

# Pile Up Net Start Up Guide

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# 1 Introduction

## 1.1 Purpose

This document provides a start up guide for administering a CW Pile Up Competition using PileUpNet. In addition to a checklist of tasks, it provides details covering installation and configuration of the software components from a specially structured thumb drive, setting up the network, and setting up the PileUpNet system for a competition run. Additional information related to customizing a competition, manual installation and configuration, managing log files, and running PileUpNet in demonstration mode are covered in the appendices.

It is highly recommended that a demonstration or test run be performed prior to the day of the competition using the machines that will be used in the competition. This will allow time to iron out any issues (e.g. connectivity issues due to security settings, operating system issues, etc). Resolving such issues a few minutes or even an hour prior to the competition is not a good idea. This demo run will require all of the same setup steps as the competition run and will allow the setup process on the day of the competition to start at the Connection step described below.

## 1.2 Preliminary Steps

To insure the integrity of the competition it is, of course, important that a person or persons be identified to handle the files containing the CW audio and the checklist of valid calls and that those person(s) not be contestants in the competition.

The person(s) handling the competition files should have received the following prior to the day of the competition:

1. A thumb drive containing the software installation files and a configured directory structure.
2. The wave file containing the CW audio. In the following this is called **TheWaveFile**.
3. The text file containing the check list of valid call signs. In the following this is called **TheCheckFile**.
4. A "Truth Table" file. This file will not be used in the competition but should be kept for possible reference.

**Preliminary Step 1:** Verify that **TheCheckFile** is a simple ASCII text file with a single call on each line. If that is not the case convert the file to that format being careful not to alter any of the call sign entries.

**Preliminary Step 2:** Copy **TheWaveFile** and **TheCheckFile** obtained in the previous step into the thumb drive's **\PileUpNet\WavesAndChecks** directory. To avoid possible confusion it is recommended that the Truth Table file **not** be copied to the WavesAndChecks directory.

## 1.3 Checklist of Tasks

Here is a list of the tasks required to get the PileUpNet System up and running for a competition. Details for each step may be found in the following sections.

1. Install TheWaveFile and TheCheckFile in the WavesAndChecks directory of the installation thumb drive.
  2. Decide on the role and position of the machines to be used in the competition and label each
  3. Install the PileUpNet Utility on the Host machine
  4. Use the PileUpNet Utility to install and configure the PileUpNet Host software on the Host machine
  5. Install the PileUpNet Utility on each of the Player machines
  6. Use the PileUpNet Utility to install and configure the PileUpNet Player software on each of the
-

### Player machines

7. Install the PileUpNet Utility on each of the Scoreboard machines
8. Use the PileUpNet Utility to install and configure the PileUpNet Scoreboard software on each of the Scoreboard machines
9. Install the PileUpNet Utility on each of the Manual Logger machines
10. Use the PileUpNet Utility to install and configure the PileUpNet Manual Logger software on each of the Manual Logger machines
11. Create a peer-to-peer wireless network on the Host machine
12. Connect each of the machines, including the Host machine, to the wireless network
13. Start the PileUpNet Host software
14. Start the PileUpNet network, specifying the network Port to be used and the wave file to be used in the competition
15. Start the PileUpNet Player software on each of the Player machines
16. Connect/register each of the Player machines to/with the Host and validate the wave files on each Player machine.
17. Start the PileUpNet Scoreboard software on each of the Scoreboard machines
18. Connect/register each of the Scoreboard machines to/with the Host
19. Start the PileUpNet Manual Logger software on each of the Manual Logger machines
20. Connect/register each of the Manual Logger machines to/with the Host

At this point the system setup is complete. The following steps are involved in running the competition

1. Seat each of the players at a Player machine -- this includes those that will do paper logging.
2. Players enter their call signs and press the Enter key
3. Players elect to use either computer logging or paper logging
4. Administrator starts the wave file from the Host machine, and Players adjust headphone levels
5. Players enter the calls that they copy on their Player applications or on paper
6. Shortly after the wave file ends Players using computer logging are presented with their results and players using paper logging present their logs to an assistant for entry via a Manual Logging application.
7. The administrator Resets the competition from the Host
8. A new group of players is seated, type in their calls, press the Enter key, and select computer or paper logging
9. The administrator clicks on the Start button and a second round of competition begins.
10. As the assistant(s) complete entry of each paper log using the PileUpNet Manual Logger, results are posted to the Host and distributed to PileUpNet Scoreboards via the network.

## 2 Installing and Configuring the Software

Once the machines to be used in the competition are available the following steps should be performed using the thumb drive. To run a competition with six player positions, as well as a manual logging position for entering paper logs will require eight laptops. An additional laptop will be needed if a scoreboard separate from the host scoreboard is desired. Once these laptops are available the role of each should be identified and the following steps performed depending on the role of each laptop.

## 2.1 Host Machine Setup

Perform the following on the machine designated as the Host machine

### Host Step 1: Install PileUpNetUtility -

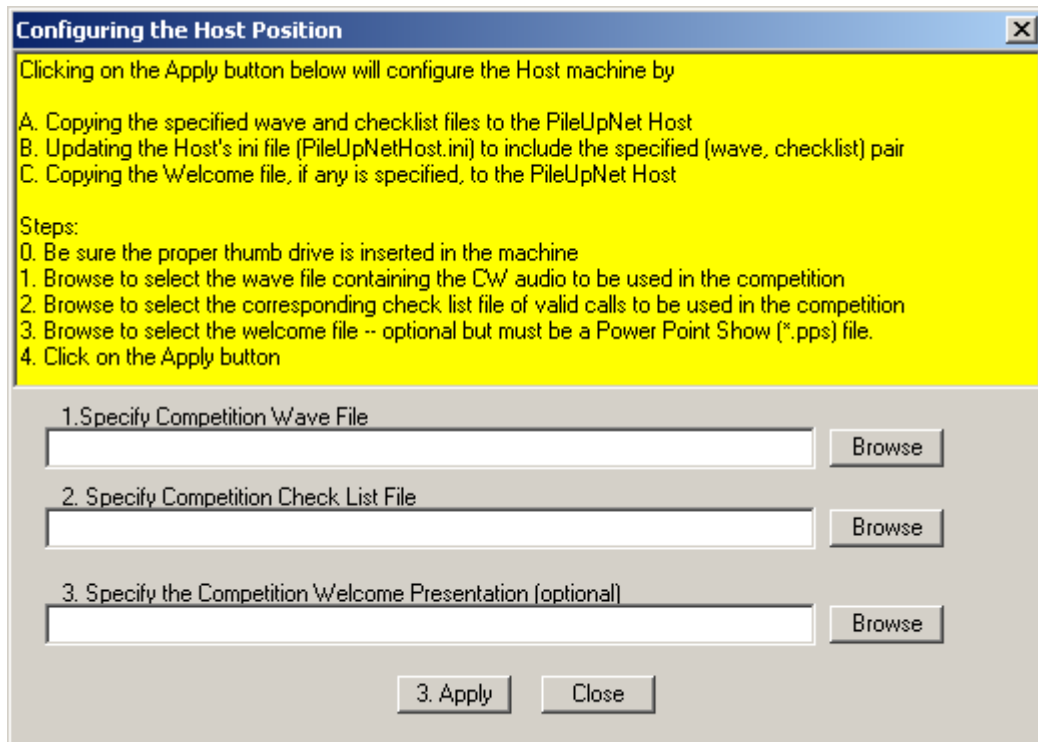
Navigate to the PileUpNet\Setups directory on the thumb drive and double click on the Setup\_PileUpNetUtility.exe file to install the PileUpNet utility on the Host. This will install a short cut to the PileUpNet utility on the Host's desktop.

