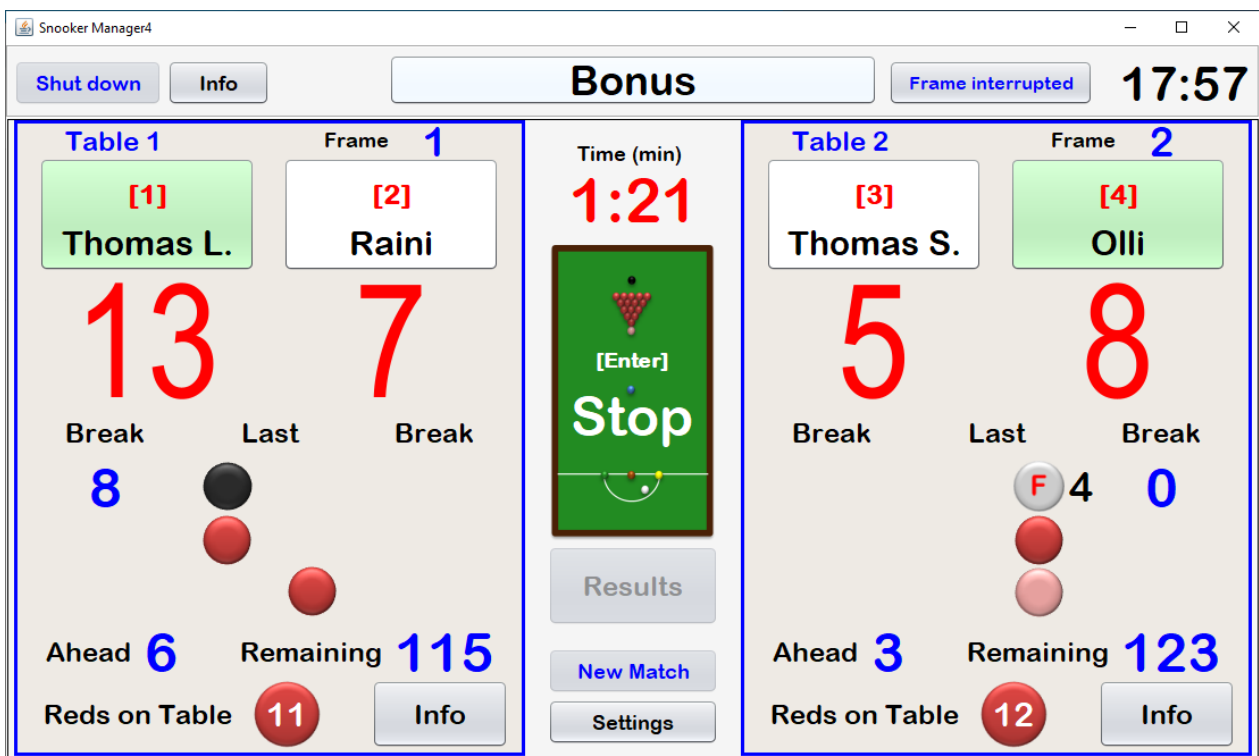


SnookerManager4

Manual



Version 1.0

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from

Rainer Martin

www.martware.de

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1. Introduction

The **SnookerManager4** is an app to count points by software instead of using a scoreboard.

So the progress of a frame can be recorded, saved and later considered again.

The app is designed to count points for 2 players playing on 1 table or for 4 players, playing simultaneously on 2 tables. So for example you can play matches **“Every man against every man”**.

The program is written in Java, so it should run on many platforms.

If you like the program and you want to use it for a longer time, you can donate a little amount.

For contact, please send an email at info@martware.de

About me:

I'm German, born in 1956. I was a teacher for mathematics, physics and informatics.

I have been playing snooker since 2020 in a little group of players.



Snooker - it's a crazy but amazing game!

Have fun with the **SnookerManager4**.

Rainer Martin

2. Manual

2.1 Match window

The **match window** will open when you start the app or begin a new match.

The screenshot shows the 'Match window' interface. It is divided into several sections:

- Players in Match:** Contains a 'Table 1' section with two buttons labeled 'Player 1' and 'Player 2' separated by a minus sign. Below this is the 'Game Mode' section with three buttons: '1 Table - 2 players', '2 Tables - 4 players Everybody against everybody', and '2 Tables - 4 players Players keep on table'. At the bottom is the 'Venue' section with a button labeled 'Bonus Forchheim'.
- List Players:** A vertical list box containing the names 'Anton', 'Chris', 'Tom', and 'Olli'. Below the list is a button labeled 'Files'.
- Controls:** On the right side, there are buttons for 'Info', 'Add Player', 'Remove', 'Okay', 'Results', and 'Shut down'.

