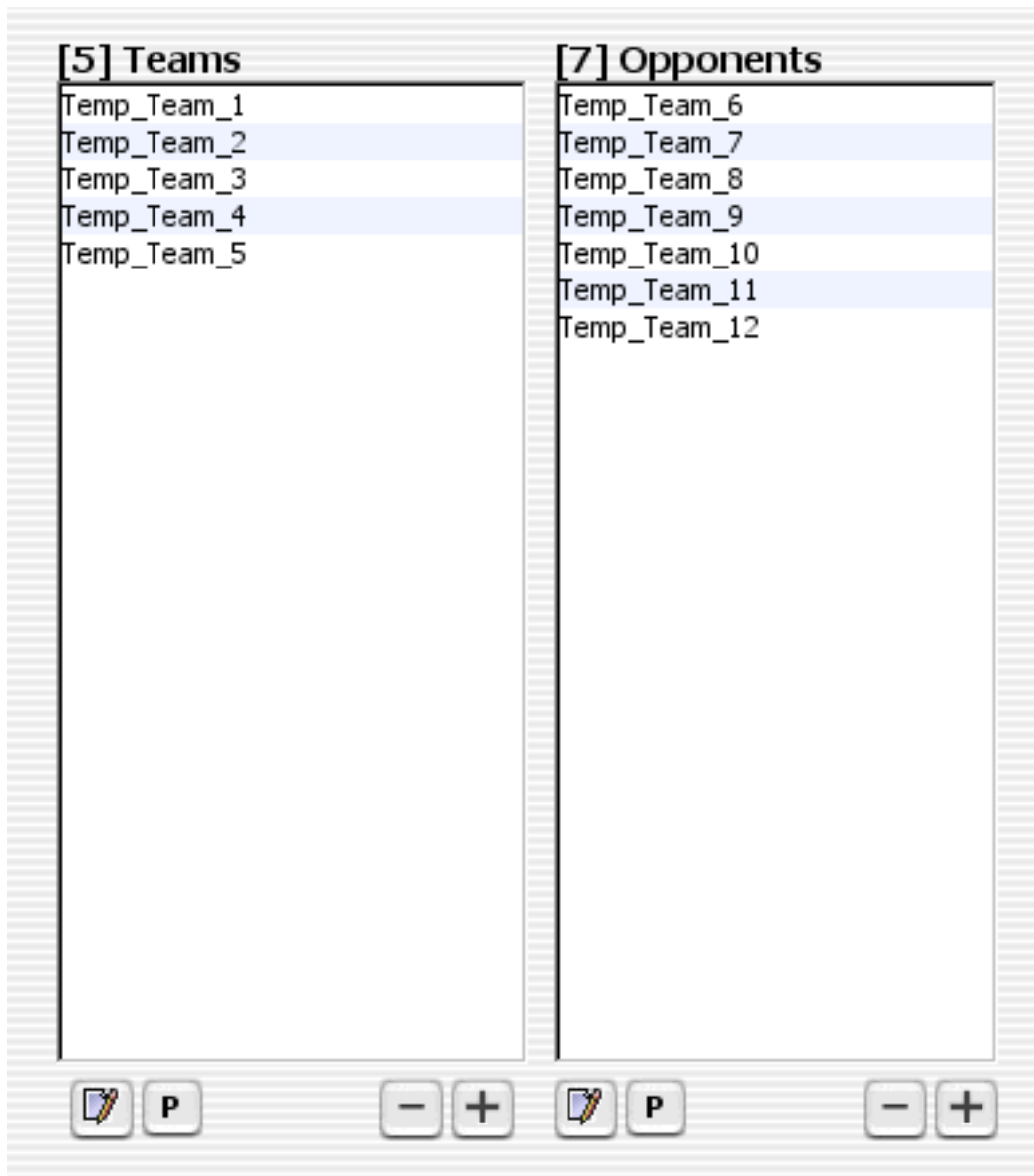
Splendid City Object Wizard: Teams Panel

Double click the Teams Folder  in the Project Viewer Tree to view the Teams Object Wizard Panel. See: [Multi Project Tree View](#)




Typically the Object Wizard teams panel has one list for appending teams to a schedule. Users may create/remove teams individually using the add **[+]** and **[-]** remove push buttons or import them into the list via the Team Pool **[P]**.





Cross Divisional Object Wizard Teams Panel



If users have selected '**Cross Divisional Confrontation**' as the [target schedule type in the Object Wizard Start panel](#), the teams panel is divided into **two lists**, one representing **teams** and their **opponents** and both lists are **enabled for editing** to allow preparation for **inter-divisional scheduling** where teams **play only their opponents** and **not** among themselves.

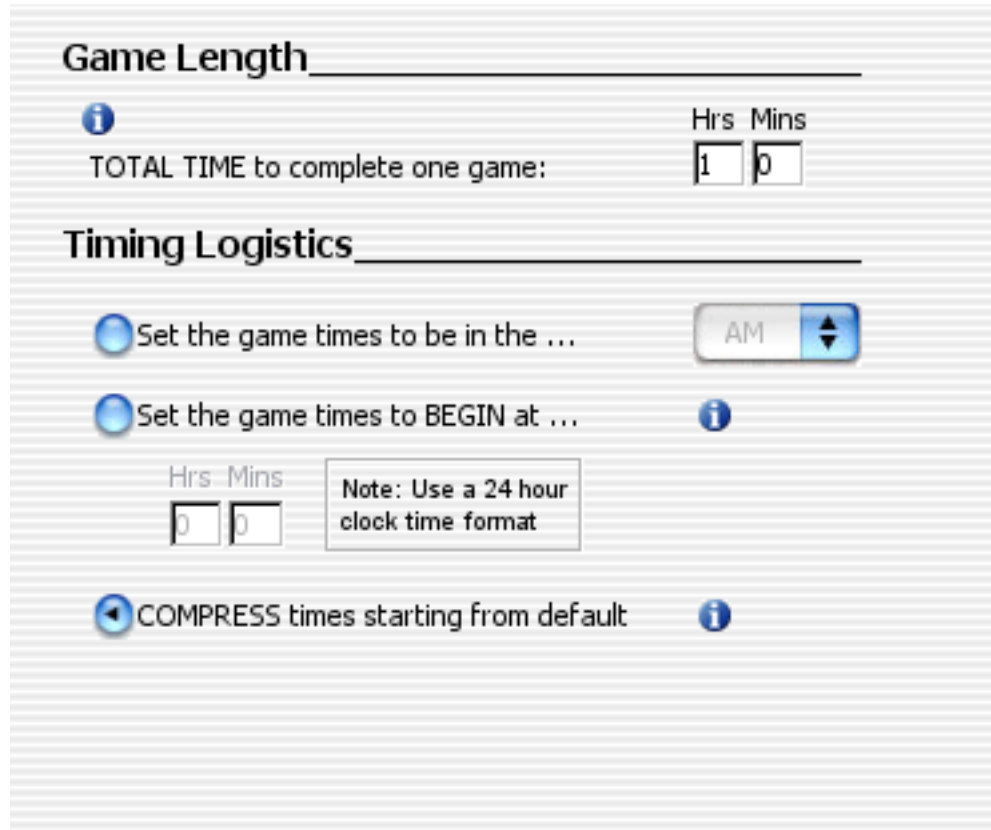
If users have pre-loaded Teams objects into the Splendid City object pool they may simply select the 'Teams Pool' push buttons to reveal the available team objects. Double click the pool objects to add them to the schedule. Otherwise, selecting add push button **[+]** to reveal the [team creation dialog](#) where users may enter pertinent data for additional teams.

Users may remove [-] or edit  team information from this panel as well.


Select "Next"  to proceed with addition data entry or if you are done, select "Finished"  to have Splendid City create a schedule based on the object data available. Select ""Previous"  if you would like to return to the "Location"  object panel.

Splendid City Object Wizard: Times Panel


Double click the Time icon  in the Project Viewer Tree to view the Times Object Wizard Panel. See: [Multi Project Tree View](#)




Game Length


 TOTAL TIME to complete one game: Hrs Mins
1 0

Timing Logistics


Set the game times to be in the ... AM 

Set the game times to BEGIN at ... 

Hrs Mins
0 0 Note: Use a 24 hour clock time format

COMPRESS times starting from default 

In this panel you may specify the duration of the schedule game lengths as well as target time frames, either in the morning or afternoon or starting at a specific time of day, as well as the nature of schedule by letting Splendid City find the best compressed schedule for you, where all schedule objects are used as efficiently as possible, starting at the default time specified in the Splendid City [Scheduling](#) options panel.

