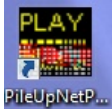**Introduction -** Thanks for using the practice mode of the PileUpNet Player application. Here are some brief notes on it's use.

Installation - After downloading and unzipping the installation file run the setup file. This will install the application along with all of the currently available practice cases and should also install a PLAYer icon on your desktop.

Operating Using Computer Logging – After starting the application the following Call Entry Dialog will appear. This is the dialog you will see when playing a PileUpNet-based actual competition. Check the Type of Operation area to verify that the Practice mode radio button is checked. Once the Practice mode is checked the dialog will have the following appearance. If not, you may need to resize the window slightly.
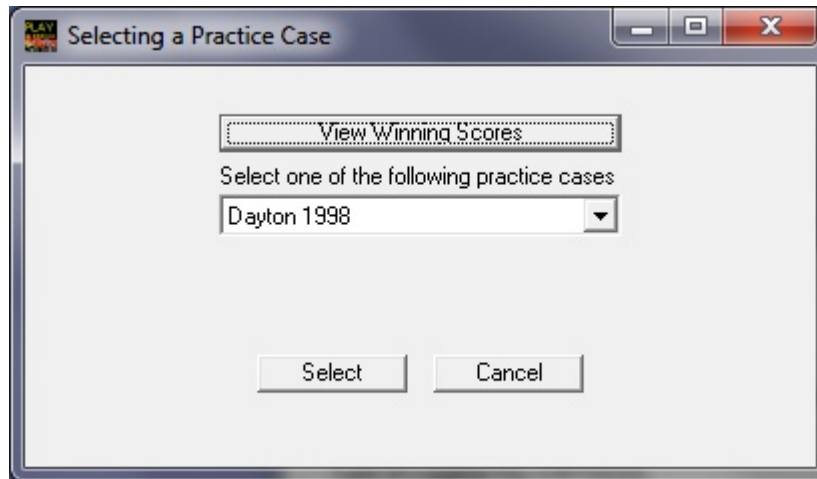
After entering your call sign or other identifier press the Enter key and then you will be prompted to log on either Computer or Paper and after choosing to do computer logging the following Practice Case selection dialog will appear. You can select the practice case from the drop down.

If you're interested in information about who won, their score, and the average score on the original running of each case click on the "View Winning Scores" button to bring up the following dialog. Note that Dayton 2006 and 2007 are indicated as not being available. This is because the audio and checklist files were not available when the Practice Mode was put together but may be found at a later date and if so will be placed on www.no5w.com for downloading.
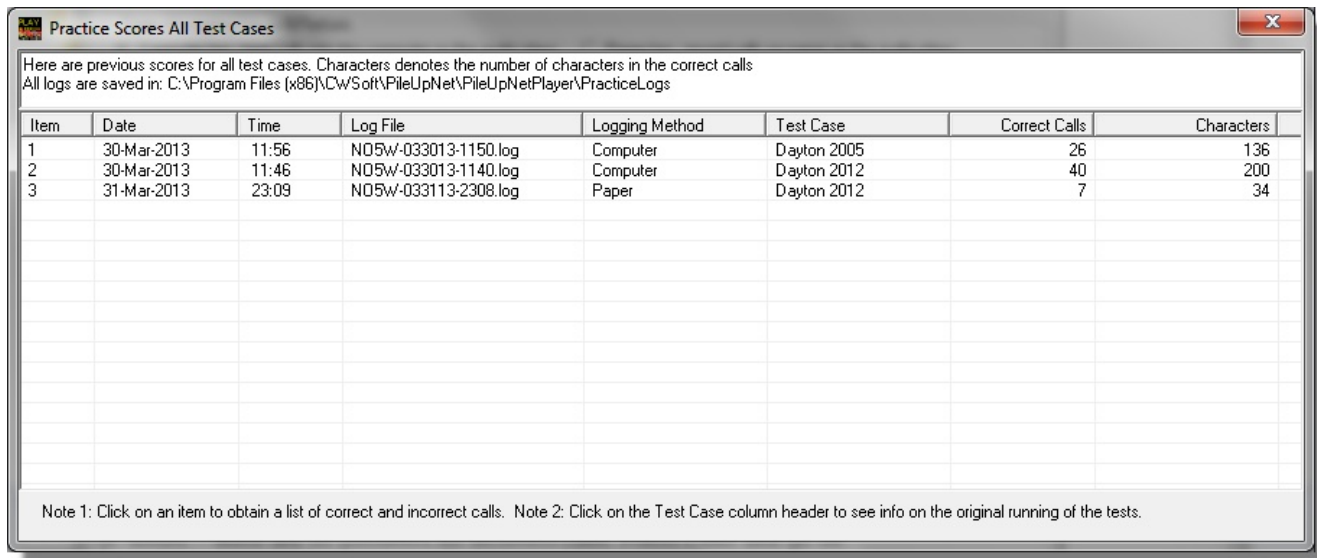
Winning Information from Original Test

