

Quinte Region

Crokinole Club

QRCC Clock 2.0

The QRCC Clock 2.0 is a new version of the popular QRCC Clock 1.0 software which was created to help with the timing of play during Crokinole tournaments or regular club nights. This manual provides a description of the installation and operation of the software so that you can use it at your club.

This software is brought to you by the Quinte Region Crokinole Club. We hope that you enjoy using it!

# What’s new in Release 2.0

Several enhancements have been added in Release 2.0 of QRCC Clock to address some deficiencies and add a few suggested features:

1. An extra digit was added to the minute display – which comes in handy for doubles tournaments where timing requires more than 9 minutes (oops!).
2. The timing of break times now includes a countdown clock so that players can better see how much time they have before play begins again. (Thanks to Roy Campbell for this idea!)
3. New colours were added to the timer to give a better visual indication of time remaining - green for more than 1 minute, yellow for less than 1 minute and red when your time is up. (Thanks to Fred Slater for the idea of using colours!)
4. A few other minor changes that you may notice.

# System Requirements

Windows PC running either Windows XP or Windows 7 Operating System.

# Installation

You can use the following procedure to install the QRCC Clock 2.0 software on your computer. We recommend that you consult with someone familiar with Windows PC software installation if you have trouble understanding these instructions.

1. To obtain a copy of the software for installation visit the Quinte Region Crokinole Club web site ([www.qrcc.ca](http://www.qrcc.ca)).
2. Download the ***QRCCClockV2.zip*** file to your desktop or a folder that you would like to use for the software.
3. If you are using Windows XP, you will need to open the downloaded ***QRCCClockV2.zip*** file using WinZip and Extract it to your desktop or a folder that you have created for the software. If you are using Windows 7, you can just double-click the downloaded file to enter the folder containing the installation files.
4. Double click the folder named ***QRCCClockV2*** and look for the ***setup.exe*** program file
5. Run the ***setup.exe*** program by double-clicking on it
6. You will be asked whether you should install the program and you should choose the ***Install*** option to proceed.
7. Within a minute the QRCC Clock 1.0 software should be installed and start to execute for the first time

# Operation of QRCC Clock 2.0

After installation, the QRCC Clock 1.0 software should be available to run from your Windows ***Start*** menu under ***All Programs*** / ***QRCCClockV2*** / ***QRCCClockV2.*** When operating the software there are a number of options and buttons that you can use to optimize the clock for your situation. Here is a brief description of each of these items:

## Settings and Buttons

Before starting the clock there are a few settings that will determine how it will operate.

### Game Time

This setting is used to define how much time will be allowed for each game. The default Game Time setting when the software is started will be 8 minutes and 0 seconds. Entering a different Game Time in this line will change the length of time used for each game until the software is exited or a new value is manually entered.

### Break Time

This setting is used to define how much time will be allowed for the break between each game. The default Break Time setting when the software is started will be 1 minute and 0 seconds. Entering a different Break Time in this line will change the length of time used between games until the software is exited or a new value is manually entered.

### Start Time

This setting is used to start the clock at a specific time when necessary due to an unexpected halt in play or a similar issue that requires the clock to be altered. This option is normally not required and should be left blank unless needed.

When the minutes and seconds are entered into this line the clock will start at the time entered and continue to count down to zero. The Start Time setting will be erased after the clock has started so that it does not change the timing of future games unless it is manually set again.

### StartButton.gif

### Start Button

### The Start button is used to (you guessed it) start the clock at the beginning of play or after the play has been stopped. When this button is pushed, the starting bell will ring and players can begin play. The starting time will be the Game Time selected unless a different Start Time setting has been entered, as described above.

If a fixed break time is allowed between sessions, timing of games can continue without hitting any other buttons until the games are over for the session.

The clock will automatically go through the following phases repeatedly:

1. A starting bell will sound to let players know that the game has begun and the timer will display the time remaining in the game
2. The timer will count down from the starting time until there is one minute remaining
3. A brief “one minute warning” sound will be played when there is one minute remaining on the clock to alert players that the end is near
4. An “end of game” sound will be played when the game time has expired to alert players that they should stop play for that game, completing any final shot when required
5. The timer will begin to time the break period and display a green meter that shows the time remaining for the break until rough 30 seconds remain in the break
6. A “Please be seated!” message will display for the final 30 seconds of the break and a warning sound will be played periodically as the time for the new game approach.
7. When the Break Time expires the starting bell sounds and the timer for a new game automatically starts counting down. See step 1.

### StopButton.gif

### Stop Button

The Stop button can be used whenever game play needs to be halted, or to reset the timing when required. Hitting the Stop button the first time will stop the timer while retaining the time remaining on the clock. This will allow play to continue for the time remaining on the clock simply by hitting the Start button.

Hitting the Stop button a second time without restarting the game will cause the time remaining on the clock to be reset to the Game Time setting. This will clear the timer and set it back to the Game Time setting.

### Sounds Buttons

The Sounds buttons can be used at the beginning of a tournament or session to demonstrate to players the sounds that they will hear from the clock. They can be pressed at any time after the game has been stopped and will play the sound that is described on the button.

## Tips on Using QRCC Clock 1.0 in a Tournament

# Here are a few tips on using this software in a tournament. I have learned most of them at the School of Hard Knocks:

1. Before running your tournament, you should consider using this timer for a “dry run” at your regular club nights to avoid surprises during the tournament.
2. When running the software it is best to use Full Screen mode of the application window using the box at the top right of the window.
3. For larger rooms an amplifier may be required to ensure that the sounds are heard by all. Low cost PC speakers may not work well in a large room.
4. If you intend to use a projector for the clock, you will need to know how to switch the PC video to the projector. It is wise to practice this prior to the tournament if you are unsure of this operation.
5. You should disable your PC’s screen-saver software for the tournament so that it does not interrupt the timer and lock up your computer during the tournament, especially if a password is required to re-access the computer after the screen saver kicks in.

# Warranty

None, so good luck!

# Support

If you experience problems with this software you can contact Peter Tarle from the Quinte Region Crokinole Club at [peter@tarle.com](mailto:peter@tarle.com), or one of the other members of QRCC listed at the club web site ([www.qrcc.ca](http://www.qrcc.ca)).

Please note that this software was written and is supported on a “hobby” basis and I may not be able to get to your problem for some time due to other time commitments (like work). However, I do have fun working on this software so let me know if you have any idea that you think I should consider in the future and I will see what I can do.