Introduction – This Kiosk version of the Pile Up application is intended for use at ham fests and other meetings where the number of potential players and the available equipment does not merit a full-blown networked version of Pile Up Net. The Kiosk version is essentially the Player application used in Pile Up Net and, as the name implies, it is intended as a walk-up version where players step up and try their hand at a five- minute run of call signs. This document is a quick note on its setup and use.

Preliminary Step – In order to use Kiosk Pile Up, you first need to obtain an audio file and a call sign checklist file listing the valid calls that are on the audio. The program does not create either of these files. Contact Chuck – NO5W at his QRZ email address for help on obtaining these files which can be tailored to your planned event. The audio file must be a wave file and the call sign check list a text file with a separate call on each line.

Define the Pileup – After installing the program you will need to define the Pile Up Competition that you plan to run. To do this use menu item **File | Define a New Pileup** which will bring up the following dialog.
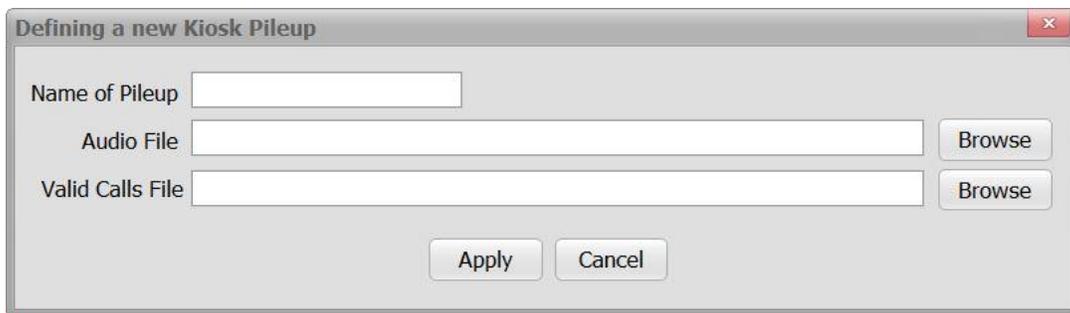
Give the pileup a name (e.g. Summerfest-2018) and then browse to the Audio File and the Valid Calls File that you plan to use – typically these files can be found in a separate directory that was included in the zip file that was downloaded with the application setup file. Once the Apply button is clicked internal storage for the named pileup will be created and the Audio and Valid Calls files will be copied into the appropriate directories for use by the Kiosk application. Generally, it will not be necessary for the administrator to directly access the files associated with the competition but, just in case, here is the directory structure for two pileups named Dayton-2012, and New-Dayton-2012.

As indicated in the above all data for the Kiosk Pile Up is stored under the PileUpKiosk directory which is on the path C:\Users\Public\PublicDocuments\NO5W\PileUpKiosk with a separate subdirectory for each named competition. Under a given competition there are the following subdirectories:

- **Logs directory** – A separate file named <callsign>.log is kept listing the entries copied by each entrant.
- **PaperLogs directory** – A separate file named <callsign>.log is defined for holding the entries to be entered by the administrator from the paper log submitted by a participant.
- **Reports directory** – This directory contains a separate file named <callsign>_RPT.txt that summarizes the entrant's score and provides some overall statistics for the contest. The <callsign>_RPT.txt file is the file that will be emailed to the participant if they provided an email address.
- **TimedScores directory** – Each time a contestant using computer logging makes a correct call entry the file <callsign>_TS.log in the TimedScores directory is updated listing the Time of Score, Number of Correct Calls, and Number of Characters in Correct Calls where Number of Correct Calls is the cumulative number of correct calls to that point in time and the number of characters in the correct calls to that point in time.
- **WavesAndChecks directory** – this is the directory containing the audio and callsign check list files for the given competition. It is recommended that this directory contain only one audio file and one callsign check list file. If all of your interaction with the application's data is via the application this will always be the case.