Here are the winners and their scores from the original running of each test along with the average score of all participants in the original running.

Test	Available*	Winner	Winning Score	Average S...
Dayton 1998	Yes	W9WI	59	32
Dayton 1999	Yes	W9WI	71	36
Dayton 2000	Yes	K3ZO	70	34
Dayton 2001	Yes	W9WI	59	31
Dayton 2002	Yes	VE3DZ	56	31
Dayton 2003	Yes	W9WI	58	31
Dayton 2004	Yes	K3ZO	59	30
Dayton 2005	Yes	JE1JKL+N2NC+N2NT+N9RV	52	31
Dayton 2006	No	N9RV	56	32
Dayton 2007	No	VE3NE	59	33
Dayton 2008	Yes	W9WI	52	31
Dayton 2009	Yes	VE3DZ	51	26
Dayton 2010	Yes	K1VR	73	47
Dayton 2011	Yes	VE3DZ	68	37
Dayton 2012	Yes	K5GN	77	40

*Available indicates whether the audio and calls checklist exist on this machine.
If a case is not available check www.no5w.com for a possible download.

Selecting one of the test cases and closing the dialog (use ESC or the X) will place that case in the drop down box of the Practice Selection dialog. Once the Select button has been clicked the audio for that case will start and the game will be on. Type calls you hear and press the Enter key after each. After about five minutes the audio will end and a few (5-10) seconds after that your score will appear in the Call Sign Logging window. At that point you can also see your score along with scores on any of your previous sessions by clicking on the panel beneath the Call Sign Logging window. This will bring up the following Practice Results Dialog with the tests grouped by Test Case. Note that all practice logs are saved in the PracticeLogs directory identified at the top of the dialog. To keep the log file names unique they are named by YourID-mmddyy-hhmm.log where YourID is the identifier you entered when starting the test. If you wish to remove the results of any cases simply close the application and go into the PracticeHistory.csv file and delete the appropriate lines, and then go into the PracticeLogs directory and delete the corresponding files.

Practice Scores All Test Cases

Here are previous scores for all test cases. Characters denotes the number of characters in the correct calls
All logs are saved in: C:\Program Files (x86)\CWSoft\PileUpNet\PileUpNetPlayer\PracticeLogs

Item	Date	Time	Log File	Logging Method	Test Case	Correct Calls	Characters
1	30-Mar-2013	11:56	NO5W-033013-1150.log	Computer	Dayton 2005	26	136
2	30-Mar-2013	11:46	NO5W-033013-1140.log	Computer	Dayton 2012	40	200
3	31-Mar-2013	23:09	NO5W-033113-2308.log	Paper	Dayton 2012	7	34

Note 1: Click on an item to obtain a list of correct and incorrect calls. Note 2: Click on the Test Case column header to see info on the original running of the tests.

As note 2 indicates you can click on the Test Case column header to see Winning Information from the original tests similar to the dialog shown previously for the Practice Selection Dialog but in this case limited to those test cases you have actually tried.

As note 1 indicates you can click on any of the items to see a list of calls that were good and bad during that practice session. This will bring up a Call Analysis dialog like the following showing details of how you did on each call sign entry and how your final results stack up against the winner and the average from the actual competition.

Call Analysis

Here are the analyzed results for the following log and test case.