### Host Step 2: Install PileUpNetHost –

Start up the PileUpNet utility and use the menu item File | Install PileUpNet Host to install the Host software.

### Host Step 3: Configure the Host –

Immediately following Step 2 you will be asked to continue with configuration of the host. You may do so at that time or return later using the PileUpNet utility menu item File | Configure Host Position to install **TheWaveFile** and **TheCheckFile** and the optional Welcome presentation file on the Host. This step will copy the necessary files to the host and modify the configuration file of the host to identify these files for the competition.



## 2.2 Player Machine Setup

Perform the following on each of the machines designated as Player machines. If you have not agreed upon a position identifier for each of the player machines you should do so at this time in order to carry out Step 3 below. These positions will be the default positions on first starting up the system and a unique initial assignment will avoid having to resolve conflicts during startup.

### Player Step 1: Install PileUpNetUtility -

Navigate to the PileUpNet\Setups directory on the thumb drive and double click on the

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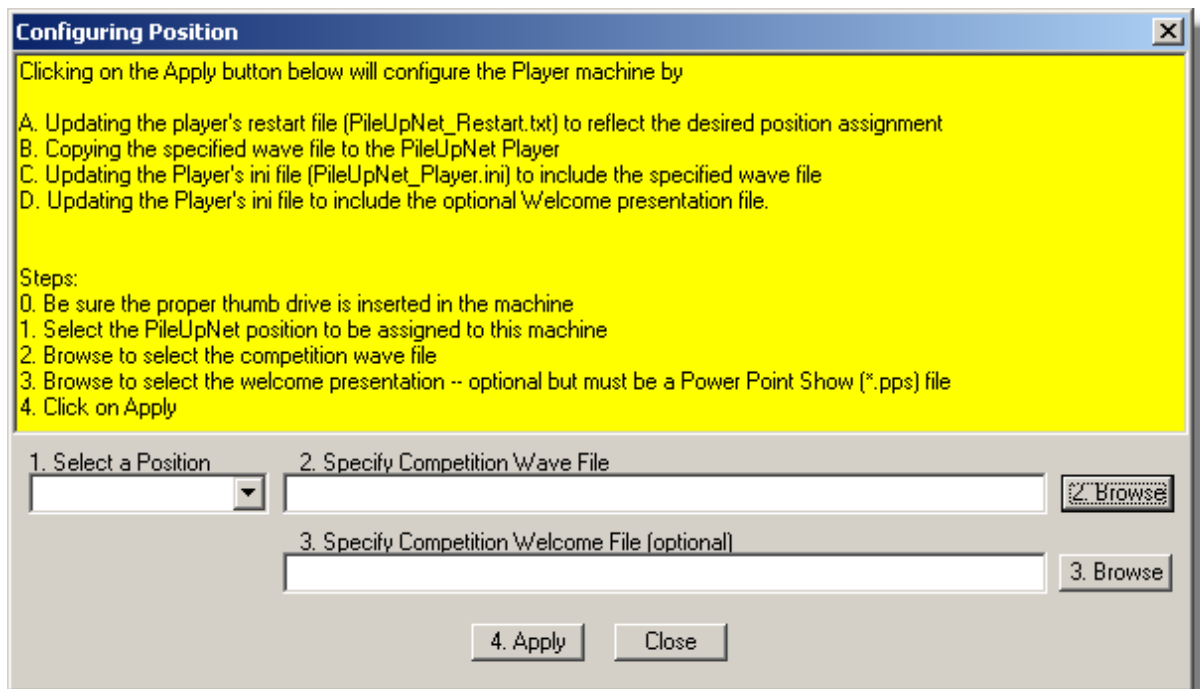
Setup\_PileUpNetUtility.exe file to install the PileUpNet utility on the Player machine. This will install a short cut to the PileUpNet utility on the Player's desktop.

#### **Player Step 2: Install PileUpNetPlayer –**

Start up the PileUpNet utility and use the menu item File | Install PileUpNet Player to install the Player software.

#### **Player Step 3: Configure the Player –**

Immediately following Step 2 you will be asked to continue with configuration of the player. You may do so at that time or return later using the PileUpNet utility menu item File | Configure Player Position to install **TheWaveFile** and the optional Welcome presentation file on the Player. This will copy **TheWaveFile** to the Player and modify the configuration file of the Player to identify **TheWaveFile** as a competition wave file. During this step you will also be asked to define the position of this Player machine.



## **2.3 Manual Logging Machine Setup**

The manual logging application is used to enter any paper logs into the system. If it is desired to allow competitors to use paper logging then at least one Manual logging machine will be needed. Perform the following on each of the machines designated for that purpose. You should define positions for each of the Manual Loggers (Manual 1, Manual 2, etc) in order to complete step 3 below. Unique assignments made at this time will avoid having to resolve conflicts at startup.

#### **Manual Logger Step 1: Install PileUpNetUtility -**

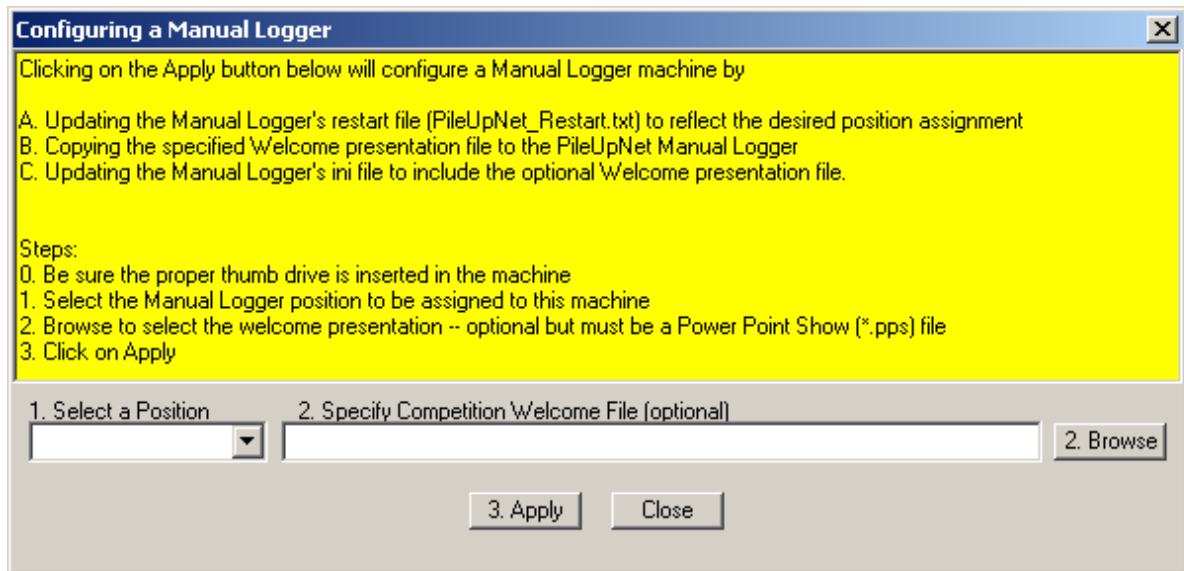
Navigate to the PileUpNet\Setups directory on the thumb drive and double click on the Setup\_PileUpNetUtility.exe file to install the PileUpNet utility on the Manual Logger machine. This will install a short cut to the PileUpNet utility on the Manual Logger's desktop.