Start the Pileup – Once a Competition has been defined it can be started using menu item **File | Start an Existing Pileup** which will bring up a submenu of defined pileups. Clicking on the one you plan to run in your competition will enable the Players Call Sign window and the name of the pileup being run will show in the status window at the bottom of the display. Note that if, for some reason, you decide to close the application and then want to resume the competition you should be sure to start the correct pileup in case there is more than one available. Until you specify the pile up to run, entries will be disabled. Here is a screen shot of the main entry screen after a pile up (Dayton-2012) has been specified.
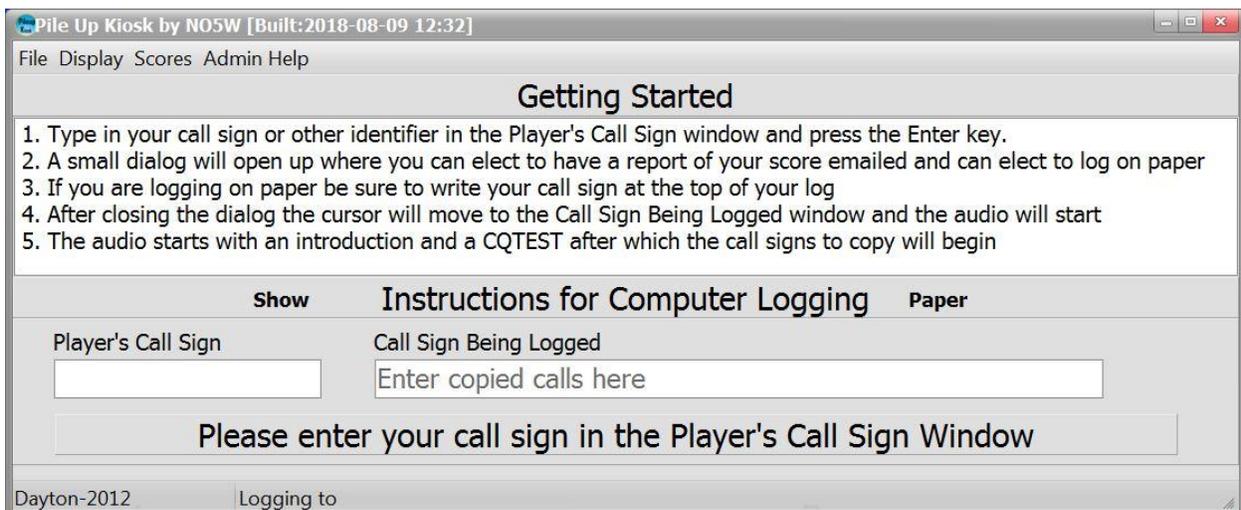
Here only the Getting Started instructions are shown and the Instructions specific to Computer Logging have been hidden. Click on the Show label to show the full instructions and on the Paper label to change the instructions from those for Computer Logging to those for Paper Logging.

Operating a Session – When a player is ready they should enter their call in the **Players Call Sign** window and press the Enter key. If their call has not already been used and does not have any illegal characters (></\,etc) the player will be presented with the following option to receive an email report at the end of the competition and can elect to log using the computer or paper. The player may elect to receive the report by providing an email address. Note: The Admin Help menu can be used to enable/disable support for paper logging and for email reporting.
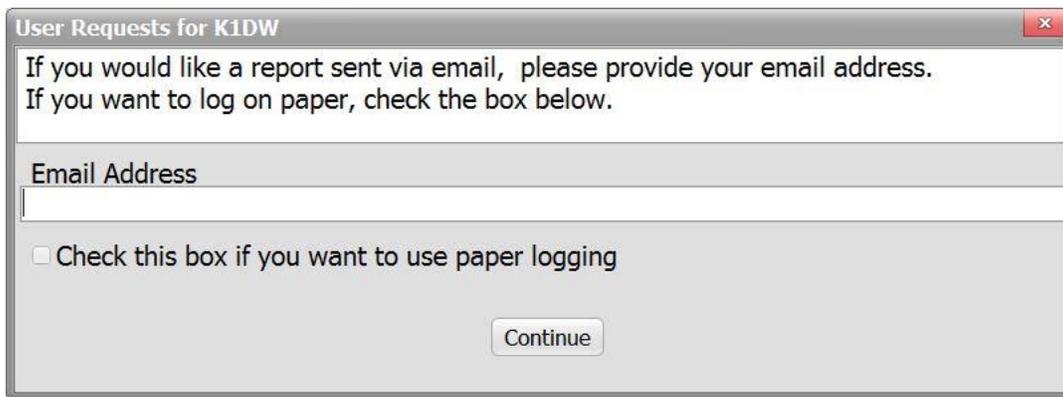
After clicking on the Continue button or pressing the Escape key the focus will return to the main entry screen and will advance to the **Call Sign Being Logged** window and the audio will start with an introduction. After about a minute the audio will issue a CQ or CQTEST and the responding calls will start. Players using computer logging should type each call and press the Enter key to log the call. Players using paper logging should of course just write the copied calls on their log sheet. In either case the audio will continue for about four minutes until the audio stops and after a second or two the computer-logging Player's score will be presented on the scoreboard.