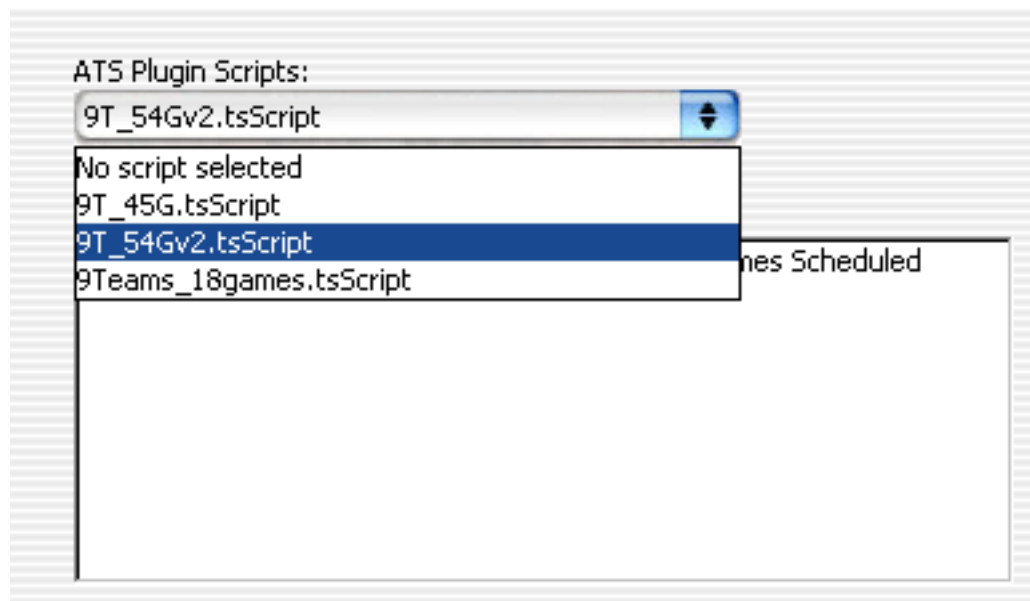
Select "Finished"  to have Splendid City create a schedule based on the object data available. If you chose to uncheck the "distribute games evenly over dates" check box option in the "Dates" object panel, you will be presented with the Games Per Date Options Dialog where you may specify exactly how many games you would like to occur on each date, otherwise you will be presented with the program generated schedule.

Select ""Previous"  if you would like to return to the "Dates"  object panel.

Splendid City Plugin Interface

Plugins (Splendid City .tsScript) files may be used to extend the program's inherent scheduling algorithm. Modifications can be creating using the [Splendid City Swap Tool Utility](#) and the actions can be saved to a highly portable, XML formatted, file.

By creating plugin scripts, schedule adjustments can easily be re-used and integrated into the scheduling process. Using this interface clients may build up large palettes of scheduling modifications targeted for their own specific needs and access them directly within the program while configuring tournament or league schedules.



Splendid City Plugin Scripts

Users may access plugin scripts (file extention .tsScript) from directly within the Object Wizard UI to be infused into built schedules prior to the adjustments of hard constraints (i.e. object unavailability constraints, or conflict resolutions) to create schedules perfectly suited for users individual needs. Once a .tsScript file has been created, place it the Splendid City program directory's 'plugin' folder to access it within the choice menu.

Splendid City Preferences

The following pages are designed to help users set up the program's preference panels in accordance with how they would like Splendid City to handle certain global settings to program. They are as follows:

- [Splendid City Author Information Preferences](#)
- [Splendid City Scheduling Preferences](#)
- [Splendid City Standings Preferences](#)
- [Splendid City Import and Export Object Preferences](#)
- [Splendid City Output Format Preferences](#)
- [Splendid City Output HTML Style Preferences](#)
- [Splendid City Output HTML Color Scheme Preferences](#)
- [Splendid City Report Preferences](#)
- [Splendid City Roster Preferences](#)
- [Splendid City Mail Server Preferences](#)

Splendid City Preferences

Author Information Settings



Author Info

Schedule Author Information Options

Name	<input type="text" value="Splendid City"/>
Organization	<input type="text" value="Niagara Software"/>
Address	<input type="text" value="http://www.splendidcity.net"/>
City	<input type="text" value="Amherst"/>
State/Province	<input type="text" value="New York"/>
Zip	<input type="text" value="14226"/>
Phone	<input type="text"/>
Email	<input type="text" value="info2008@splendidcity.net"/>

Include Author Information In Schedule Output Footers

Author Information

Schedule Publishing Footnote option:

"Include author info in schedule output footers": Selecting this option will append the defined author information entered in the this section at the end of each schedule page.

Schedule Author Information Options: Data entry with regards to schedule author details. This information defaults to the 'Splendid City' developer information including contact phone and web address.

Scheduler Settings



Scheduling

Location Assignment Style _____

- Use Revolving Location Assignment As Designation Style
- Use Team Home Location Bindings As Designation Style

Official Crew Assignment Style _____

- Use Location Home Bindings As Designation Style
- Use Revolving Crew Assignment As Designation Style

Additional Scheduling Options _____

- Factor Out 'BYE' Games From All Schedules
- Automatically Re-number Game Indices When Building Schedules
- Automatically Seed Tournaments, Based On Entered Event Results
- Automatically Delete Dates With Zero Number Of Games Per Date

Default Schedule Start Time _____

Hrs Mins

Default Schedule Game Length _____

Hrs Mins

Scheduling Options

This panel allows users the ability to control aspects of how schedules get created.

Location Scheduling Style:

"Use revolving locations as designation style": Selecting this option tells the Splendid City scheduler to assign game locations by 'not' binding specific teams to home locations and instead to simply revolve the available locations, alternating in a round robin fashion the assignments for the entire length of the schedule.

"Use home locations as designation style": Selecting this option allows users to specify that schedules should bind locations (fields) designated as home to their perspective teams and attempt to distribute their assignment based on equal distribution of home / away games per team through out the schedule.

Crew to Game Scheduling Assignment Style:

"Use 'home location bindings' as designation style": Selecting this option allows users to specify that schedules should bind locations (fields) designated as home to their perspective officials bind the officials to those fields. If there are more than one crew assigned to a location, they will be assigned to that home location in a revolving manner.

"Use revolving locations as designation style": Selecting this will cause all official crews to be assigned to games in a revolving round robin fashion regardless of official crew home field bindings.

Additional Scheduling Options:

"Factor out 'BYE' games from all schedules": When creating schedules involving odd pairings of teams (i.e. 3,5,7,9...) an additional 'BYE' game gets created to compensate for the uneven pairing. Selecting this options removes these games from the schedule output. This is checked by default and is recommended for most odd pairing schedules.

"Auto re-number game indices upon build": Selecting this will automatically renumber all game modifications made to the schedule for hard constraint adjustments. If creating plugins for schedules, it is advisable to leave this feature unselected.

"Auto seed tournaments based on results": Selecting this will automatically update hypothetical teams games created for tournament schedules with the winners and losers (double elimination tournaments) determined by the results entered for preliminary games. Swiss style tournaments games get updated at the end of tournament rounds, when the last result has been entered.

Set the default schedule starting time:

Setting a time in these fields overrides the built in starting time of 00:00 for manually entered game schedules. Doing this speeds calculation time when attempting to satisfy unresolved object constraints as well as set the default for data entry of game times in the Object Availability Panel. The program understands the 24 hour time format.

Auto Conflict Resolution_____

- Resolve Conflicts Globally To All Schedules Within A Project
- Resolve Conflicts Locally To Within Each Individual Schedule

Constraint Options_____

- Allow Double Header Matches
- Maximize Consecutive Home And Away Ordering
- Balance Teams' Early And Late Game Slots
- When Revolving Locations, Use Priorities To Resolve Constraints

Conflicts and Constraints:

This panel allows users the ability to control how conflicts and constraints are managed.

Auto Conflict Resolution:

Global: This option will make sure that a team or a field does not have any conflicting games across all schedules and if it does is displayed in the report generated in the [schedule view frame](#).

Local: This option will make sure that a team or a field does not have any conflicting games in the schedule that it is in. Note: If two schedules are overlapping check the Global option to prevent conflicts.

Constraint Options:

"Allow double header matches": When managing constraints, this will allow double header games to be scheduled, otherwise will attempt to resolve double header games if when possible.

"Minimize consecutive home & away ordering": Selecting this option tells the Splendid City scheduler to attempt to alternate home and away games for each adversary.

"Balance teams' early & late game slots": Will optimize and smooth the distribution of game time slots for each team.

"When revolving locations, use priorities to resolve constraints": Effective for solving unresolved constraints, when choosing to use revolving locations as a scheduling designation style. Selecting this option will allow the scheduler to swap constrained locations with available locations when using the 'revolving locations' designation style option.

Schedule Standing Settings



Standings

Tie Resolution Scheme

Highest Priority

Greater Number of Wins

Second Highest

Goal Differential

Third Highest

Higher Goals For...

Fourth Highest

Lower Goals Against...

Compound Points For

Win

Loss

Tie

Overtime Loss

All Games Won

Shutout Win

Swiss BYE, Goals For

Compound Additional Points For

Points Per Goal (PPG) ———> PPG, Tournament Limit

Points Per Goal Per Game ———> Limit For Each Game

Score Differential Limit (SDL) ———> If SDL Exceeded, Add

Scoring Plateau 1 (SP1) ———> If SP1 Reached, Add

Scoring Plateau 2 (SP2) ———> If SP2 Reached, Add

Standing Options

Using the ComboBox choices and text entry fields specify how to order team ranking in the event of a win, loss, tie, overtime loss. Splendid City uses a point system to determine team rank status. Using these choices you may configure how to distribute these points. Users may order tied teams using the preferences set using the series of combo boxes. Scores can be set in the [game properties](#).

Standing Tie Resolution:

"Highest Priority": This option specifies what determines first the rank of two or more tied teams.

"Second Highest": This option specifies what determines the rank of two or more tied teams in the event that the highest priority does not satisfactorily determine a rank.

Compound Points For:

"Win": This field specifies how many points are compounded to this team's overall points toward ranking.

"Loss": This field specifies how many points are compounded to this team's overall points toward ranking.

