Electronic Scribe User Manual

Installation Overview

The Electronic Scribe consists of two components. Both are included in the installer for the scribe.

1. Scribe Adapter
    a. A program that runs on the scoring computer with MasterScoring.
2. JudgeApp
    a. The Android application judges use that runs on the phones.

Installation Steps

The installation process includes the following steps, described in further detail below.

1. Install the Scribe Adapter via the provided Windows installer.
2. Start the Scribe Adapter.
3. Install the JudgeApp on the phones.
4. Configure the JudgeApp to communicate with the scoring computer.
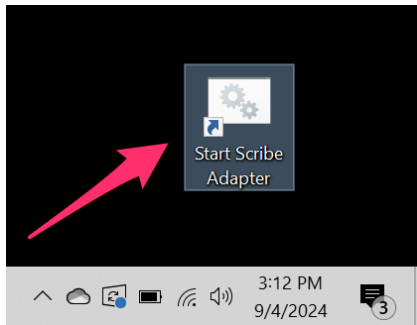
Prerequisites

1. The phones and scoring computer are on the same network.
2. The scoring computer should have its firewall off, or open the following ports to inbound connections:
    a. TCP:8811

Install Scribe Adapter

The Scribe Adapter is installed via the provided installer. No additional steps beyond running the installer are necessary.

Start the Scribe Adapter

Look for a shortcut on the Desktop named 'Start Scribe Adapter' and double click it.

This will open a browser window automatically showing the Scribe Adapter's dashboard. It may take a few seconds to load the first time.

There is a second window that is the adapter itself. You do not need to use this window, other than to shut down the adapter by closing the window.

On the dashboard you will see the Scribe Adapter automatically finds and opens the contest that MasterScoring has open. If you select a new contest in MasterScoring, you must stop and restart the Scribe Adapter.
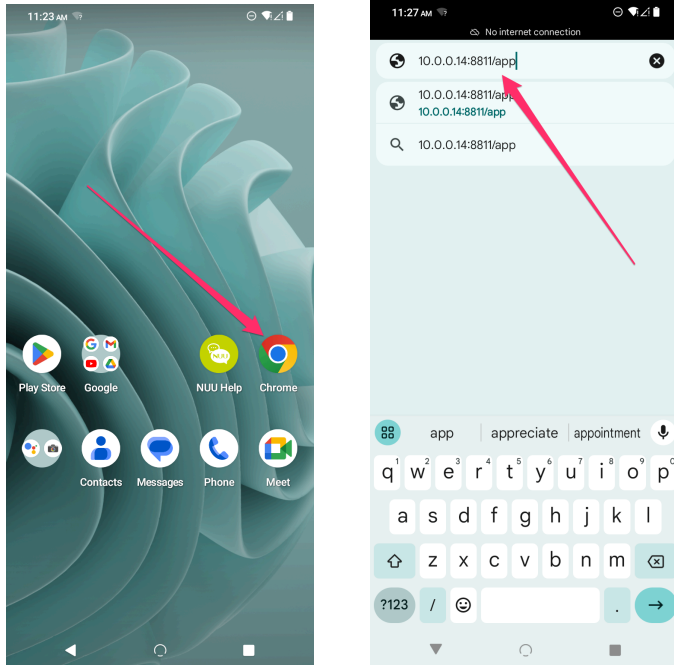
Note the "Scoring Computer IP Address" for the next step.