- Add **Add Player** and remove **Remove** players
Note: A player who is involved in frames can't be removed before his frames are removed.
- Select **Game Mode:**

1 Table - 2 players

2 players on 1 table: you can play any number of frames.

**2 Tables - 4 players
Everybody against everybody**

4 players on 2 tables: Tournament mode: Everybody plays against everybody. The order will be generated randomly.

2 Tables - 4 players
Players keep on table

4 players on 2 tables: players 1 and 2 are playing on table 1, players 3 and 4 on table 2.

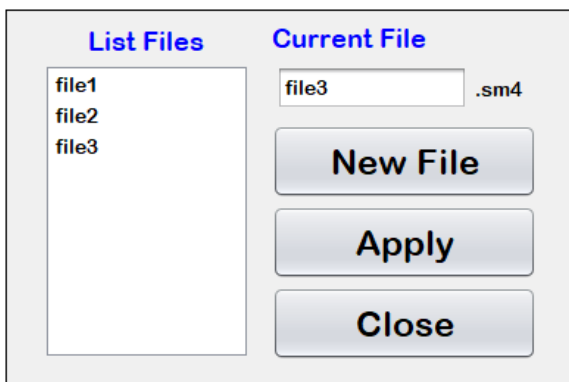
- **List Players** Select 2 or 4 players by click on the list
- As a gimmick you can set a venue.

Venue
Bonus

- The data of players and frames will be saved in a file
Click **Files** to handle the files. The file window will open (2.2).
- To take a look on previous frames
Click **Results**. The result window will open (2.6).

2.2 File window

In the **file window** you choose a file, rename a file and create a new file.



Note: At the first start of the program a file will be created automatically.

Note: The file has to be in the same folder as the app.

2.3 Main window

In the **main window** you get several information:

- current score of each player
- score in break
- last 3 potted balls
- points ahead
- points remaining
- red balls on table



Start a frame

Click on the image of a **Snooker Table** or press **[Enter]**.



Note: You may not stop before the frames will be finished on both tables.

Note: After finishing a frame you can take a look on the results, start a next frame or start a new match.

Enter points:

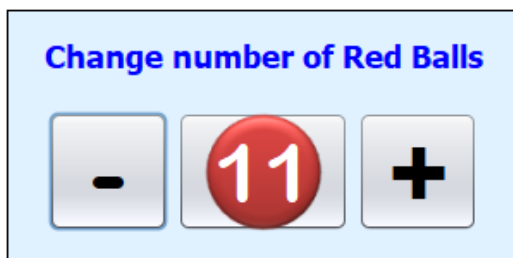
Click on player [2] Raini or press number [1] to [4] on the keyboard.



The input window will open.

Note: In rare cases it is necessary to change the number of Red Balls.

Click on Reds on Table 11.



Exit with click on the red button.

Frame progress:

To get information about the frame progress, click on Info.

2.4 Input window

In the **input window** you enter points, foul points and make undo.

Note: The window will close after a short time.

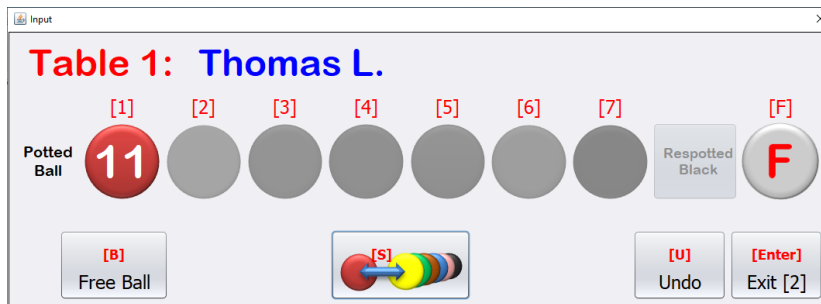


To close it earlier click on  or press **[Enter]**.

Depending on the situation of Ball On there will be different views.

(1) Red ball potted:

Click on  or press **[1]**.