"Tie": Same Description as above.

"Overtime Loss": Compound points for each game that the 'losing' team lost in overtime. This can be specified in the teams panel hosted on the Game Properties Panel.

"All Games Won": If a team has no losses and no ties, compound this number of points to their accumulation.

"Shutout Win": Compound additional points that a team wins and denies opponent a score.

"Swiss BYE, Goals for": Number of points or scores to allow for a team

that pulls a bye for one swiss round. It should be enough points to place the bye team, back into the middle of the rank. Teams that receive a bye are by default, treated as winners of one game helping them to be placed back into a moderate rank.

Compound Additional Points For:

"Points per goal (PPG)": Compound this many points for a score or goal.

"(PPG), Tournament Limit": Limiting number of scores or goals per tournament or schedule to PPG rule above.

"PPG, Per Game": Compound this many points for a score or goal.

"Limit for each Game": Limiting number of scores or goals per schedule Game to the associated PPG rule above.

"Score Differential Limit": As a mean of tracking the magnitude of a win / loss, points can be appended or deducted from a winner's compounded schedule points based on the score differential. In the example pictured above, the winner will lose a point if the difference in score is greater than 7. Some leagues find this desirable to discourage demoralizing matches. Note: scores can also be appended (high scores can be encouraged)

"If SDL Exceeded, Add": Number of points to add or subtract if the SDL (Score Differential Limit) has been surpassed.

"Scoring Plateau 1 (SP1)": 1st Target number of goals to receive bonus points

"If SP1 Reached, Add": Number of bonus points to add if target scoring plateau 1 is reached.

"Scoring Plateau 2 (SP2)": 2nd Target number of goals to receive bonus points.

"If SP2 Reached, Add": Number of bonus points to add if 2nd target scoring plateau 2 is reached.

Importing and Exporting Schedule Objects



Import & Export

Importing Object Options:

Auto import Teams and Fields at launch.
Location on hard disk...

Exporting Object Options:

Auto export Teams and Fields upon exit.
Location on hard disk...

Importing and Exporting Objects Settings

The general design of philosophy of Splendid City was to allow users to reuse objects (Teams and Locations) created from schedule to schedule by allowing them to be imported and exported as separate 'objects' to be stored on disk. Using this strategy, data entry can greatly be reduced. Using the preferences below, you can automate the import and export process of these persistent objects.

Importing Object Options:

"Auto import Teams and Fields at launch": This option will automatically import objects to a specified folder when the program launches. This allows users to import libraries of objects and quickly organize them for specific schedules.

Location on Hard Disk: This field can be set by typing or by navigating

to the directory where you would like your objects to be retrieved from at program initialization.

Exporting Object Options:

"Auto export Teams and Fields at launch": This option will automatically export objects to a specified folder when the program exits. This allows users to maintain libraries of objects organized for specific schedules.

Location on Hard Disk: This field can be set by typing or by navigating to the directory where you would like your objects to be stored at program quit time.

Importing and Exporting directories are separated to prevent unwanted overwriting of data.

Schedule Output Data Settings



Data Format Options

- Publish Project Schedules In The Default CSV Format
- Publish Project Schedules In An HTML Web Site Format
- Publish Project Schedules In An iCalendar File Format

Published Date And Time Formats

Cell 'Date' Style

EEE- dd MMMMM yyyy

Cell 'Time' Style

h:mm a

Output Column Names

Home	Away	Location
Officials	Date	Time

Additional Publishing Options

- Include Individualized Team Schedule Data
- Include Individualized Location Schedule Data
- Include Individualized Official Schedule Data
- Include Schedule Standings Data
- Include Schedules' Quality Evaluation Reports
- When Publishing Tournaments, Include Tournament Bracket Views
- Include Round Robin Schedule Game Indices
- Include HTML Site Navigational Link

Export Data Format Options:

"Export Schedule Data in the Default CSV format": When choosing to export schedule data for publishing, selecting this option will create 3 .csv files in a folder named after the schedule within the project directory. One file will include the information on the Teams, another information on the Locations, and one with the schedule. The files will

be saved in the CSV format (Comma Separated Values) which is quite useful as they may be imported into Microsoft Excel or any other application that can import .csv files, for further formatting, editing or printing.

"Export Schedule Data in HTML format": When choosing to export schedule data for publishing, this option will create 3 HTML files in folder named after the schedule within the project directory. This format is ideal for web site publishing on the internet or simply for general cross platform viewing and printing. Splendid City now includes further options to personalize each HTML schedule with regards to font styles and colors. (see below).

"Export Schedule Data in iCalendar format": When choosing to export schedule data for publishing, this option will create 1 .ics file suitable for integration (importing) in a variety of calendar publishing programs. Those programs would include Microsoft Outlook (can be exported as a csv file and publish on the web for the general public at Yahoo Calendar), Mac OS X iCal, Mozilla Calendar (Window, Linux), (for web publication on .Mac or any WEBDAV enabled server..i.e. <http://icalx.com>), and Ximan Evolution on Linux. This data can also be simply ftp'ed to a remote directory using the Splendid City [FTP](#) utility allowing users to directly subscribe to your calendar within the Calendar Viewing program (iCal, Mozilla) or have them redirected and viewed on a number of PHP iCalendar renderer sites for example <http://iCalShare.com> for public preview.

Data Date and Time Format Settings:

Using the Cell 'date' style and Cell 'time' style combo box choices, users may specify various date and time formats for their published schedules. Use the key mapping tables below to better understand the format key choices.

Date Format Key Mappings	
Format Pattern	Result Example
MM'/'dd'/'yy EEE	12/22/60 Mon
EEE MMM d 'yy	Mon Dec 3 '03
EEE- dd MMMMM yyyy	Mon- 12 December 2001
yyyy.MM.dd	1999.11.23

Time Format Key Mappings

Format Pattern	Example Result
kk:mm:ss	13:33:00
h:mm a	1:33 PM
K:mm a	08:30 AM
K:mm a, z	14:45 PM, PST

Object Export Option:

Each table column, in either the CSV or HTML schedules, have default headers created by Splendid City. With the available preference entry fields, users may choose to **alter these header names** to suit their own purposes for example the 'Location' table header can be changed to 'Field' or 'Venue', Officials changed to 'Referees' etc., etc.

By default, schedule object data, like name, contacts, comments, directions, etc, are all published along with project schedules. However, in addition to the overall schedules, users may choose to have separate object (Team, Location, and Official) schedules output as well. Selecting the choices on this panel append the individual schedules to the object related data. HTML representations of the individual object schedules are linked to individual schedule views so as to conserve printing resources when choosing to print the individual object data.

Users may also choose to publish in HTML format Tournament schedules in a single or double elimination [tournament bracket view](#) for **posting on web sites** or for **printing to hard copies**.

HTML Tournament schedule tables are numbered so as to reference previously played games. For Round Robin schedules, users may **choose to keep the schedule numbering scheme** or **remove it** from view when published by selecting 'Include Round Robin Game Indices' checkbox.

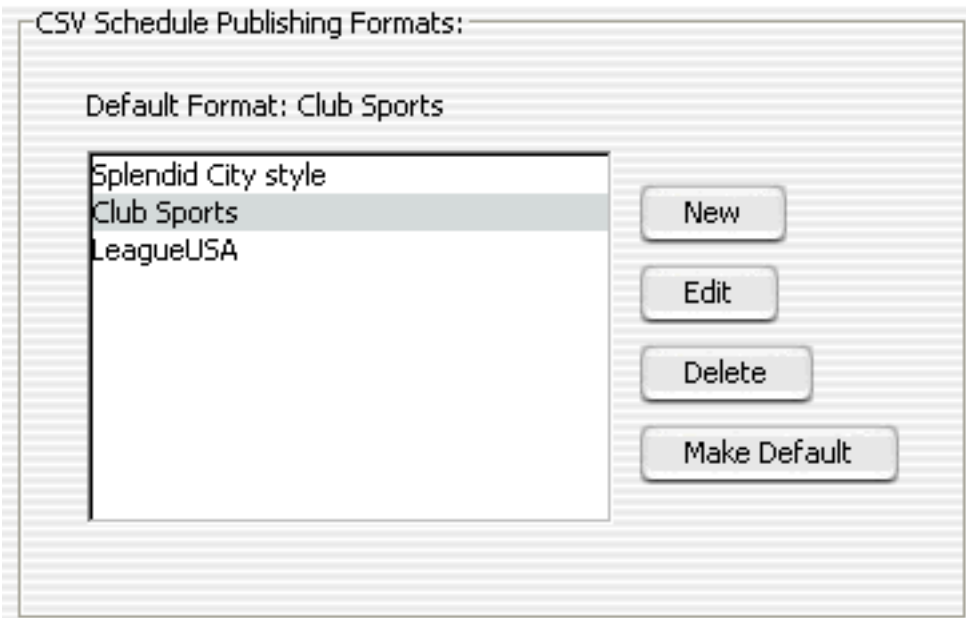
Published Standings Data Choices And -> Column Naming_____

<input checked="" type="checkbox"/>	Include 'Games Played' Table Column	—————>	GP
<input checked="" type="checkbox"/>	Include 'Overtime Losses' Table Column	—————>	OTL
<input checked="" type="checkbox"/>	Include 'Goals For' Table Column	—————>	GF
<input checked="" type="checkbox"/>	Include 'Goals Against' Table Column	—————>	GA
<input checked="" type="checkbox"/>	Include 'Win Percentile' Table Column	—————>	WIN%
<input checked="" type="checkbox"/>	Include 'Points' Table Column	—————>	Points
<input checked="" type="checkbox"/>	Include 'Ties' Table Column		
<input checked="" type="checkbox"/>	Include 'Games Back' [GB] Table Column		
<input checked="" type="checkbox"/>	Include 'Schedule Results Tables'		

Standings Export Options:

Different sports require different standing representations. As a result Splendid City allows users the option of configuring their standings representations to suit their own choices. All entries are selected by default including the 'Schedule Results Table' which contains a list of games that have already taken place and their resulting scores. Initially this table is empty and becomes more populated as the game scores are entered and the project is re-published.