Log: NO5W-033013-1140.log

Test: Dayton 2012

Item	Calls	Status
16	JA1ELY	Good call
17	JA3CZY	Good call
18	JA3YBK	Good call
19	JA7BME	Good call
20	JH3PRR	Good call
21	JR1MQT	Good call
22	K3IE	Good call
23	K7TD	Good call
24	KL7AIR	Good call
25	KP2MM	Good call
26	LT1F	Good call
27	LU8DCF	Good call
28	OH0X	Good call
29	P40V	Good call
30	PJ2T	Good call
31	PP5JY	Good call
32	S57UN	Good call
33	ST2AR	Good call
34	TI5N	Good call
35	TI8M	Good call
36	TO11A	Good call
37	WL7E	Good call
38	WP3A	Good call
39	ZD7XF	Good call
40	ZP5DBC	Good call
41	'S5	Bad call
42	3B9CF	Bad call
43	3BA	Bad call
44	C3	Bad call
45	CA	Bad call
46	JG1AVX	Bad call
47	KK7ZE	Bad call
48	LZ3D	Bad call
49	N9	Bad call
50	O	Bad call
51	RK8UE	Bad call
52	ZD8XF	Bad call

Total Entries: 52   Good Entries: 40

Winning Score: 77   Average Score: 40

Replaying a Test - The button labeled Replay/Review on the main dialog can be used to initiate a replay of a selected competition showing how the test progressed including the progression of the top five contestants at Dayton, the progression of the average of all contestants at Dayton, the progression of a user-selected contestant from Dayton, and, if available, the user's best session of practice on the given test case . Also included is a set of moving windows showing the min/max scores of the top five. Here the selected player from Dayton 2012 is challenging for a spot in the Top Five box.
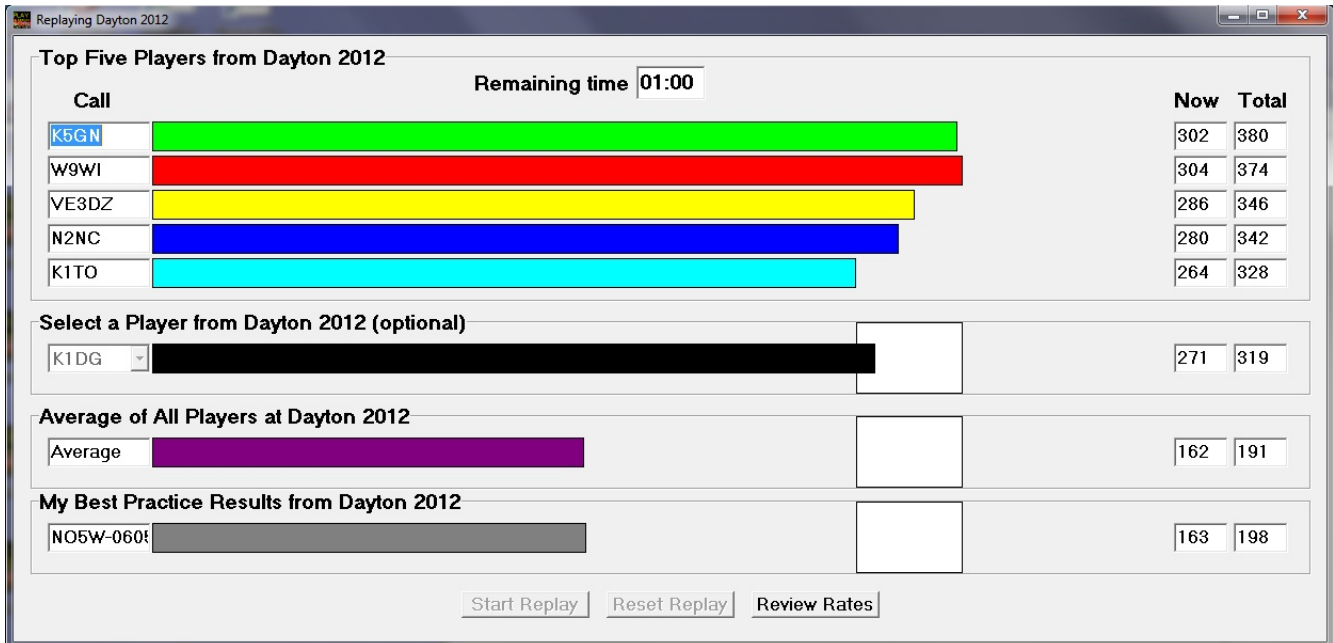
It should be noted that the replay feature depends on "timed scoring" data collected during the original running of the test case, archived, and made available for use by the program. Similarly timed scoring data must be available from practice sessions. For this reason the only test cases that currently support the replay feature are Dayton 2012-2013 and only those practice sessions conducted by the user following installation of Patch 180-02 will be available for the replay. Also practice sessions conducted on paper will not be available for the Replay feature since there is no way to time scores from paper logs.

