

SnookerManager4

Manual



Version 1.0

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from

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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.

Players in Match

Table 1

Player 1 - Player 2

Game Mode

1 Table - 2 players

2 Tables - 4 players
Everybody against everybody

2 Tables - 4 players
Players keep on table

Venue

Bonus Forchheim

List Players

Anton
Chris
Tom
Olli

Files

Info
Add Player
Remove
Okay
Results
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**

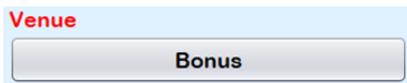
4 players on 2 tables: Tournament mode: Everybody plays against everybody. The order will be generated randomly.

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

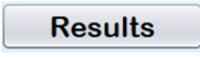
- As a gimmick you can set a venue.



- The data of players and frames will be saved in a file

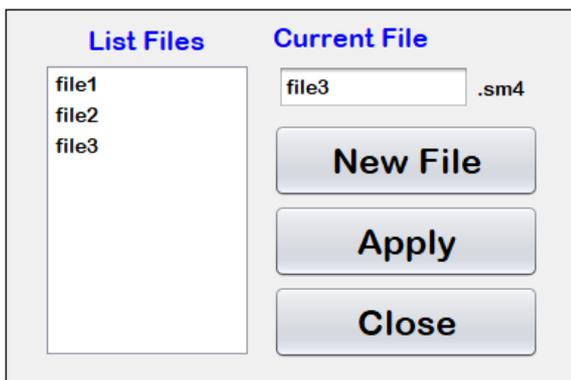
Click  to handle the files. The file window will open (2.2).

- To take a look on previous frames

Click . 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 off the programm 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

The screenshot shows the Snooker Manager4 main window. At the top, there are buttons for 'Shut down' and 'Info', a 'Bonus' display, a 'Frame interrupted' button, and a timer showing '17:57'. The main area is divided into three sections: Table 1, a central control panel, and Table 2.

Table 1 (Frame 1): Player [1] Thomas L. has a score of 13. Player [2] Raini has a score of 7. Break is 8, Last ball is a black ball, and Break is 7. Ahead by 6, Remaining 115. Reds on Table: 11. Info button.

Central Control Panel: Time (min) 1:21. Stop button with [Enter] key indicator. Results, New Match, and Settings buttons.

Table 2 (Frame 2): Player [3] Thomas S. has a score of 5. Player [4] Olli has a score of 8. Break is 5, Last ball is a red ball with 'F' and '4', and Break is 0. Ahead by 3, Remaining 123. Reds on Table: 12. Info button.

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:

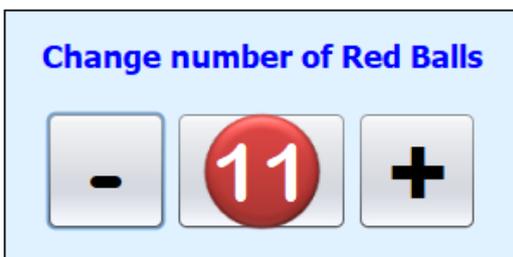
Click on player  or press number **[1]** to **[4]** on the keyboard.



The input window will open.

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

Click on  .



Exit with click on the red button.

Frame progress:

To get information about the frame progress, click on  .

2.4 Input window

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

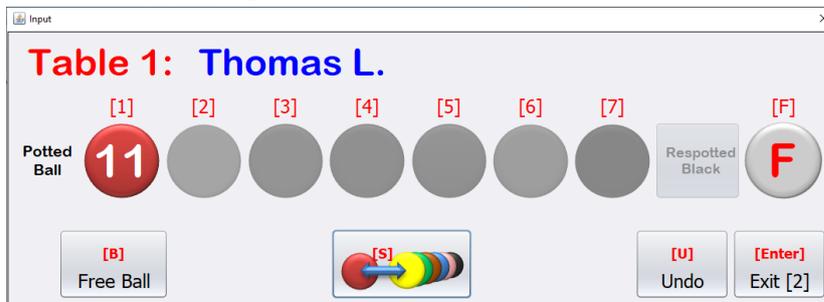
Note: The window will close after a short time.

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:

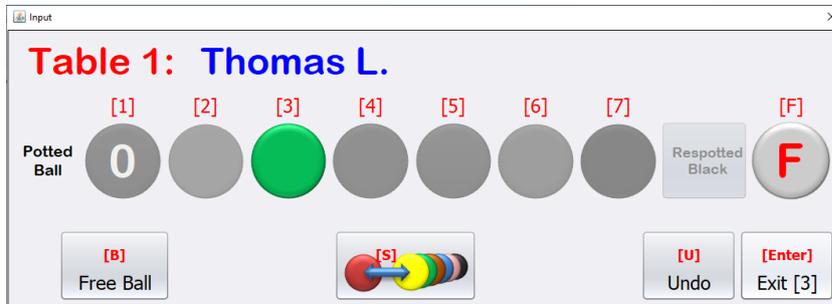
Click on the **Color** or press **[2]** to **[7]**.



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:

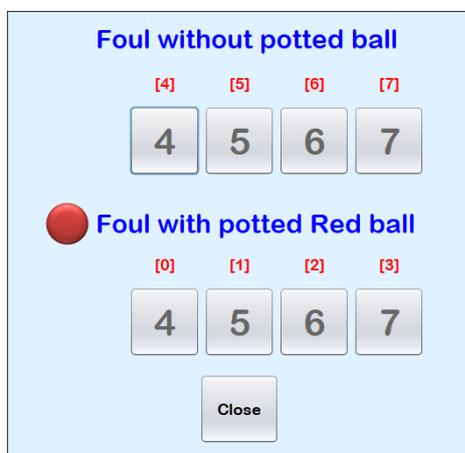
Click on  or press [B].



Set the value of Free Ball

(6) Foul:

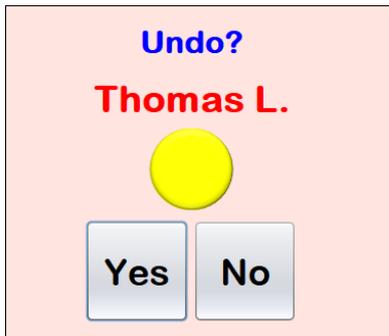
Click  or press [F].



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 dont 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

The screenshot shows the 'Info window' for a snooker match. It is divided into three main sections: player statistics for Thomas L., a central 'Frame Progress' table, and player statistics for Raini. At the bottom, there are buttons for 'Undo' and 'Close', and a 'Reds on Table' indicator.

Thomas L. Statistics:

- Score: 13
- Max Break: 8
- Foul Points: 0
- Reds on Table: 11

Frame Progress Table:

Color	Count	Count
Black	13	7
Red	6	7
White	5	7
White	5	6
White	5	1
Brown	5	0
Red	1	0
White	0	0

Raini Statistics:

- Score: 7
- Max Break: 7
- Foul Points: 0

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

Frame Progress

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

Frame Progress

Frame 1

Thomas L. - Raini

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

Show frames current
 Show frames previously
 Close

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

Frame Progress
Thomas L. - Raini

Black	13	7
Red	6	7
Yellow	5	7
Green	5	6
Blue	5	1
Brown	5	0
Red	1	0
Black	0	0

Show frames current
 Show frames previously

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