As in the schedule table headers, published **standing column header descriptions can be altered as well**, so for Soccer leagues, the GF, GA (goals for, goals against) would be applicable where as RF and RA (Runs for, Runs against) would be more descriptive and appropriate for baseball leagues. By altering these fields users can mold data output for their specific activities.



CSV Schedule Publishing Formats:

As of Splendid City v3.3 users may define an unlimited number of their own [csv publishing formats](#). The csv format defined as default will apply to the project schedule being published. The format will be applied to the overall schedule (not the individual object schedules). This feature is particularly useful for integrating Splendid City generated schedule data with 3 party sports scheduling or publishing software.

Schedule Output HTML Style



Output Font Style Options

Document Title Font

Georgia

Size 6

Table Title Font

Georgia

Size 5

Table Subtitle Font

Georgia

Size 4

Cell Font

Georgia

Size 3

Schedule Output Color Options

Table Title Foreground Color



Table Title Background Color

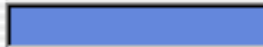


Table Subtitle Foreground Color



Table Subtitle Background Color



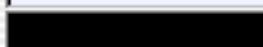
Odd Cell Foreground Color



Odd Cell Background Color



Even Cell Foreground Color



Even Cell Background Color



Output Style Options:

The developer of Splendid City understands the importance of allowing users the options to create unique schedules. A host of intuitive differences can be achieved through the use of style when publishing schedules on the Web or in hard copies. Using these choices, different HTML output font styles can be achieved.

Schedule Output HTML Color Scheme:

Exporting Objects:

The developer of Splendid City understands the importance of allowing users the options to create unique schedules. A host of intuitive differences can be achieved through the use of color when publishing schedules on the Web or for printing hard copies. Using these choices, different HTML output color schemes can be achieved to differentiate between divisions, clubs, tournaments, etc.

Schedule Report Settings



Reports

Evaluation data options:

- Include Team Match Statistics
- Include Team Confrontation Chart
- Include Team Games Per Week
- Include Early/Late Distribution Report
- Include Unresolved Constraints Report
- Include Unresolved Conflicts Report

Evaluation data options:

This panel will allow users to select what data they would like to view when generating individual schedule [reports](#).

Team Roster Preferences



Team Rosters

Roster Line-up output properties:

- Include Player Pass Numbers
- Include Player Jersey Numbers
- Include Player Birthdates
- Include Player Addresses
- Include Player Phone Numbers
- Include Player Email Addresses

Roster Line-up output properties:

This panel will allow users to select what data they would like to include when exporting roster game line up forms. Data available is material entered when completing player roster information.

Mail Server Preferences



Mail Server Options

Account ID *

SMTP Host *

Email Address *

Full Name *

Reply-To Address *

Signature

SMTP Server Requires Authentication
Password

SMTP Service Requires A Secure Connection (SSL)

Override The Default SMTP Port

Mail Server Options:

Fill in the data in these fields to facilitate sending email to target recipients using the Splendid City X-eMailer. The Account ID/ Username, SMTP Host, and From Field E-mail Address are required in order to complete a mailing. The mailer has support for auto or











prompted authenticated mailing. When scheduling mail delivery over time it is necessary to have the preferences set to Auto authenticate on send. Otherwise, if you don't like the idea of storing your password on disk, you can have the mailer prompt for your password, when the contacted mail server requests it. Note: All fields denoted in red are *required*.

The Project Viewer Interface

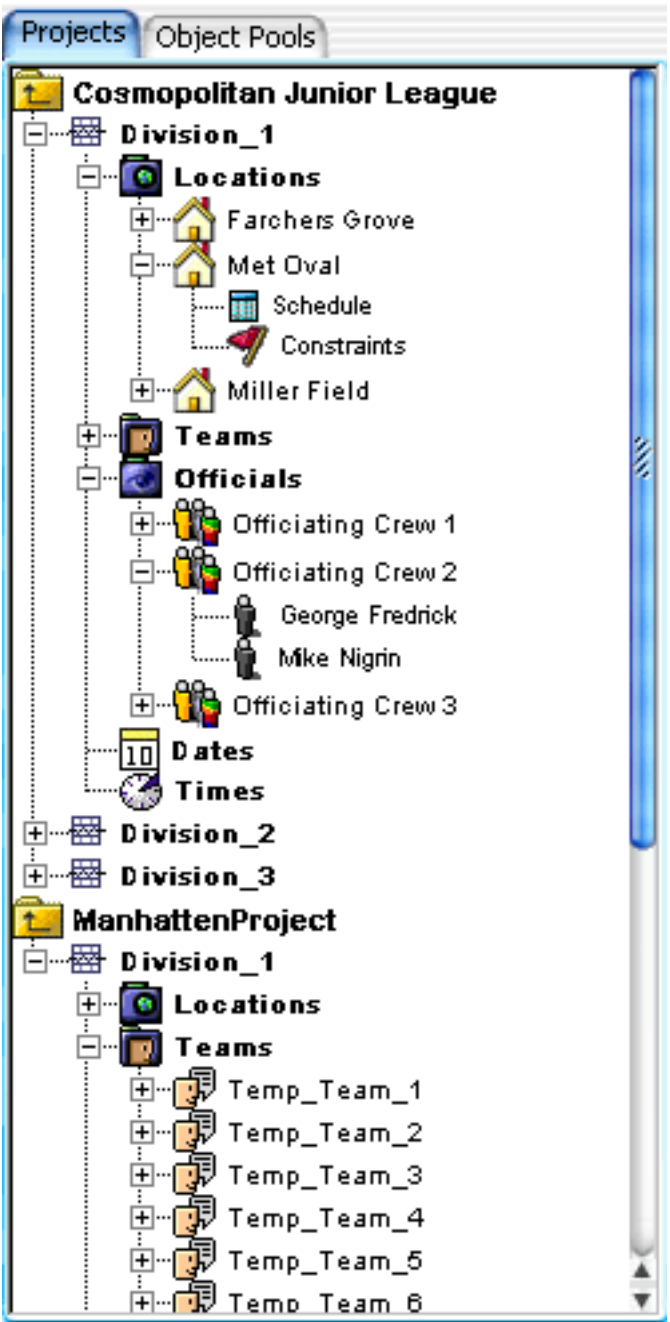
- [The Main Toolbar](#)
- [Multi Project Tree View](#)
- [Object Pools](#)

The Main Toolbar:

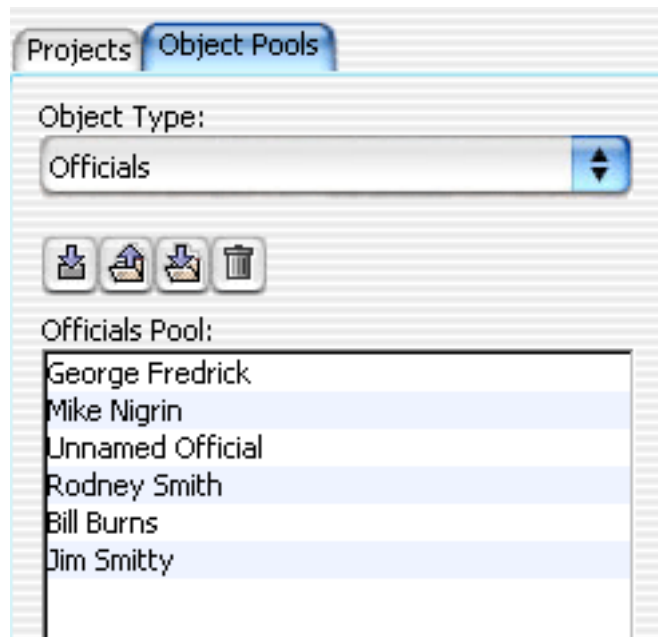






-  Open Splendid City context sensitive help.
-  Open Splendid City [Preferences Panel](#).
-  [Create a new Project](#).
-  Open previously created Splendid City project (.tsprog file)
-  Delete currently selected tree item from project.
-  Save currently selected project.
-  Save currently selected project under a different name.
-   Append a new untitled schedule to the currently selected project that can be edited by double clicking the associated icon in the project tree.
-  Quit and exit Splendid City (users will be prompted to save any unsaved changes).

Multi Project Tree View: Double click tree icons to quickly access associated objects. In the case of already built schedules the schedule view will appear otherwise the schedule object wizard appears to continue the data entry phase of the schedule creation.



Object Pools:



-  Import teams/fields/officials from another project file
-  Import teams/fields/officials from a directory
-  Export teams/fields/officials to a directory
-  Delete select team(s)/field(s)/official(s) from pool.