Install the JudgeApp

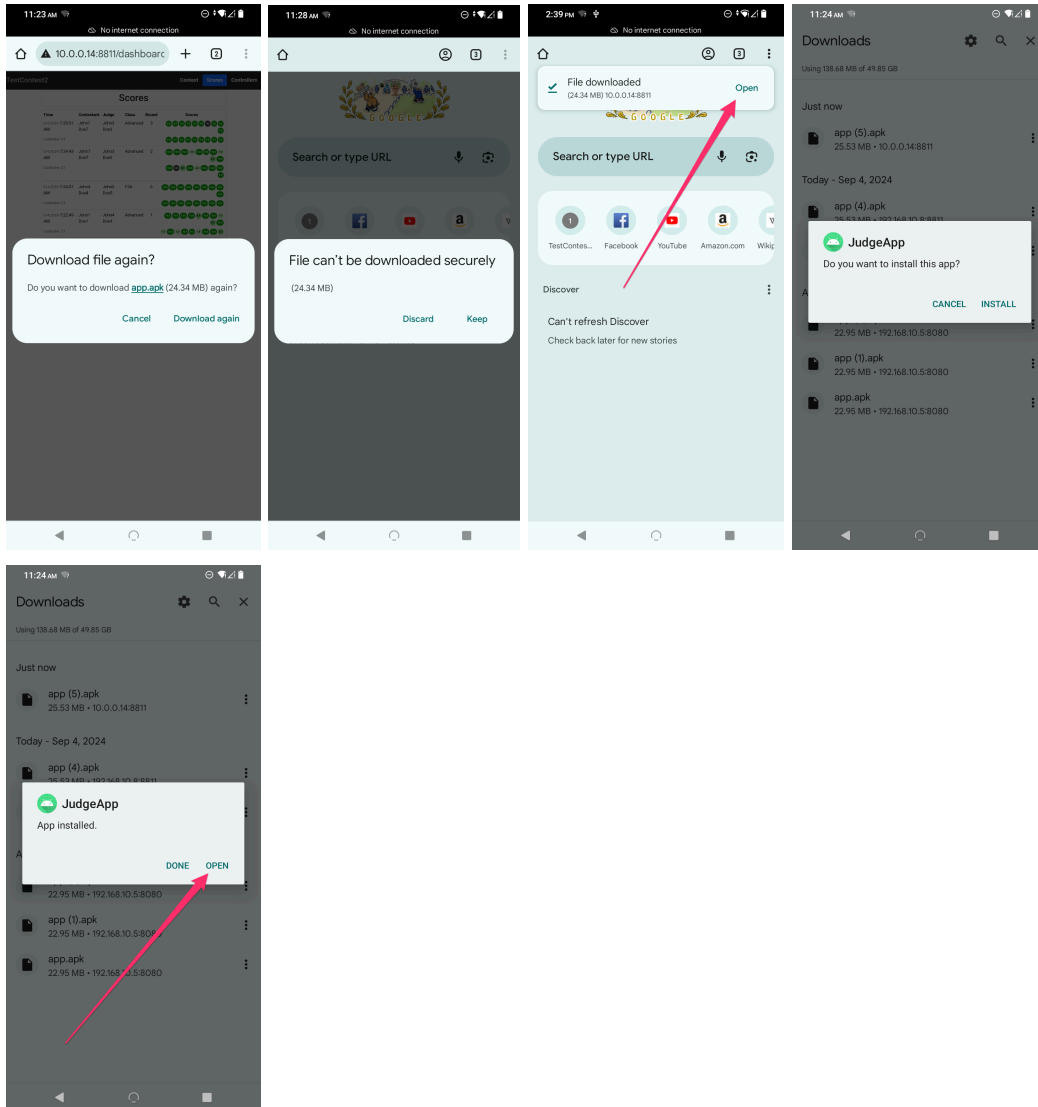The JudgeApp is installed on the phones by pointing them to the Scribe Adapter.

On the phone, open the Google Chrome browser. In the URL bar, using the IP Address from the dashboard, enter the following URL (replacing the IP Address with the address from your dashboard):

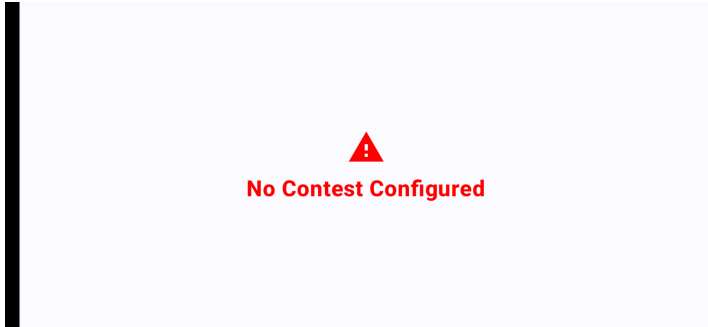In this case the IP Address was 10.0.0.14. The rest of the URL remains unchanged. (10.0.0.14:8811/app)

Chrome will ask if you want to download the package. Say yes, then open it when you are asked. There will be a series of warnings, answer yes to all.