(2) More than 1 red ball potted at once:

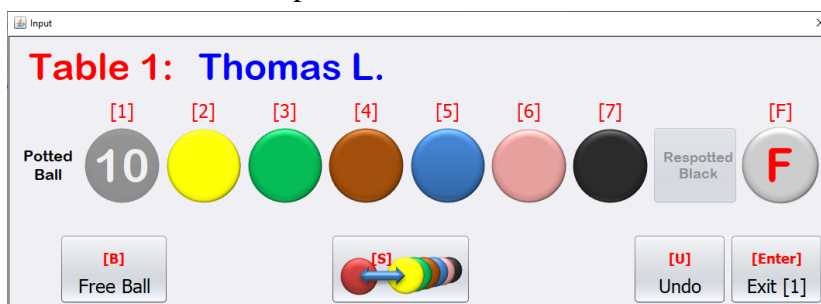
Click longer on  or press **[1]** longer.




To close wait a little bit or press **[Enter]**.

(3) Color potted after a red ball:

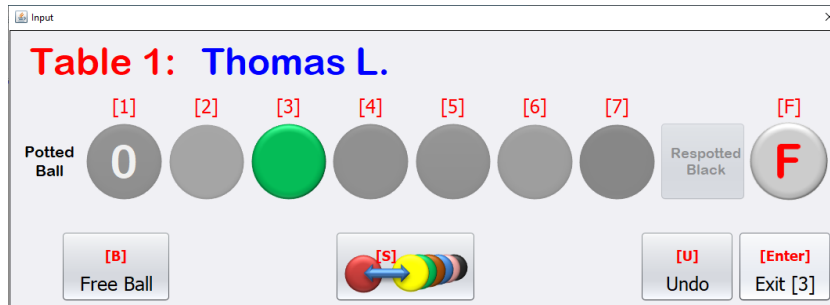
Click on the **Color** or press **[2]** to **[7]**.



To switch between (1) and (3): Click on  or press [S].

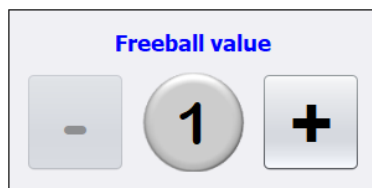
(4) Play on Colors:

Click on the **Color** or press the current number [2] to [7].




(5) Free Ball:

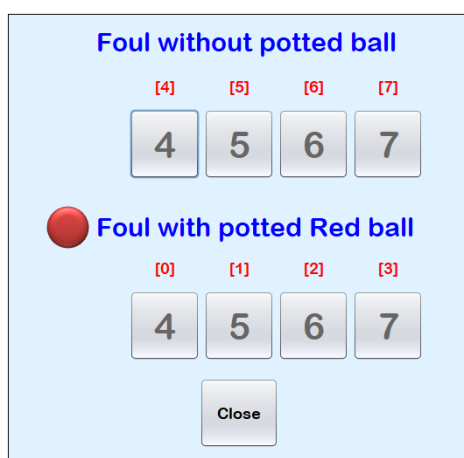
Click on  or press [B].



Set the value of Free Ball

(6) Foul:

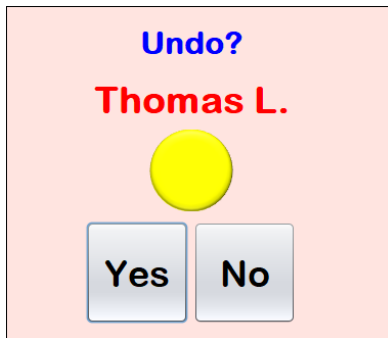
Click  or press [F].



Note: Distinguish whether a red ball was potted or not.

Click or press the corresponding number for the value of the foul.


(7) **Undo:** Click  or press **[U]**.




Note: You can undo step by step.

Hint: You have 2 basically possibilities how to use the **SnookerManager4**:

- **Record every break**

If a player has no score in a break, nevertheless choose the player to open the input window, but don't enter points. The window will close and the symbol  for no score will appear.