Licensing

To upgrade Splendid City Lite to the professional version online you can visit:

http://www.splendidcity.net/licensing/sc_webstore.html

You can also visit us at our website at:

<http://www.splendidcity.net>

Pricing

Single License	\$39.60	US
4 User License	\$128.50	US

LEGALITIES

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<http://www.splendidcity.net/support/contacts.html>

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Schedule Reports

Each schedule comes with a built in report mechanism that is designed to help track unresolved object constraints, game conflicts or inequalities for that particular schedule. Users may edit games and request to see a report based on those changes. An overall score is attributed to the schedule based on rules deemed desirable by most team sports. Conflict Reports are generated in accordance with user defined conflict checking preferences. See: [Splendid City Preferences](#). Also see: [Schedule Viewer Interface](#)

Team Match Stats:

Team Name	Number of Games	Home & Away Order	Designated Home Games
BW Gotschee	12	AHAHAHHAHAHA	6
Ilefteria	12	HAHAHAHAHAHA	6
Orange County	12	AHAHAHHAHAHA	6
Rockland County	12	HAHAHAHAHAHA	6
Silver Lake Sharks	12	AHAHAHHAHAHA	6
Staten Island United	12	HAHAHAHAHAHA	6
Union Lancers	12	AHAHAHHAHAHA	6

The Team Match Stats table specifies how many games each scheduled team plays and the home away order and resulting games that are designated as home games.

Team Confrontation Chart:

Teams:	BW Gotschee	Ilefteria	Orange County	Rockland County	Silver Lake Sharks	Staten Island United	Union Lancers
BW Gotschee	N/A	2-HA	2-AH	2-AH	2-HA	2-HA	2-AH
Ilefteria	2-AH	N/A	2-HA	2-AH	2-AH	2-HA	2-HA
Orange County	2-HA	2-AH	N/A	2-HA	2-AH	2-AH	2-HA
Rockland County	2-HA	2-HA	2-AH	N/A	2-HA	2-AH	2-AH
Silver Lake Sharks	2-AH	2-HA	2-HA	2-AH	N/A	2-HA	2-AH
Staten Island United	2-AH	2-AH	2-HA	2-HA	2-AH	N/A	2-HA
Union Lancers	2-HA	2-AH	2-AH	2-HA	2-HA	2-AH	N/A

The Team Confrontation chart specifies the number of confrontations between each team within the schedule as well as the home and away order pattern for those confrontations.

Team Games Per Week

Dates:	Temp_Team_1	Temp_Team_2	Temp_Team_3	Temp_Team_4	Temp_Team_5	Temp_Team_6
Sat, 07/05/03 to Fri, 07/11/03	2	2	2	2	2	2
Sat, 07/12/03 to Fri, 07/18/03	2	2	2	2	2	2
Sat, 07/19/03 to Fri, 07/25/03	1	1	1	1	1	1

This chart shows the evenness of the game patterns over the schedule weeks.

Early -> Late Game Distributions

Teams:	Slot 1	Slot 2	Slot 3
BW Gotschee	4	4	4
Ilefteria	4	4	4
Orange County	4	4	4
Rockland County	4	4	4
Silver Lake Sharks	4	4	4
Staten Island United	4	4	4
Union Lancers	4	4	4

This chart shows the distribution of game time slots per day. The earliest slots starting on the left moving to the right (slot1 -> slot3).

Unresolved Constraints Report:

All constraints satisfied

If there are user constraints that are entered that could not be satisfied by Splendid City, they are detailed in this section of the reports. Specifics with regards to the mentioned game are detailed making it easier to track in the schedule.

Conflicting Games Report:

CONFLICT FOR FIELD: Miller Field #3; Division_1 game held on: Sunday, 25 May 2003 conflicts with Division_4: Sunday, 25 May 2003 (-2)

If there are game conflicts in accordance with parameters specified in the Splendid City preferences, they are detailed in this section of the reports. Specifics with regards to the mentioned game are detailed making it easier to track in the schedule.

Splendid City Team Player Rosters

Splendid City can store information about each team player that participates in the schedule and can be used in the event of immediate notification in the [Splendid City X-eMailer](#), submission of roster information to the hosting league either in the form of a portable .roster file (XML format) if sending to other users using Splendid City, or in the form of an HTML file (ideal for printing) or CSV file for integration in spreadsheet programs like Microsoft Excel or Filemaker Pro. Users may specify the status of players availability by checking or unchecking the entry within the roster lists. Uncheck names do not get exported or included in [game lineup slips](#).

Number of roster players: 15

Active	Name	B'day	Pass #	Address
<input checked="" type="checkbox"/>	Michael Nigrin	10/22/77	1324356	118 Allenhurst Rd. Amherst NY 1422
<input type="checkbox"/>	David Vandercamp	03/12/78	5432647	222 West Forest Rd. Buffalo, NY 124
<input checked="" type="checkbox"/>	Joshua Rosenstein	12/3/77	1234124	532 Jersey St. Apt #3 Buffalo, NY 14
<input checked="" type="checkbox"/>	John Stanley	11/19/78	1235445	33 Rockland Hieghts Amherst, NY 14:
<input checked="" type="checkbox"/>	Bill Gordon	05/02/77	2543465	15 New Lake Lane Buffalo, NY 14222
<input type="checkbox"/>	Dan Sachs	07/22/78	5234536	543 Windsor Rd. Buffalo, NY 14113
<input checked="" type="checkbox"/>	Ronald McFish	06/12/77	5234645	546 Richmond Ave. Buffalo NY 14213
<input checked="" type="checkbox"/>	Roger Smith	03/26/77	3455432	12 Courland Pkwy. Buffalo, NY 1422:
<input type="checkbox"/>	Michael Mar	11/19/78	6535423	144 New Dorp Lane. Buffalo, NY 142
<input checked="" type="checkbox"/>	Gary Lunquist	12/13/77	3242542	34 Richmond Rd. Buffalo, NY 14222
<input checked="" type="checkbox"/>	Bill McClugh	10/22/77	1234325	44 Ellicott Rd. Amherst NY 14225
<input checked="" type="checkbox"/>	George Williamson	06/12/77	4324552	142 Lincoln Rd. Amherst NY 14225
<input checked="" type="checkbox"/>	Randy Marcs	01/23/78	1232345	56 Windemere Rd. Amherst NY 1422
<input checked="" type="checkbox"/>	Kim Sao Prat	09/05/77	4325423	44 King Pkwy. Buffalo, NY 14214
<input checked="" type="checkbox"/>	John Heloise	07/14/78	7654553	3232 River Rd. Buffalo, NY 14222

Import .xml roster

Team Line up forms:

Using the information stored in the team player rosters. [User specified information](#) can be exported for printing Team Line Up forms for individual league games. Any player that is unavailable for the game and is unchecked in the roster view will be excluded from the line up form.

Cosmopolitan Junior League

TEAM LINE UP

Home Team:

Against:

Date:

Pass	Jersey #	Player Name:
1324356	15	Michael Nigrin
5432647	23	David Vandercamp
1234124	10	Joshua Rosenstein
1235445	33	John Stanley
2543465	4	Bill Gordon
5234536	11	Dan Sachs
5234645	3	Ronald McFish
3455432	2	Roger Smith
6535423	9	Michael Mar
3242542	13	Gary Lunquist
1234325	7	Bill McClugh
4324552	5	George Williamson
1232345	2	Randy Marcs
4325423	6	Kim Sao Prat
7654553	12	John Heloise

This Team: Ilefteria

Coach Signature:

Official Signature:

Splendid City Tutorials

As of version 5.1, Splendid City tutorials can be viewed at the Splendid City website home located at:

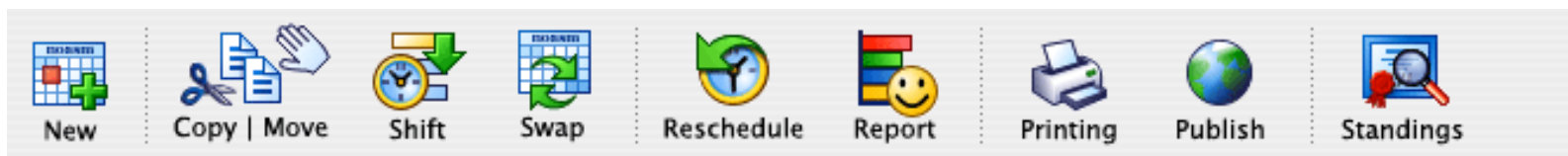
[*http://www.splendidcity.net/support/basics.html*](http://www.splendidcity.net/support/basics.html)

The archived (.zip) tutorial HTML files can also be **downloaded** using a web browser from:

[*http://www.splendidcity.net/support/SplendidCity_Tutorials.zip*](http://www.splendidcity.net/support/SplendidCity_Tutorials.zip)

to be viewed off-line.

The Schedule Viewer Toolbar and Interface



- **New** -Add a new game or Date(s) to the schedule by presenting the Game Properties dialog or [Calendar View](#).
- **Copy | Move** - selected games to another schedule.
- **Shift** -Opens the [Auto Shift](#) game times or dates dialog.
- **Swap** -Opens the Splendid City Schedule [Swap Tool Utility](#).
- **Reschedule** -Opens the [Re-schedule Utility](#).
- **Report** ...Generate a [Schedule Report](#) and report rating based on the current state of the schedule detailing the number of individual team games with number of home field designations as well as existing conflicting game details. The icon summarizes the quality of the schedule. Clicking this button also updates the Schedule View [Index Column Game State Indicators](#).
- **Printing** -Reveal printing page setup; print preview; or print menus.
- **Publish** -Show [Splendid City Publisher](#) to export the current schedule or group of project schedules to a folder or directory on a local disk or to a remote directory via [FTP](#).
- **Standings** -show current schedule's [Team Standings](#) panel.