#### **Manual Logger Step 2: Install PileUpNet Manual Logger –**

Start up the PileUpNet utility and use the menu item File | Install PileUpNet Manual Logger to install the Manual Logger software. This will install a Manual Logger shortcut on the machine's desktop.

**Manual Logger Step 3: Configure PileUpNetManLogger –**

During this step you will be asked to define the position of this manual logger as well as an optional step to identify the Welcome presentation. This will copy the Welcome presentation to the Manual Logger and will modify the configuration file of the Manual Logger to identify the Welcome presentation.



## 2.4 Scoreboard Machine Setup

If separate Scoreboard machines are being used perform the following on each of the machines designated for that purpose.

**Scoreboard Step 1: Install PileUpNetUtility -**

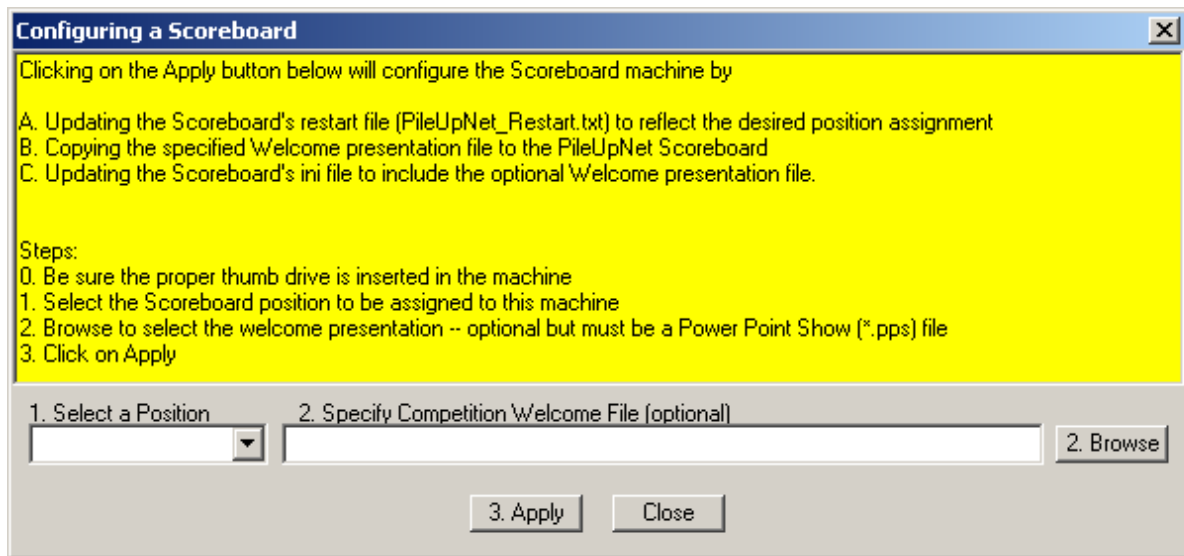
Navigate to the PileUpNet\Setups directory on the thumb drive and double click on the Setup\_PileUpNetUtility.exe file to install the PileUpNet utility on the Scoreboard machine. This will install a short cut to the PileUpNet utility on the Scoreboard's desktop.

**Scoreboard Step 2: Install PileUpNet Scoreboard –** Start up the PileUpNet utility and use the menu item File | Install PileUpNet Scoreboard to install the Scoreboard software. This will install a Scoreboard shortcut on the machine's desktop.

**Scoreboard Step 3: Configure PileUpNet Scoreboard –**

During this step you will be asked to define the position of this scoreboard as well as an optional step to identify the Welcome presentation. This will copy the Welcome presentation to the Scoreboard and will modify the configuration file of the Scoreboard to identify the Welcome presentation.

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## 3 Create Peer-to-Peer Wireless Network on the Host

Once the host machine is available a wireless peer-to-peer Ethernet network needs to be created on the host. A decision needs to be made regarding whether to use a secured or unsecured network. To create the network perform the following steps. Note that these steps can be performed well in advance of the competition day since they only require access to the host machine.

### 3.1 Network Creation Steps

**Network Step 1:** From the Windows **Control Panel** double-click on Network Connections

**Network Step 2:** On the resulting **Network Connections** dialog right-click Wireless Network Connection.

**Network Step 3:** On the resulting **Connect to Wireless Network** dialog click on the Advanced button.

**Network Step 4:** On the resulting **Wireless Network Connection Properties** dialog click the Wireless Networks tab.

**Network Step 5:** On the resulting **Wireless Networks** tab click on the Add button.

**Network Step 6:** On the resulting **Wireless Network Properties** dialog type the name of the network (e.g. PileUpNet) in the **Network Name (SSID)** box. On the same dialog click the **This is a computer-to-computer (ad hoc) network** check box.

Perform the following additional steps only if it is decided to include an encryption key. Otherwise click OK to close the Wireless Network Properties dialog.

**Network Step 7:** Click the Data encryption (WEP enabled) check box

**Network Step 8:** Uncheck the The key is provided for me automatically check box.

**Network Step 9:** Type the network key in the Network Key box. Make note of it in order for it to be used in the other machines.

**Network Step 10:** Click the arrow button to open the Key format list, and then click the key format that has been agreed to.

**Network Step 11:** Click the arrow button to open the Key length list, and then click the key length that has been agreed to.

**Network Step 12:** Click the up/down arrow to select the agreed upon key index from the list

**Network Step 13:** Click Ok to close the Wireless Network Properties dialog.

## 4 Connect Machines to the Network

In order to participate in PileUpNet each of the machines must first be connected to the peer-to-peer wireless network defined in [Create Peer-to-Peer Wireless Network on the Host](#). Once connected to the network they must be registered with the Host. The following topic describes the connection process. Registration is covered in a later topic.

### 4.1 Connect Each Machine

When its time to set up for the actual competition, the first thing to be done is to connect each machine to the wireless network by performing the following steps.

**Startup Step 1:**

Startup the Host machine and make sure the wireless network is enabled.

**Startup Step 2 :**

Connect each of the machines, including the host, to the network by:

1. Opening up the Control Panel
2. Double clicking on network connections
3. Right clicking on wireless network connection
4. Selecting View Available Networks
5. Selecting the name of the network (e.g. PileUpNet) and clicking on Connect
6. After a while you will get an Acquiring Network Address indication
7. And then after a longer while you will get a Connected indication
8. Close the dialog.

## 5 Start the PileUpNet System

When its time to begin the actual competition, the first thing to be done is to review the contents of the ActualLogsToScore directory to see if it contains logs left over from a previous running of the PileUpNet system. If you are resuming a competition in which you wish to retain previous logs then there is nothing more for you to do regarding these logs. However, if you are beginning a new competition it will be necessary to remove all of the logs from the ActualLogsToScore directory by either deleting them or, if you wish to keep them, moving them to some other location.

An easy way to check for residual logs on the Host is to simply start the system and see if any calls show up on the Host's scoreboard. If they do then you can either go into the ActualLogsToScore directory using Explorer and delete/move the logs or you can use the Manage Files menu item to remove the logs. After doing this you should Stop and reStart the PileUpNet.

You should also review the following

1. contents of each Manual Logger machine to make sure there are no files left over in the PaperLogsToScore directory.
2. contents of each Player machine to make sure there are no files left over in the NetworkedLogs directory

Once satisfied with the above directory contents startup the PileUpNet System by [Starting the PileUpNet Host](#). The steps described in the following sections [Start the PileUpNet Host](#), [Register the Player Machines](#), [Register the Scoreboard Machines](#), and [Register the Manual Logger Machines](#) need to be performed only once at the start of the competition or, of course, in case a machine is disconnected from the system during the competition.