- **Record only breaks with scores**

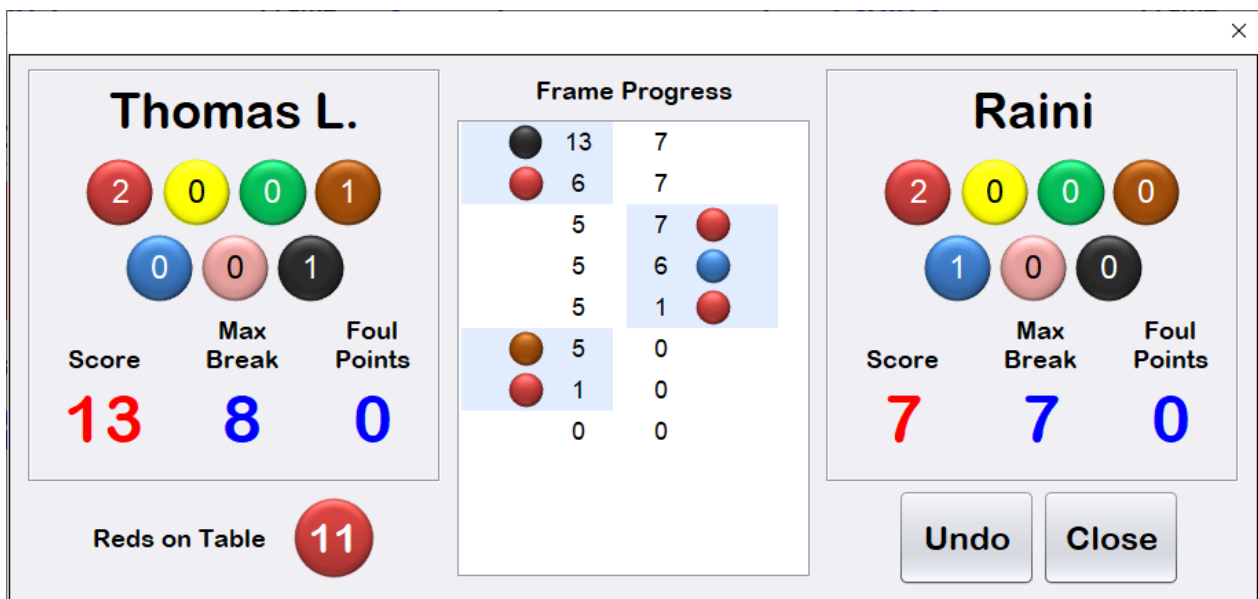
If players have many breaks with no score, the list of  would be very long.

So it is easier to ignore breaks with no score and only enter the points, when you potted a ball.

2.5 Info window

In the info window you will get information about the current frame:

- number how often a color is potted
- scores
- maximum break
- foul points
- number of potted balls
- frame progress



2.6 Result window

After a frame is stopped, you can open the result window.

It shows the ranking of the players, the frames currently or previously.

The winner of a frame is highlighted.

Ranking - Frames
25.10.2022

Ranking

Player	Wins	Frames
Thomas L.	1	1
Olli	1	1
Raini	0	1
Thomas S.	0	1

Frames

Thomas L.	13 : 7	Raini
Thomas S.	5 : 8	Olli

☒ Show frames current
☐ Show frames previously

Close

Click on a frame to get the frame progress.

Ranking - Frames
25.10.2022

Ranking

Player	Wins	Frames
Thomas L.	1	1
Olli	1	1
Raini	0	1
Thomas S.	0	1








Frames

Thomas L.	13 : 7	Raini
Thomas S.	5 : 8	Olli

☒ Show frames current
☐ Show frames previously

Close

Frame Progress
Frame 1
Thomas L. - Raini

	13	7
	6	7
	5	7 
	5	6 
	5	1 
	5	0
	1	0
	0	0

Switch between current or previous frames.

Ranking - Frames

25.10.2022

Player	Wins	Frames
Thomas L.	6	10
Raini	4	10
Thomas S.	2	4
Olli	1	1
Alex	1	3

Frames Previous

25.10.2022

Thomas L.	13 : 7	Raini
Thomas S.	5 : 8	Olli

Show frames current

Show frames previously

Frame Progress

Thomas L. - Raini

13	7
6	7
5	7
5	6
5	1
5	0
1	0
0	0

Close

Note 1: To delete a frame click right on the frame row.

Note 2: To remove all frames from a certain date click on the date.

2.7 Settings window

Select various options.

Number of Red Balls

3

6

10

15

Show Notification

Off

Short

Long

Request Undo

Ask Ball Respotted

Play Sound at Color Ball

Close

3. Installation notes

- The Zip-File **SnookerManager4.zip** may be installed in any folder.
- It is advisable to create a link on the desktop to the file **SnookerManager4.exe**.
Method: Rightclick on desktop → New → Link → choose location
- It is possible to set a own icon for this link.
Method: Rightclick on link → Attributes → another symbol → folder of installation → snookermanager.ico