All the schedules that you make with this program are fully modifiable to the extent that you can have the program redo the same schedule for you if you want to just change the date or one of the team or fields' [availability](#) or modify the schedule's game times. But it doesn't just stop there. You can change everything about the schedule. Using contextual popup menus, changes to the built schedule can be made. Placing the mouse cursor over the date bar or the individual games and applying the appropriate popup keyboard shortcut (right click on windows, command-click on macintosh) addition modification menus can be accessed.

The Index Column Game State Indicators

3	●	●	●
4	●	●	
5	●		
6			

The schedule view provides useful information for quickly determining the state of a particular game or group of games.

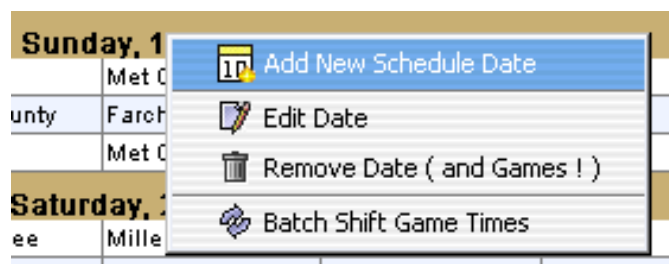
If an index number is **greyed out** (disabled) it indicates that the **score** has **already been entered** for that game. A **red dot** ● refers to an object constraint issue and indicates that a game **cannot be played** on the chosen date. An **orange dot** ● refers to an object constraint issue and indicates that a game **CAN** be played on the chosen date, but the **currently chosen time** violates a game object constraint setting. A **yellow dot** ● would indicate the

game time conflicts with another object's game time within the same schedule (or project depending on the conflict [preference settings](#)), and the finally the **blue dot** ● indicates that the game is a double header (2 games or more) for one of the teams in the associated game.

Indicators (dots) are updated by selecting the [generate Report](#) toolbar button and reflect **at a glance**, data detailed in the [evaluation reports](#).

Change the [game properties](#)

- add, edit, or delete games using popup contextual menus.
- canceling and uncanceled games using popup contextual menus.



- Change, add, remove, or shift the dates or times verify the quality of the schedule using the report feature based on those user changes.
- Note removing dates will also remove any associated games.





Welcome to Splendid City Help

Splendid City can currently support scheduling for any combinations of teams and fields scheduling over any pattern of dates and time. It's a real time saver. Once you enter data into a schedule, you'll never have to enter that same data again!

Splendid City is for **experienced sports schedulers** who are looking for a program that will quickly put together a schedule modeled by the constraints imposed by day to day scheduling problems that one normally encounters, i.e., field availability, conflict management, equal distribution of games per team as well as equal home field distribution, or alternating field distribution with home team designations, game official designation styles, etc. , and manage these problems without having to obtain too much computer technical knowledge to work the program.

The intuitive layout of Splendid City allows for the break down of large schedules into smaller more manageable divisions, with the option to merge the smaller schedules into one larger massive schedule as well as, separated field, team, official crew, and division schedules. The program issues a '**report evaluation**' on each built schedule as an aid to schedulers to find bugs and inconsistencies with the structure of their leagues or tournaments.

Schedulers have 'complete control' over the time frame of the games. Using a 'games per date' algorithm, even the most erratic scheduling problems can be achieved with great ease.

For example, **dates can vary 'wildly' over any time period. Games can be scheduled on Monday and Wednesday of the first week and Tuesday and Thursday the following week, Friday and Saturday of the third week, and so on.** Any varied number of games can be arranged on any date and can be done without too much data entry.

Create single & double elimination tournaments, single, multiple or custom round-robin schedules for any sport that requires pairings. **Perfectly suited to team sports such as soccer, baseball, hockey, football, rugby, and so on;** plus much more!! try it now for free or pass it on!

Documentation and Online Help

Splendid City includes comprehensive online and offline help. You can access help the by choosing the Splendid City Help from the 'Info' menu. Most all Splendid Citys' dialogs also have a 'Help' button (green question mark icon) which will take you directly to a specific help topic. You may also see our online [FAQ](#) which serves as a supplement to these documents or work your way thru the tutorial section targeted for the novice up through to the expert Splendid City user. If you are new to Splendid City you may want to read [Getting Started](#) page before you begin creating schedules projects.

Product Updates

To get the latest update for this software, please visit <http://www.splendidcity.net>

Niagara Software Developer Group

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Importing Objects stored in alternative formats into Splendid City.

To improve project data **migration** from other software vendors, Splendid City version 6.0 (Lite and Professional), can access schedule object data (Teams, Locations, Officials, Players, Contacts) and associated parameters available in alternative third party formats, and convert / import that information into Splendid City in the form of Splendid City schedule objects.

Currently supported formats are :

- **Delimited Text Files** (Comma [CSV], Tab [TSV], Space, Colon, Semi-Colon)
- **Database records** from mySQL, Postgre, or ODBC sources (windows only) i. e. MS Access or .mdb files.

Object data is imported separately first, then if existing SC object pool names match with subsequent data imports, the imported data **becomes associated with the matching object pool type**.

An example of this would be a **team** that has a home **location** with associated **contact**. To make the correct association, users would first import the contact data into Splendid City, then import location data, and if the 'name' parameter matches in the contact pool, then the appropriate association will be made and the contact data will carry over to the location object. Likewise, if team data is imported and the associated location column **name** is identified in the SC location pool, then the appropriate contact --> location --> team binding will take place.

Importing from Delimited Text Files

Text File Properties:

Import Object Of Type: Team

Data Delimiter: COMMA (CSV)

Column Descriptions: *
NAME, LOCATION, CONTACT,

File path on disk: *

Back [Import]

- ID [Unique Game ID]
- NAME [Name]
- LOCATION [Home Location Name]
- CONTACT [Team Contact Name]
- COMMENT [Descriptive Comment]
- BLANK [Blank Space]

To import object data from text files, specify the target **object type** and the **type of delimiter used** to separate the parameter values from the pull down combo choices, then fill in the **Column Descriptions** by either typing the values (see tables below for applicable choices for each object i.e. teams, locations, etc.) or by using the provided **contextual menus** to describe the columns in the correct order. The contextual menus (see image below) can be invoked by **right clicking** in the **column descriptions field** (Mac users **without** the Apple Mighty Mouse should use the command key + mouse click). The column description choices **vary depending on the object type specified** which is why data entry into this field is greatly facilitated by the use of the contextual menus and users are **advised** to use this method to complete this field.

For data columns where no applicable Splendid City object parameter can be chosen, simply specify to ignore the column by selecting the **IGNORE** column descriptor choice. All parameters in the **column descriptor field** are separated by a **comma only**. (**Note:** The description field delimiter is not indicative of the type of delimiter used in the imported data file. Only the **Data Delimiter** choice determines the text file data format.

Once satisfied with the Column Descriptions, specify the path of the data file you would like to import and click the 'Import' push-button. Note: Fields denoted with a red asterisk (*****) are required.

Importing from Database Records

Database Server: _____

Type:

Host: * **Port: ***

User: **Password:**

SQL Query: _____

Database Name: *

Query: *

Corresponding Splendid City Objects: * _____

Type:

Query Result Columns	Matching SC Object Fields
column_1	ID [Unique Game ID]
column_2	NAME [Team Name]
column_3	LOCATION [Home Location Name]
column_4	ID [Unique Game ID]
	ID [Unique Game ID]
	NAME [Team Name]
	LOCATION [Home Location Name]
	CONTACT [Team Contact Name]
	COMMENT [Descriptive Comment]

To import existing database object data, specify the **type** of database that is storing the data. Specify the path to the remote database **host** and the **port** number to connect with. If there is a **user** and **password** associated with the database enter those as well as the **name** of the database. Your database **query** will be highlighted with appropriate SQL **syntax highlighting** and should return the results to be used to correspond to the applicable Splendid City objects.

The **Corresponding Splendid City Objects** user interface allows users to match corresponding Splendid City object data with the columns from the query results returned from the SQL statement described in the SQL query field. Click the **[+]** **button** to add columns and the **[-]** **button to remove selected columns**.

Columns are identified as column_1, column_2, etc with the lower column number being the left most reference in the returned data. The **Matching SC Object Fields** will allow users to select corresponding data from pull-down choice menus that will be matched to the existing **'Type'** selected. These choices automatically get updated when selecting the object type from the pull down menu.

Once satisfied with the Corresponding Splendid City Object fields, click the 'Import' push-button. Note: Fields denoted with a red asterisk (*) are required.