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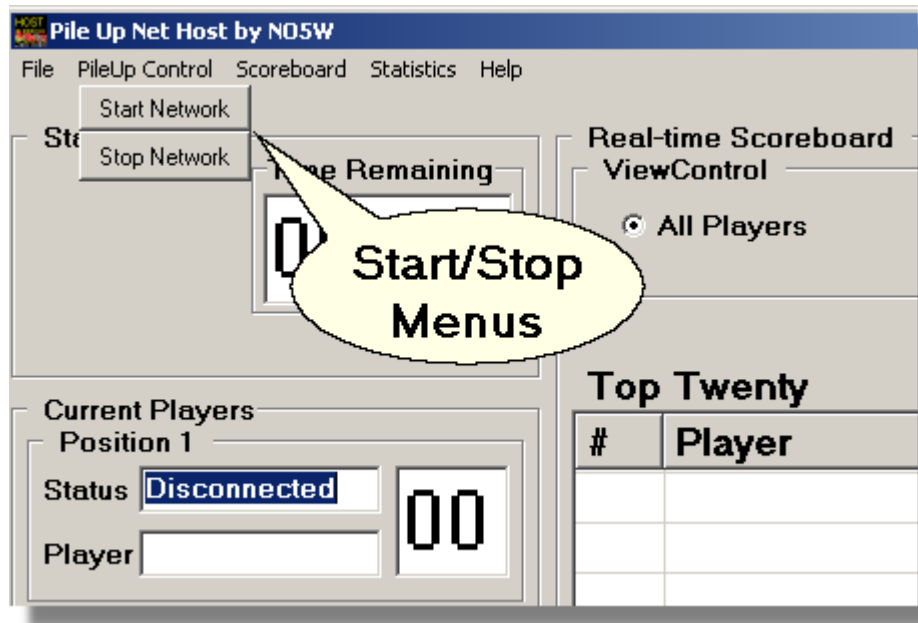
## 5.1 Start the PileUpNet Host

### PileUpNet Step 1:

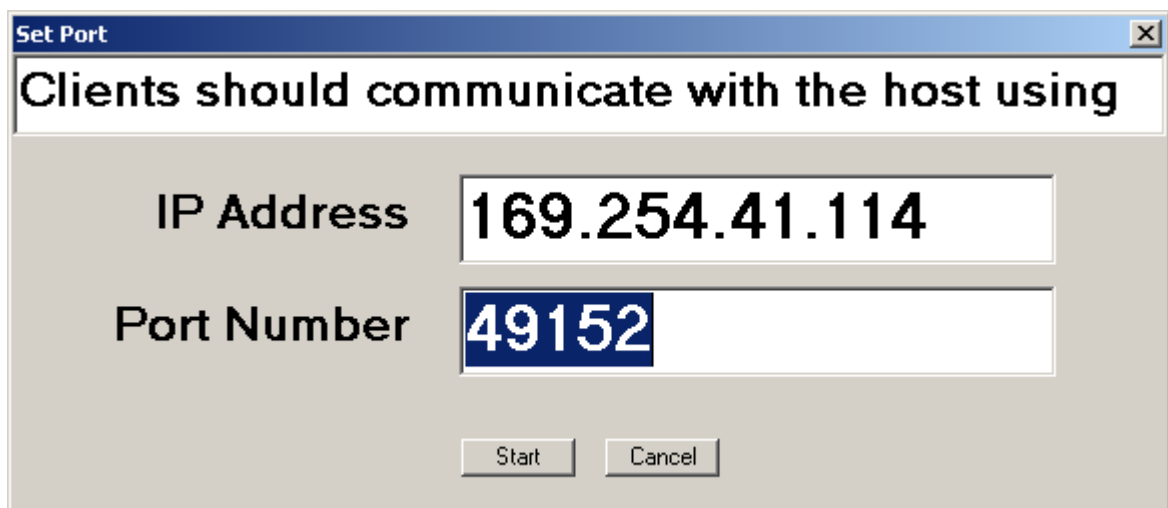
Double-click on the HOST shortcut icon to startup the PileUpNetHost on the Host machine.

### PileUpNet Step 2:

On the Host application use the menu item Pile Up Control | Start Network to connect the PileUpNet Host to the network via a specified port.



This will open the following dialog showing the IP address of the Host and the Port via which the Host will communicate with each of the clients.

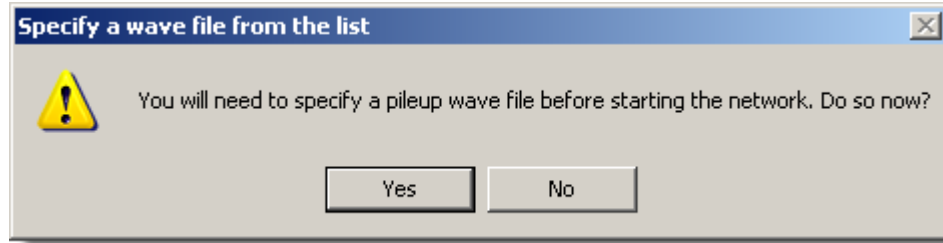


The IP address is assigned by the peer-to-peer networking during network creation and may be different for your system. The port number for communicating with the PileUpNet Host is arbitrary and

is chosen by the user. However standard port numbers used by other applications should be avoided. The port value shown above works well. It is important to make a note of the IP address and Port Number information since it will be used by each of the clients (players, manual loggers, scoreboards) to connect to the PileUpNet Host. An index card with that information placed next to each of the machines works well.

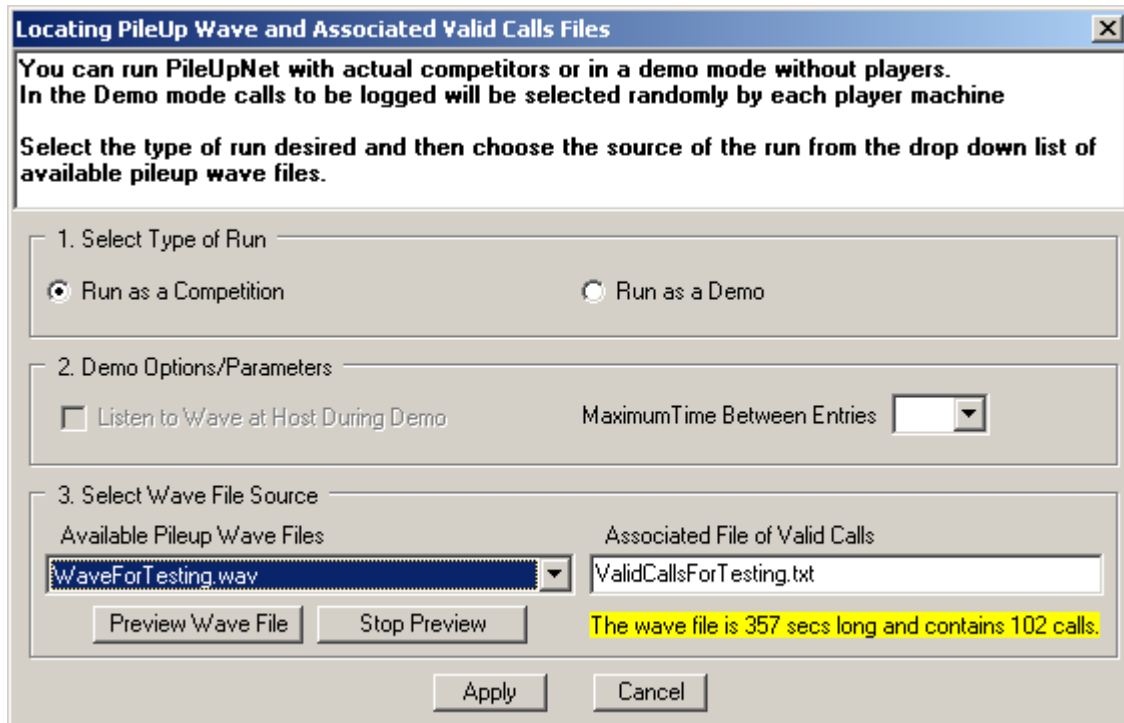
### PileUpNet Step 3:

After clicking the Start button on the above dialog the following message box will open informing the user that the competition wave file containing the CW audio must be chosen before starting the system.