Once the session is over and the score has been reviewed the player, or the administrator, should close the scoreboard if it is open to make the application ready for the next player. To review the standings of the players the scoreboard can be accessed using menu item **Scores | Show Scores Table** which will open the following scoreboard dialog

Rank	Player	Calls	Chars*	Logging Method
1	NO5W	48	238	Computer Log
2	NO5W-6	47	233	Computer Log
3	NO5W-2	45	208	Computer Log
4	K5MPM-1	43	208	Computer Log
5	K5MPM	5	21	Paper Log
6	K5MPM-2	0	0	Computer Log

Notes*:
1. Players are ranked on the basis of number of Correct Calls.
2. The number of Characters in Correct Calls is used in case of a tie.
3. Double-click on a Paper Log row to enter or revise the log of a paper-logging player.

Write to CSV

At any point during an on-going competition, when no one is taking the test, you can show the current standings using menu item **Scores | Show Scores Table** which will bring up a display having the above form. Here the entries are ranked in terms of their number of correct calls with any ties being decided by the number of characters in the correct calls. It is also important to note from the above that if a participant has taken the test and wants to take it again they should sign-in as <Call>-x. For example, in the above NO5W has taken the test at least three times first as NO5W and then as NO5W-2 and NO5W-6. Notice also from the above that the number of correct calls is the primary ranking quantity with the secondary one being the number of characters in the correct calls. For example, NO5W-2, and K5MPM-1 have the same number of characters in correct calls but NO5W-2 is ranked ahead of K5MPM-1 because NO5W-2 has more correct calls in his log.

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

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

Scores

Scores for Dayton-2012

Rank	Player	Calls	Chars*	Logging Method
1	NO5W	48	238	Computer Log
2	NO5W-6	47	233	Computer Log
3	NO5W-2	45	208	Computer Log
4	K5MPM-1	43	208	Computer Log
5	K5MPM	5	21	Paper Log
6	K5MPM-2	0	0	Computer Log

Notes*:
1. Players are ranked on the basis of number of Correct Calls.
2. The number of Characters in Correct Calls is used in case of a tie.
3. Double-click on a Paper Log row to enter or revise the log of a paper-logging player.

Write to CSV

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

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

Generating Reports – Once the competition is over you can use menu item **Scores | Prepare Player Reports** to generate a report showing the calls the player logged correctly and some statistics about how other players did. For those players that provided an email address there is a button for attaching the report to an email for sending.

Exporting a Pileup – If for some reason it is desired to move the current pileup to another machine or possible just to capture it on a memory stick use menu item File | Export the Current Pileup. This will save all of the files associated with the pileup in a directory structure like the one shown on page 1.

Importing a Pileup – To import a pileup that has been exported use menu item File | Import a Pileup. An obvious use of the Export/Import process is to move an existing pileup from one machine to another.