Splendid City Object Parameters

Team Object Parameters

Identifier	Meaning
ID	Unique Team ID
NAME	Team Name
LOCATION	Home Location Name
CONTACT	Team Contact Name
COMMENT	Descriptive Comment

Location Object Parameters

Identifier	Meaning
ID	Unique Location ID
NAME	Location Name
CONTACT	Location Contact Name
DIRECTIONS	Direction to the Location
COMMENT	Descriptive Comment

Official Object Parameters

Identifier	Meaning
ID	Unique Official ID
FIRST_NAME	Official's first name
LAST_NAME	Official's last name
EMAIL	Official's email address
ADDRESS	Official's mailing address
CITY	City of residence
STATE	State or Province of residence
ZIP	Official's Zip Code
PHONE	Phone number

Player Object Parameters

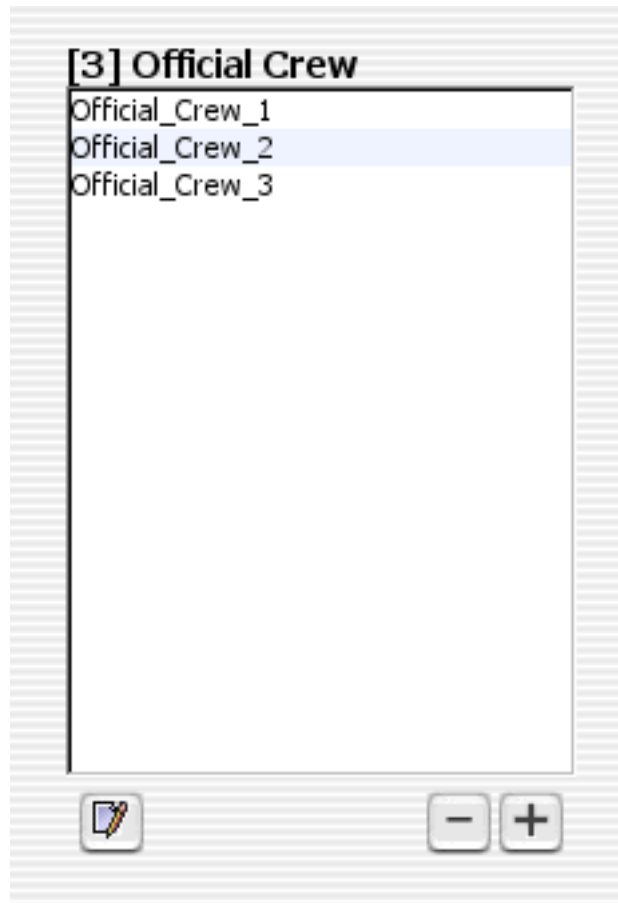
Identifier	Meaning
ID	Unique Player ID
FIRST_NAME	Player's first name
LAST_NAME	Player's last name
EMAIL	Player's email address
ADDRESS	Player's mailing address
CITY	City of residence
STATE	State or Province of residence
ZIP	Player's Zip Code
PHONE	Phone number
BIRTHDAY	Players's Date of Birth
PASS_NUMBER	Players's Pass Number
PLAYERS_JERSEY_NUMBER	Players's Jersey Number
EMERGENCY_CONTACT	Players's Emergency Contact Info

Contact Object Parameters

Identifier	Meaning
ID	Unique Contact ID
FIRST_NAME	Contact's first name
LAST_NAME	Contact's last name
EMAIL	Contact's email address
ADDRESS	Contact's mailing address
CITY	City of residence
STATE	State or Province of residence
ZIP	Player's Zip Code
WORK_PHONE	Phone number
HOME_PHONE	Home phone number
FAX	Fax number
COMMENT	Descriptive comment

Splendid City Object Wizard: Official Crew Panel


Double click the Official Crew Folder  in the Project Viewer Tree to view the Officials Object Wizard Panel. See: [Multi Project Tree View](#)



If you have pre-loaded Official objects into the Splendid City object pool you may simply select the 'Official Pool' push button below to reveal the available official objects. Double click the pool objects to add them to the list. Otherwise, you may select "Add Official" **[+]** to append a new unnamed Official to the Official Crew list. You may specify as many official crew members as you like.

Crew Properties:





Crew Name:

Home Field:
 

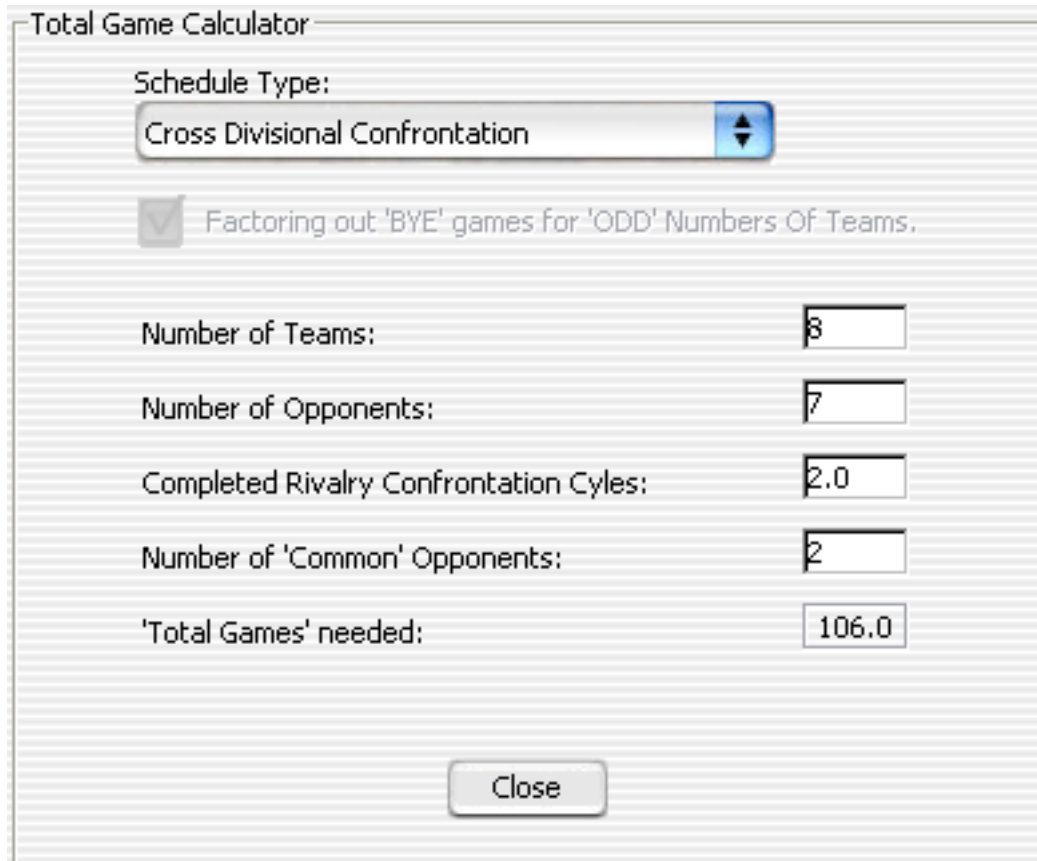
Officials:

Official's Name	Address	Phone	E-mail
George Fredrick	1234 Wilson St	716 978 2345	asdf@yahoo.com
Mike Nigrin	118 Allenhurst Rd A...	716 836-9182	niggy@angelfire.com

You may "Remove" or edit official information as well from this pane.

Select "Next"  to proceed with addition data entry or if you are done, select "Finished"  to have Splendid City create a schedule based on the object data available. Select ""Previous"  if you would like to return to the "teams"  object panel.

Splendid City Total Game Calculator



The screenshot shows a dialog box titled "Total Game Calculator". It contains the following elements:

- Schedule Type:** A dropdown menu currently set to "Cross Divisional Confrontation".
- Factoring out 'BYE' games for 'ODD' Numbers Of Teams.**
- Number of Teams:** Text input field containing the value "8".
- Number of Opponents:** Text input field containing the value "7".
- Completed Rivalry Confrontation Cycles:** Text input field containing the value "2.0".
- Number of 'Common' Opponents:** Text input field containing the value "2".
- 'Total Games' needed:** Text input field containing the value "106.0".
- Close** button at the bottom center.

The Game Calculator is provided to users as a convenience tool to help them **determine the number of total games a schedule** would require given certain variable conditions, i.e. number of teams, confrontation cycles, games per each team, etc.

Users simply select the type of **target schedule** they would like to find the total games for and **enter the number of teams**. If they are **allowing BYE games** to be displayed in their schedules the **'Factor out "BYE" games... would be left 'unchecked'**. The total games will be determined once users enter the desired number of 'Completed Rivalry Confrontation Cycles' OR the Number of Games per Team variables into the textfields.

When the **'Factor out "BYE" games... is unchecked**, the 'Number of Games per Team' field is **disabled** because the total number of games **cannot be determined using this variable**. To consider the total number of games using the number of games per team variable, users must check the 'Factor out "BYE" games...checkbox. If in fact users which to use this parameter when actually building their schedules, they should make sure this value is set in the

corresponding Splendid City Preferences --> Scheduling panel.