### PileUpNet Step 4:

Answering Yes in the above message box will open the following dialog for locating the pileup wave file and its associated check list file. In general you can choose to run either as a competition or as a demo, but of course for a pileup competition you will want to choose that mode. Of course different files will be available for these two types of runs.



Choose to run as a competition and then select the wave file from the Available Pileup Wave Files drop down box. Of course if there is more than one wave file in the drop down you should be careful to pick the appropriate one for your competition. When you select the wave file the associated file of valid calls (**TheCheckFile**) will be automatically selected. The dialog will display the length of the wave file in

seconds and the number of call signs. You can also elect to preview the wave file. Each wave file should contain an introduction section that is approximately one minute long so you can safely play several seconds of the file without giving anything away. A button is also provided for stopping the preview. Once satisfied with your choices click on the Apply button.

If some calls appear on the Host's scoreboard after the above step there are logs in the ActualLogsToScore directory left over from a previous running of the PileUpNet system. If you are resuming a competition in which you wish to retain previous logs then there is nothing more for you to do regarding these logs. However, if you are beginning a new competition it will be necessary to remove all of the logs from the ActualLogsToScore directory by either deleting them or, if you wish to keep them, moving them to some other location. You should also review the contents of each Manual Logger machine to make sure that there are no files left over in the

## 5.2 Register the Player Machines

The following steps will need to be performed by visiting each of the player machines.

If the player application is not already open double-click on its PLAY desktop icon to start it. Then click on the Connect button to open the following dialog for registering the player application with the host and requesting a player position identifier.

The screenshot shows a dialog box titled "Connecting to Pile Up Host". It is divided into two main sections: "1. Host Information" and "2. Client Information".

**1. Host Information:**

- Host IP Address: 169.254.41.114
- Host Port Number: 49152
- Buttons: Step 1. Connect, Disconnected (red)

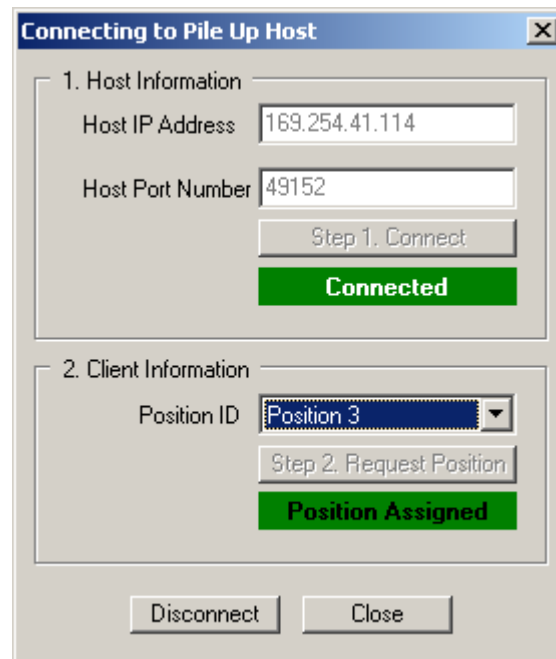
**2. Client Information:**

- Position ID: Position 3 (dropdown menu)
- Buttons: Step 2. Request Position, Position unassigned (yellow)

At the bottom of the dialog are buttons for Disconnect and Close.

Enter the Host IP Address and the Port Number defined in Step 2 of [Start the PileUpNet Host](#) and click on the Connect button. The status should change from Disconnected to Connected and turn green.

Next request a position identifier. The default position shown in the drop down will be the last position granted to this machine and in the case of first time startup it should be the one specified during the installation/configuration process. Hopefully it was chosen to avoid conflicts with the other player positions. Click on the Request Position button to request the selected position from the Host.



If for some reason the Host denies the requested position it will be necessary to choose another position and to coordinate that choice with the other player positions. Once connection has been made and a position has been successfully assigned close the dialog. This player machine is now ready for competition and is ready for the first player to sign-in. Repeat this process at each of the player machines.

Once all of the player machines have been registered with the Host it is a good idea to check that all of the player machines have the wave file to be used in the competition. This can be done from the Host using the menu item Files | Validate Player Wave Files. After clicking on this menu item the status of the wave files on each connected player machine will be shown on the Host in each player machine's Status window.

### 5.3 Register the Scoreboard Machines

If separate scoreboard machines are being used it will be necessary to perform steps similar to those in [Register the Player Machines](#) by visiting each of the scoreboard machines. If the Scoreboard application is not running on a given machine double-click on its SCOR icon to start it and then go through a process similar to [Register the Player Machines](#) to register the scoreboard application with the host.

Repeat for each of the Scoreboard machines. Although scoreboards may join the PileUpNet system at any time it is recommended that this be done during system startup.

### 5.4 Register the Manual Logger Machines

If paper logs are to be accommodated it will be necessary to have at least one Manual Logger machine dedicated to the entry of the paper logs into the system by an assistant. Steps similar to those in [Register the Player Machines](#) should be performed by visiting each of the machines designated for manual logging. If the Manual Logger application is not running on a given machine double-click on its icon to start it and then go through a process similar to [Register the Player Machines](#) to register the application with the host.

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Repeat for each of the Manual Logger machines. Although Manual Loggers may join the PileUpNet system at any time it is recommended that this be done during system startup.