Reviewing Rates – The above Replay dialog also has a button labeled Review Rates. Clicking this button either before or after performing a replay will display data showing the number of characters logged in each of eighteen 20 second intervals as shown in the screen shot below. Clicking on a column header allows the user to review the audio present during that interval and, as desired, to include a user-selected number of seconds in the previous interval. In the screen shot below the user (NO5W) has selected the interval beginning at 200 seconds probably in an effort to understand why the significant drop in rate from 23 to 6 and has chosen to listen to 5 seconds from the preceding interval. A row (MinTop) is included in the table to show the number of characters in each interval by which the minimum required to keep up with the top five window is increasing. As indicated in Note 3 rows are

also included in the table to indicate the number of characters in each interval by which the user or the selected participant from Dayton lost (+) or gained (-) ground in an attempt to secure a place in the top five group.

| Reviewing Rates | | | | | | | | | | | | | | | | | | | | |

The table below shows the number of characters logged in correct calls during each of eighteen 20 second intervals. Of course the first 2-3 intervals are during the startup and have very few if any calls to log. The last 2-3 intervals are there for padding since all competitions are not exactly the same length. So the main focus in reviewing this data should be on intervals 4-16. Click on an intervals column heading to hear the audio related to that interval. You can select to start the audio a number of seconds before the start of the selected interval. The selected interval will be shown in yellow and the previous interval data will be shown in red until the audio moves into the time of the selected interval.

Start audio [5 ▾] seconds before start of selected interval.

Call	0	20	40	60	80	100	120	140	160	180	200	220	240	260	280	300	320	340	Av...	D...
K5GN	0	0	5	37	23	31	30	29	36	25	25	33	24	37	30	15	0	0	30	4.8
W9WI	0	0	5	26	23	35	28	31	31	25	32	34	30	33	30	11	0	0	30	3.5
VE3DZ	0	0	5	31	28	26	25	28	26	31	30	28	24	25	26	13	0	0	27	2.3
N2NC	0	0	5	25	28	20	24	22	25	32	29	34	30	29	26	13	0	0	27	3.9
K1TO	0	0	5	24	28	30	29	18	30	22	31	30	11	35	20	15	0	0	26	6.5
MinTop[2]	0	0	5	24	25	24	24	22	25	32	29	34	14	35	20	15	0	0	26	5.8
K1DG	0	0	5	29	28	30	25	29	21	22	22	26	24	27	25	6	0	0	26	2.9
NO5W-060513-...	0	0	0	15	17	21	9	19	11	23	6	19	19	20	11	8	0	0	16	5.1
MinTop-K1DG	0	0	0	-5	-3	-6	-1	-7	4	10	7	8	-10	8	-5	9	0	0		
MinTop-NO5W-...	0	0	5	9	8	3	15	3	14	9	23	15	-5	15	9	7	0	0		

Note 1: Average and deviation are taken over the interval beginning at 60 and through the interval ending at 299
Note 2: MinTop is the rate (number of characters in the interval) at which the minimum required to get into the top five group increases in the interval
Note 3: The rows captioned MinTop-XXX indicate the amount by which XXX lost ground (+) or gained ground (-) in an attempt to obtain a position in the top five group.

Operating Using Paper Logging – To use paper logging you start the application and choose a test case in the same way as described for computer logging, except of course you choose paper logging when prompted. After selecting the test case the audio will start and you will record the calls on paper. At the end of the audio file wait for the prompt requesting that you enter your paper log. Then use the button "Enter Paper Log" in the upper right hand corner of the main display to call up this dialog.

Enter the call sign or ID in the call sign of the player window and press the Enter key. This will add the time stamp to the call sign and will enable the Call Signs Logged area.. Type each call from your paper log into the Call Signs Logged area on a separate line. Once all of the calls have been entered clicking on the Save button will cause the score to be computed and the results displayed in the Call Sign Logging window of the main display. At this point you can also view the results using the Show Previous Practice Scores button just above the instruction area on the right.

Acknowledgment – The author would like to acknowledge the assistance of Russ-K0VXU in assembling the data files from the various competitions for use in the practice mode. In recent years Russ has taken over the production of the competition files after training under the master, Tom Hammond N0SS-SK, who produced many of the competitions over the years until becoming a silent key in 2011.