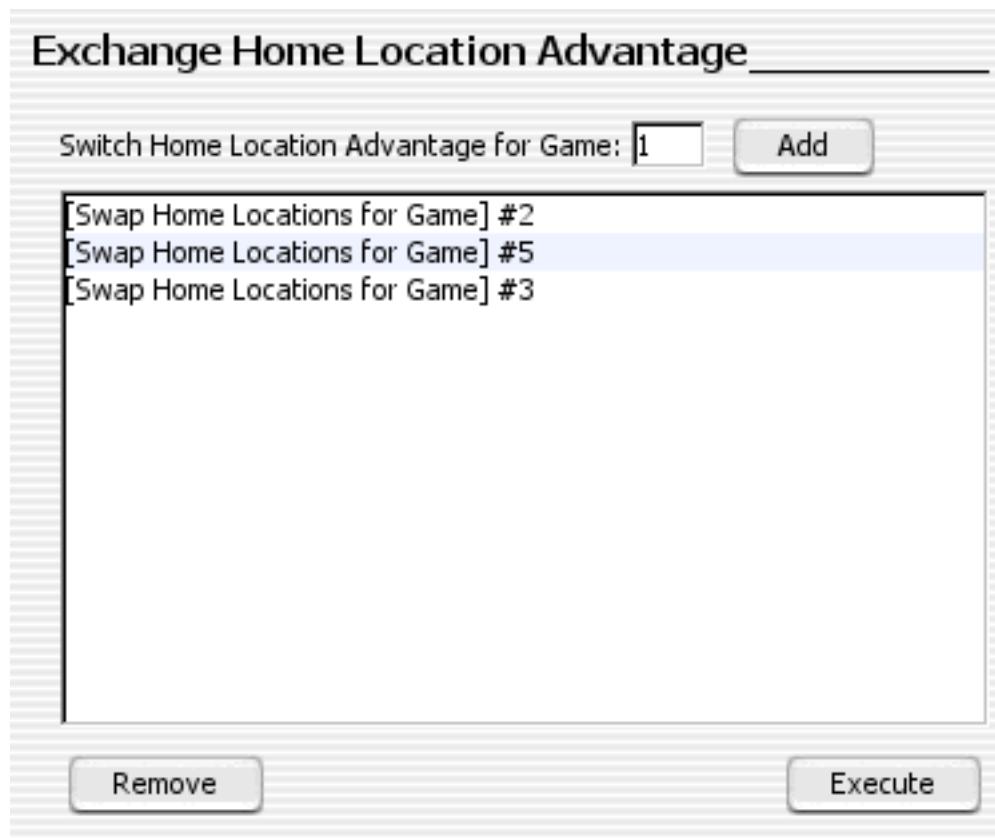
There are some values that when entered will result with a **non feasible value**. . (i.e. **12.5 games**) In this case where the **number games returns as a fraction**, it will be labeled in **red** so clients understand that this is **not a viable scheduling option**.

When calculating the number of total games for 'Cross Divisional Confrontation' it is sometimes desirable to have teams a schedule where teams play interdivisionally as well as intradivisionally. In this case there will be a number of common teams (same team listed in both the [Teams and Opponents list](#))

Splendid City Swap Tool Schedule Utility

Using the Splendid City Swap Tool Utility, users may extend the inherent Splendid City scheduling algorithms to conform to various individual situations and can save those adjustments to a Splendid City .tsScript (XML formatted) file to be loaded for repeated re-use. Schedules with similar constraint patterns may use the same script by loading it directly into the plugin interface to be infused into schedule builds prior to any hard constraint adjustments (unavailable objects constraint resolution or game conflict resolution) . An extremely handy tool to suit specific scheduling requirements. By creating plugin scripts schedule adjustments can easily be reused and integrated into the scheduling process. Using this utility clients may build up large palettes of scheduling modifications targeted for their own specific needs.

When creating plugin scripts it is possible to establish a choreography of swaps. Users may see the result of their modifications by selecting the 'execute' push button. To execute all the actions from all the panels in the order specified by the [comments and order panel list](#), users may select the 'Execute all' pushbutton to view the results of all the modification actions.



The screenshot shows a software interface titled "Exchange Home Location Advantage". At the top, there is a text input field labeled "Switch Home Location Advantage for Game:" containing the number "1", followed by an "Add" button. Below this is a list box containing three entries: "[Swap Home Locations for Game] #2", "[Swap Home Locations for Game] #5" (which is highlighted in blue), and "[Swap Home Locations for Game] #3". At the bottom of the interface, there are two buttons: "Remove" on the left and "Execute" on the right.

Exchange Location Advantage:

To exchange Home Location advantage quickly and easily for a game or series of games, enter the index number of the game or games and select the run script pushbutton below.

Games to be swapped

Swap Game indexed at: with:

- [Swap Dates and Times For Games] 1 & 4
- [Swap Dates and Times For Games] 2 & 5
- [Swap Dates and Times For Games] 3 & 6

Swap Games:

To quickly and easily swap a game or series of games, indicate the indexes of the games to be swapped and select add to add them to the list. Once a satisfactory list has been created invoke the run button to execute the script. The actions are performed linearly from top to bottom of the list.

Swap Game Objects List

Index	Home	Away	Location	Crew
1	Temp_Team_4			
2		Temp_Team_1		
9			Temp Loc... ⇅	
			Temp_Location_1	
			Temp_Location_2	
			Temp_Location_3	

Add Modification

Remove

Execute

Games Object Swap Panel:

To make modifications to actual game objects you may use the game object swap panel. Simply specify the game index and the object modification. It is not necessary to modify all the object, only the ones that need to be modified. You can create a series of modifications be executed in a sequential order.

Plugin Script Comments

Script assumption: 9 Teams, 18 Total Games ...

'Execute All' Command Ordering [Top to Bottom]

Exchange Location Advantage
Swap Games
Swap Game Objects
Swap Game Dates



Comments and Execution ordering panel

To quickly and easily swap a game or series of games, indicate the indexes of the games to be swapped and select add to add them to the list. Once a satisfactory list has been created invoke the run button to execute the script. The actions are performed linearly from top to bottom of the list.

Swap Game Dates

Swap all games on ...

Saturday, 22 Aug 2009

with all games on ...

Saturday, 29 Aug 2009

Add

Swap all games on 8/8 with all games on 8/15
Swap all games on 8/22 with all games on 8/29

Remove

Execute

Swap all games on a date with all games on a different date:

To quickly and automatically swap a group of game demarked on a date with another group of games on a different date in the same schedule, indicate the dates of the games to be swapped and select the 'Add' pushbutton to add them to the list. Once a satisfactory list has been created, invoke the 'Execute' button to execute the script. The actions are performed linearly from top to bottom of the list.

- **Execute All:** Invoke all the actions defined in the panels above in the order defined in the [execution ordering list](#).
- **Cancel:** Closes the dialog, discarding all changes.
- **Save Script:** Saves the current data to an Splendid City .tsScript file (portable XML language format used) for later reuse.
- **Load Script:** Loads a previously created Splendid City script .tsScript (portable XML language format used) file into the Swap

Splendid City Re-schedule Utility

As of Splendid City v4.5, the **Re-schedule Utility** can be invoked from a the current schedule viewer [toolbar button](#).

Splendid City Re-schedule Utility

Games to Reschedule

All games after...

Friday, 06 Mar 2009

Total number of games to reschedule: 42

Number of Games Per Date:

Number of games that remain to be entered: 0

Auto Fill All Number of Games with Go

Dates	Number of Games
Friday, 06 Mar 2009	1
Saturday, 07 Mar 2009	1
Saturday, 14 Mar 2009	2
Friday, 20 Mar 2009	1
Saturday, 21 Mar 2009	1
Saturday, 28 Mar 2009	2
Friday, 03 Apr 2009	1
Saturday, 04 Apr 2009	1
Saturday, 18 Apr 2009	2

Copy From Schedule

Reschedule!

Cancel

Using the Re-schedule Utility users can incorporate the built-in functionality of Splendid City's conflict and constraint resolution algorithms to **move games** that could not be played to **new date slots** specified in the utility's 'Number of Games Per Date' fields.

Users can identify games that need to be rescheduled either by '**selecting**' them in the schedule view, flagging them as '**canceled**', or by **choosing a bounding date**, using the available combo box choices. The 'Number of Games' slots total must **coincide** with the total number of games to be rescheduled value.

The re-schedule algorithm then evaluates all the games listed in the schedule when resolving conflict and constraint issues. If the intent is to re-schedule **only a limited group of games**, and leave certain existing games **intact**, it would be advisable to '**move**' the targeted games (see the [copy/move schedule utility](#)) to a new temporary schedule, and then re-schedule the games there, moving them back to the original when satisfied with the result. Doing this will '**lock**' certain games while rescheduling others.

Splendid City Teams Standing Panel

Standings for PW_Girls_Central

Status	Team	GP	W	L	T	OTL	GF	GA	WIN%	PTS
1	pg St John 2	2	2	0	0	0	32	12	100.0	13
2	pg St Ambrose	2	1	1	0	0	30	24	50.0	5
3	pg St Olaf	2	1	1	0	0	20	21	50.0	5
4	pg P Elias	2	1	1	0	0	17	21	50.0	5
5	pg St John 1	2	1	1	0	0	17	28	50.0	5
6	pg St Vincent 3	2	0	2	0	0	20	30	0.0	3

Load Score Objects From a Directory Export to HTML Close

The **Teams Standing Panel** represents the **ranking** of the teams that participate in the current schedule. The ranking is based on [user defined preferences](#) with regards to cumulative points and tie breaking criteria.

Users may **batch update** (update en masse) score data by **importing a collection of .score file objects** from a user defined folder or directory. Score objects can be created from within copies of Splendid City Lite in the [Game Properties](#) panel associated for each schedule game. Users may use the [Splendid City Email Client](#) in mailing game results (.score files) to league organizers to **report the results** of a game in an asynchronous fashion, and enabling the administrator to **quickly import** the data to be updated in the schedule standings. In addition to [publishing](#) team standings users may also export standings directly from this panel as well.