## 6 Seating and Registering the Participants

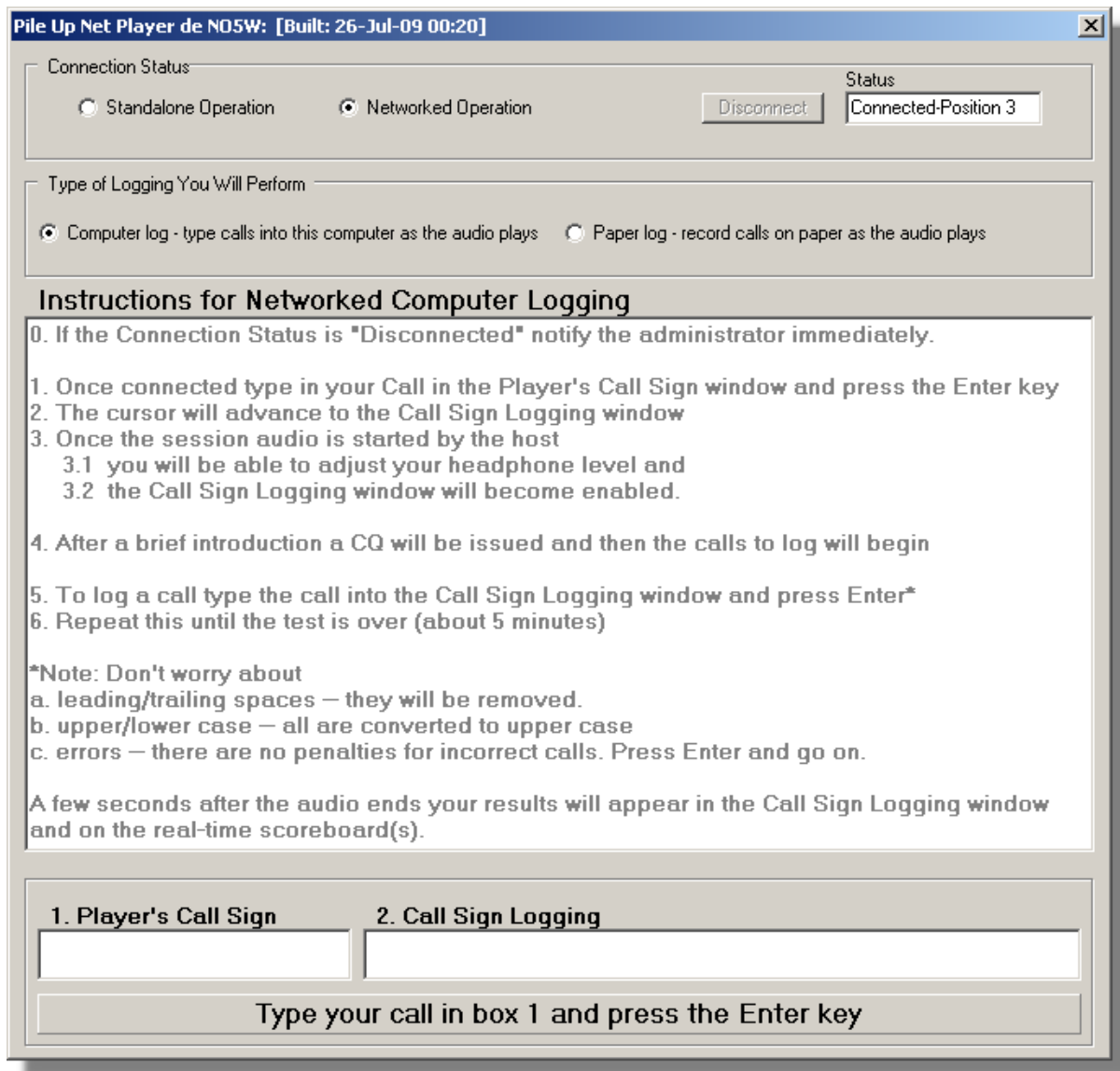
Once the activities described in

[Installing and Configuring the Software](#)  
[Create Peer-to-Peer Wireless Network on the Host](#)  
[Connect Machines to the Network](#)  
[Start the PileUpNet System](#)

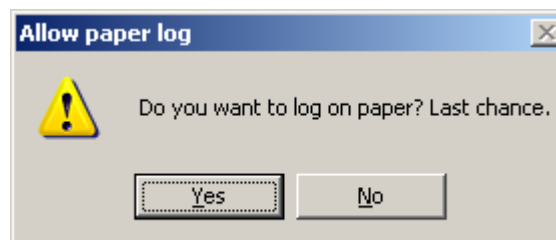
have been completed the system is ready for the participants to take their seats at the player positions in preparation for a competition session.

### 6.1 Player Sign In

Each player should take their position and type their call sign into the Player's Call Sign window and press Enter.



Once the call sign is entered and the Enter key pressed they will get an opportunity (their last) to elect to perform paper logging.



If the call sign is not accepted, because it has already been used, they must enter another one [Note: of course this should not happen unless someone that has already played has used the player's call sign, or if a player is trying a second attempt]. If the desired call sign is not accepted the player can try appending something to the desired call (e.g. K5PI-1). Slashes and commas and other invalid file

name characters must be avoided.

Once the call sign is accepted and regardless of the logging mode chosen they will then get a **Please Wait for the Audio to Start** message in the Call Sign Logging window.

## 7 Running a Competition Session

Once all of the players have been seated and have entered their calls it's time to begin the competition session.

### 7.1 Starting the First Session

Review the status of each player on the main screen of the Host. If all seats are occupied then all status indicators on the Host screen should be indicating Ready to Start and a call sign should appear. If a seat is occupied but there is no call sign remind the participant to enter their call and press the Enter key.

Once satisfied with the status click on the Start button on the Host. This will start the audio files on the player machines. An introductory section of approximately 60 seconds will play allowing the players to adjust the level of their audio.

Following the introductory section call signs will begin on the tape and the players will type calls and press the Enter key to log the calls.

The test will terminate in about five minutes and scores of each player will appear automatically on their screens once the wave file has reached the end -- there may be 10-20 seconds of silence at the end of the wave file so player's should be patient.

Of course the Host and Scoreboards will also display the final results.

At this point it's time for a new group to take their seats as described in [Starting a Subsequent Session](#).

### 7.2 Starting a Subsequent Session

Once the current group of participants have moved away from the player machines the Host operator should click on the Reset button to reset the system making it ready for the next set of participants to enter their calls.

The new round of participants take their seats and enter their callsigns to register with the system.

Once each player is registered the Host operator clicks on the Start button to begin another session.

### 7.3 Shutting Down the System

When it is necessary to shut down the PileUpNet system the following will provide for an orderly shutdown.

Disconnect each of the applications from the Host using the Disconnect button on the application. In the case of the Player application double click on the Status window to enable the Disconnect button.

Close each of the applications

Stop the Network on the Host application and close the application.

## 7.4 Resuming a Competition

If it is desired to resume a competition by restarting the PileUpNet system while retaining all of the logs from the previous session of the same competition start at Task 12 of the [Checklist of Tasks](#) repeated here for ease of reference.

12. Connect each of the machines, including the Host machine, to the wireless network
13. Start the PileUpNet Host software
14. Start the PileUpNet network, specifying the network Port to be used and the wave file to be used in the competition
15. Start the PileUpNet Player software on each of the Player machines
16. Connect/register each of the Player machines to/with the Host
17. Start the PileUpNet Scoreboard software on each of the Scoreboard machines
18. Connect/register each of the Scoreboard machines to/with the Host
19. Start the PileUpNet Manual Logger software on each of the Manual Logger machines
20. Connect/register each of the Manual Logger machines to/with the Host

At this point the system setup is complete, scores from the previous competition are posted on the Host and on each of the Scoreboards.

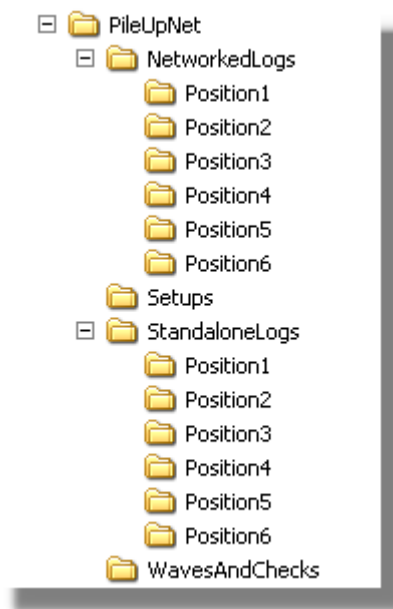
The system is ready for the competition session to begin -- see [Checklist of Tasks](#) for a list of activities.

## 8 Appendices

### 8.1 Appendix A - PileUpNet Utility Thumb Drive

The PileUpNet Utility application is designed to facilitate the installation and configuration of the PileUpNet system from a thumb drive specifically structured for this purpose. It assumes that the thumb drive has the following directory structure. Note that the PileUpNet directory should be at the highest level with no intervening directories between it and the drive root.

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**NetworkedLogs** – This is the directory and subdirectories where the logs created by the players while connected to the Host will be gathered once the competition is over. Of course these players will also have logs on the host. Gathering them from the player machines will provide an alternate source for checking results should any issues arise with the scoring provided by the host.

**Setups** – This is the directory where the setup files for the various applications: Utility, Host, Player, Scoreboard, Manual Logger will be stored. Once the Utility application is installed on a given machine the Utility will be responsible, under the direction of the installer, for running the appropriate setup to install the desired application.

**StandaloneLogs** – This is the directory and subdirectories where the logs created by the players while disconnected from the Host will be gathered once a competition session is over. The main reason that a log would be in this directory is that there was some problem connecting that player to the host. The Utility has a function for gathering these logs from the players and importing them into the host for grading and posting their scores.

**WavesAndChecks** – This is the directory that contains **TheWaveFile** and associated **TheCheckFile**. The association between the wave file and the checklist is defined when the Host is configured. When configuration of the Host takes place the Host ini file is updated to indicate the wave file for the competition and it's associated check list file.

**Welcome Presentation** - An optional welcome presentation consisting of a Power Point Show (\*.pps) file can be defined and used to advertise the competition and to recognize any prize contributors. This file should be stored in the root directory (PileUpNet) on the thumb drive and selected for use during the configuration process. Initiation of the show on the Host and each of the Scoreboards, and Manual Loggers can be performed from the Host. Termination of the show must be performed at each machine by pressing the Escape key.

## 8.2 Appendix B - Customizing a Competition

In order to customize PileUpNet for a specific competition there is very little that needs to be done except for the following:

**Provide a Wave File** - It is important to note that PileUpNet does not create the CW audio wave file

used in the competition, it only plays the file that the user supplies. So it is necessary for the user to develop the competition wave file and to load it into the WavesAndChecks subdirectory on the thumb drive.

**Provide the Check File** - Along with the wave file a corresponding file of valid calls from the wave file must be installed in the WaveAndChecks directory on the thumb drive. This file should be a simple ASCII text file consisting of a single column of calls.

**Provide a Welcome Presentation** - If it is desired to have a few slides to show at some time during the competition advertising the competition and giving credit for prize contributors, and any others that had a significant role in setting up the competition. A Power Point Show should be developed and the resulting file saved in the PileUpNet directory so that it can be copied to the appropriate application directories and identified to the PileUpNet applications during the configuration process. The show can then be started on specified machine types from the Host.

**Create Peer-to-Peer Network** - Another task that is the responsibility of the competition organizer is the creation of the peer-to-peer wireless network over which the competition will take place. See [Create Peer-to-Peer Wireless Network on the Host](#) for a detailed procedure for doing this.

**Decide on Number of Stations** - PileUpNet is currently sized for up to six Player positions, four Scoreboards, two Manual Loggers, and a single Host. A full blown implementation of this magnitude would require thirteen laptops but of course fewer stations of each type can be used. An absolute minimum system would be a single machine providing the host function along with a scoreboard together with a second machine providing a single player position and no Scoreboards or Manual Loggers. However that would make for a competition that could serve a limited number of players during the allotted time. If two separate rooms are to be used, one for the players and another for the audience then it is recommended that the Host and Player machines should be located in the same room. A scoreboard application should then be placed on a machine in the audience/waiting room. This arrangement will allow the Host operator to be aware of the status of seating players, etc.

## 8.3 Appendix C - Known Issues

Here are a few issues that have been identified for future resolution.

**Issue 1:** If you want to run the Player application in a standalone mode after first connecting to the Host you will need to disconnect from the Host and then restart the Player application. [Reported 27-JUL-09]

**Issue 2:** If you attempt to run the Utility application without an appropriate thumb drive installed you will need to close the Utility, insert the thumb drive, and then restart the Utility. [Reported 27-JUL-09]

**Issue 3:** Attempts to connect two or more of the PileUpNet applications to the Host from the same machine at the same time will cause erratic behavior. [Reported 05-AUG-09]. For now the resolution is to have each machine dedicated for a single purpose. If two of the PileUpNet applications need to be run from the same machine only one should be connected at a time.

## 8.4 Appendix D - Manual Installation and Configuration

There has been one instance on a Vista machine where the PileUpNet Utility program could not be used. Attempts to use the Utility on this machine resulted in a drive error message. So there may be cases where it will be necessary to manually install and configure one or more of the applications.

### D.1 Manual Installation and Configuration of a Host Machine

**Step 1: Install the Host Software -**

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Navigate to the PileUpNet\Setups directory on the thumb drive and double-click on the Setup\_PileUpNetHost.exe file. This will install the Host software in the directory C:\Program Files (x86)\CWSoft\PileUpNet\PileUpNetHost\

**Step 2: Install the Competition Wave and Check Files -**

Navigate to the PileUpNet\WavesAndChecks directory on the thumb drive and locate the wav file containing the CW audio and the corresponding text file that contains the list of valid calls. Copy these two files to C:\Program Files (x86)\CWSoft\PileUpNet\PileUpNetHost\

**Step 3: Install the Welcome Presentation File (optional) -**

Navigate to the PileUpNet directory on the thumb drive and locate the Power Point Show (pps) file containing the Welcome Show. Copy this file to the C:\Program Files (x86)\CWSoft\PileUpNet\PileUpNetHost\ directory.

**Step 4: Identify the Files to the Host Application -**

Navigate to the directory C:\Program Files (x86)\CWSoft\PileUpNet\PileUpNetHost\ and locate the PileUpNetHost.ini file. Open the file in a text editor such as NotePad. The file should contain a single instance of a line of the following form

```
PILEUPNET_WAVESOURCE=<WaveFileShortName>,<CheckListShortName>
```

where short name means there is no path/directory information in the name, just the file name.

If a Welcome Presentation is desired the file should contain a single instance of a line of the following form

```
PILEUPNET_WELCOME=<WelcomePresentationFileName.pps>
```

The file may also contain some other line(s) with tags PILEUPNET\_WAVESOURCE\_DEMO. These can be left in the file.

## D.2 Manual Installation and Configuration of a Player Machine

**Step 1: Install the Player Software -**

Navigate to the PileUpNet\Setups directory on the thumb drive and double-click on the Setup\_PileUpNetPlayer.exe file. This will install the Player software in the directory C:\Program Files (x86)\CWSoft\PileUpNet\PileUpNetPlayer\

**Step 2: Install the Competition Wave File -**

Navigate to the PileUpNet\WavesAndChecks directory on the thumb drive and locate the wav file containing the CW audio. Copy this file to the C:\Program Files (x86)\CWSoft\PileUpNet\PileUpNetPlayer\ directory.

**Step 3: Identify the Wave File to the Host Application -**

Navigate to the directory C:\Program Files (x86)\CWSoft\PileUpNet\PileUpNetPlayer\ and locate the PileUpNet\_Player.ini file. Open the file in a text editor such as NotePad. Edit the file if necessary to make sure it contains a single instance of a line of the following form

```
STANDALONE_WAVEFILE=<WaveFileShortName>
```

where short name means there is no path/directory information in the name, just the file name, and the name should be the name of the wave file to be used in the competition..

The ini file may also contain some other line(s) with tags PILEUPNET\_WAVESOURCE\_DEMO. These can be left in the file.

## D.3 Manual Installation and Configuration of a Scoreboard Machine

### Step 1: Install the Scoreboard Software -

Navigate to the PileUpNet\Setups directory on the thumb drive and double-click on the Setup\_PileUpNetScoreboard.exe file. This will install the Scoreboard software in the directory C:\Program Files (x86)\CWSoft\PileUpNet\PileUpNetScoreboard\

### Step 2: Install the Welcome Presentation File (optional) -

Navigate to the PileUpNet directory on the thumb drive and locate the Power Point Show (pps) file containing the Welcome Show. Copy this file to the C:\Program Files (x86)\CWSoft\PileUpNet\PileUpNetScoreboard\ directory.

### Step 3: Identify the Welcome File to the Host Application -

If a Welcome Presentation is to be made available for view on this machine Navigate to the directory C:\Program Files (x86)\CWSoft\PileUpNet\PileUpNetScoreboard\ and locate the PileUpNet\_Scoreboard.ini file. Open the file in a text editor such as NotePad. Edit the file if necessary to make sure it contains a single instance of a line of the following form

```
PILEUPNET_WELCOME=<WelcomePresentationShortName>
```

where short name means there is no path/directory information in the name, just the file name

## D.4 Manual Installation and Configuration of a Manual Logger Machine

### Step 1: Install the Manual Logger Software -

Navigate to the PileUpNet\Setups directory on the thumb drive and double-click on the Setup\_PileUpNetManLogger.exe file. This will install the Manual Logger software in the directory C:\Program Files (x86)\CWSoft\PileUpNet\PileUpNetManLogger\

### Step 2: Install the Welcome Presentation File (optional) -

Navigate to the PileUpNet directory on the thumb drive and locate the Power Point Show (pps) file containing the Welcome Show. Copy this file to the C:\Program Files (x86)\CWSoft\PileUpNet\PileUpNetManLogger\ directory.

### Step 3: Identify the Welcome File to the Host Application -

If a Welcome Presentation is to be made available for view on this machine Navigate to the directory C:\Program Files (x86)\CWSoft\PileUpNet\PileUpNetManLogger\ and locate the PileUpNet\_ManLogger.ini file. Open the file in a text editor such as NotePad. Edit the file if necessary to make sure it contains a single instance of a line of the following form

```
PILEUPNET_WELCOME=<WelcomePresentationShortName>
```

where short name means there is no path/directory information in the name, just the file name.

## 8.5 Appendix E - Managing the Log Files

If it is necessary to remove a participant's score from the scoreboard this can be done using menu item File | Manage Logs. This will open a dialog containing two lists of the logs. The Logs list on the left shows the logs of those participants that are currently on the scoreboard. The Removed Logs list on the right shows the logs that have been removed from the Scoreboard.

To remove a log from the scoreboard check the log and then click on the right pointing arrow. If it is

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desired to reinstate a removed log onto the scoreboard check that log in the right hand panel and click the left pointing arrow. Note that once a log has been removed it is possible for a player to sign in with the callsign of the removed log.

## 8.6 Appendix F - Running a Demonstration

Running a demonstration is very similar to running a competition except, of course, there are no actual players involved. Follow the tasks shown in the [Checklist of Tasks](#) through item 13 and then perform the following:

14. Start the PileUpNet network, specifying the network Port to be used. Specify Demo mode and the wave file to be used in the demonstration
15. Start the PileUpNet Player software on each of the Player machines
16. Connect/register each of the Player machines to/with the Host.
17. If desired, start the PileUpNet Scoreboard software on each of the Scoreboard machines
18. Connect/register each of the Scoreboard machines to/with the Host
19. If desired, start the PileUpNet Manual Logger software on each of the Manual Logger machines
20. Connect/register each of the Manual Logger machines to/with the Host

At this point the system setup is complete and ready for the demo to begin. The following steps are involved in running the demonstration

1. Enter a call sign at each of the Player machines and press the Enter key
2. At each Player machine elect to use either computer logging or paper logging but of course you will want most to use computer logging in order to have an interesting demo.
3. Start the demo from the Host machine
4. Player machines using computer logging will select and log calls at random from a list containing both valid and invalid calls
5. Shortly after the wave file ends the results for Player machines using computer logging are presented on individual screens and on the score boards.
6. If desired entries can be made for paper logging using the Manual Logger application.
7. If desired reset the competition from the Host
8. Enter a new set of calls into each Player
9. Click on the Host's Start button to begin a second round of the demonstration.

## 8.7 Appendix G - Practicing with PileUpNet

You can use PileUpNet in either a Networked or Standalone mode to practice copying existing pile up audio

### **Networked Practice Mode-**

In this mode you set up a Player and a Host connected via a peer-to-peer network just like you would when running a competition. The Player and Host can reside on the same PC. Here are the steps involved in practicing in the Networked Practice Mode:

### **Standalone Practice Mode-**

In this mode no network needs to be set up but you will need to copy a file from a Player subdirectory to a directory on the Host and you will need to insure that the Host is setup with the appropriate file to grade your results. Here are the steps involved in practicing in the Standalone Practice Mode:

## 8.8 Appendix H - Updating An Existing System

At some point you will want to update an existing system by installing new competition files and/or adding new machines. Some of the machines that are to be used may be new to the system and will not yet have the desired PileUpNet application installed on them. The procedure described below will accomplish setting up these new machines, if there are any.

Note: In the following the new file containing the audio will be referred to as **TheNewWaveFile** and the new file containing the correct calls will be referred to as **TheNewCheckFile**.

### **Step 1: Prepare the Installation Thumb Drive(s) -**

On each thumb drive to be used for installation copy **TheNewWaveFile** and **TheNewCheckFile** to the WavesAndChecks subdirectory of the PileUpNet directory. Please understand that the installation thumb drives are specially configured drives and must be consistent with the description provided in [Appendix A - PileUpNet Utility Thumb Drive](#).

### **Step 2: Insure PileUpNetUtility is installed -**

Make sure that The PileUpNetUtility has been installed on each machine. Where that is not the case do the following:

- Insert the installation thumb drive in a USB port of the machine
- Navigate to the PileUpNet\Setups directory on the thumb drive and double click on the Setup\_PileUpNetUtility.exe file to install the PileUpNetUtility. This will install a short cut to the PileUpNetUtility on the machine's desktop.

**Step 3: Update the Host Machine -** This will install the host application and new files and revise the ini file to include the new competition pair

1. Insert the installation thumb drive into the host machine and run the PileUpNetUtility
2. Follow the instructions to install the Host
3. Follow the instructions to configure the Host and browse to **TheNewWaveFile** and **TheNewCheckFile**

**Step 4: Update the Player Machines -** This will install the player application and the new wave file

1. Insert the installation thumb drive into the player machine and run the PileUpNetUtility
2. Follow the instructions to install the player
3. Follow the instructions to configure the Player and browse to **TheNewWaveFile**

**Step 5: Update any Manual Logging Machines -** This will install the manual logging application. It is only necessary to perform this step if the machine does not already have the Manual Logging application. TheNewWaveFile and TheNewCheckFile do not reside on these machines so the only reason to perform this step is to install the Manual Logging application.

1. Insert the installation thumb drive into the manual logging machine and run the PileUpNetUtility
2. Follow the instructions to install the PileUpNetManualLogging application

**Step 6: Update any Scoreboard Machines -** This will install the scoreboard application. It is only necessary to perform this step if the machine does not already have the Scoreboard application. TheNewWaveFile and TheNewCheckFile do not reside on these machines so the only reason to perform this step is to install the Scoreboard application.

1. Insert the installation thumb drive into the Scoreboard machine and run the PileUpNetUtility
  2. Follow the instructions to install the PileUpNetScoreboard application
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