(Depending on your version of Android and whether you've previously installed the app on the phone, you may see slightly different screens)
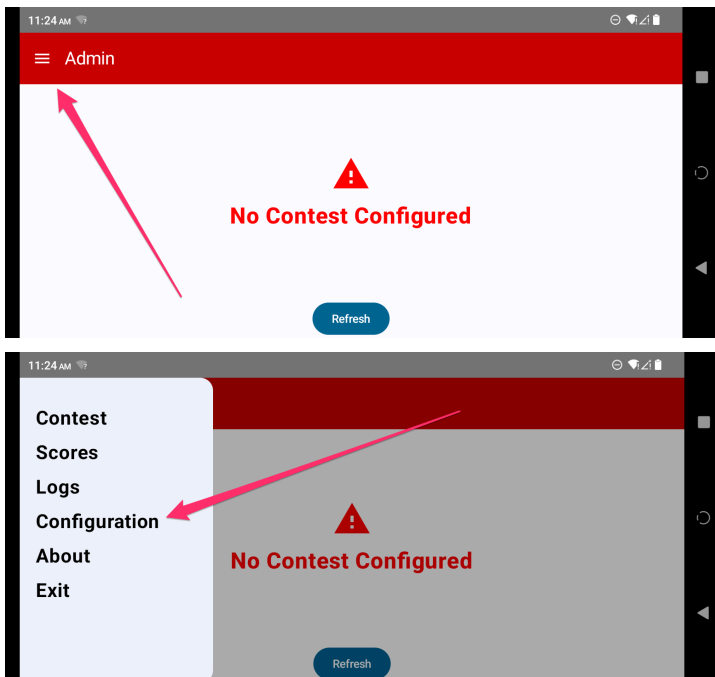
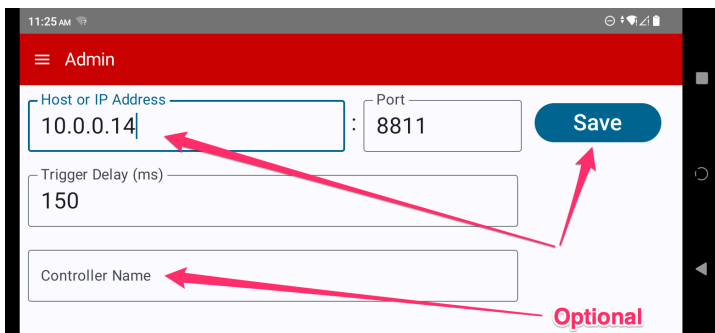## Configure JudgeApp to Communicate with Scoring Computer

Finally, tell the JudgeApp how to communicate with the scoring computer. When you first open the app, you will see a screen indicating that no contest is configured. **Tap this screen 5 times**.

You will enter into the Admin screens. On the top left, tap the menu icon, then select Configuration.
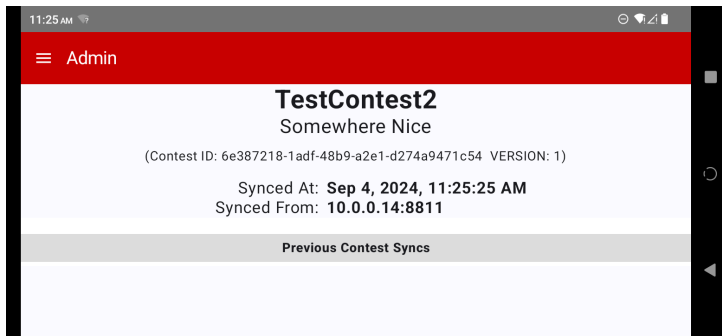

Change the IP address to the one used above that you got from the dashboard. Be sure to tap the Save button.

You can optionally give each controller a name (these show in the dashboard when posting scores).

Tap the menu icon, then tap Contest. This screen will now show the contest name and information.

Tap the menu icon and tap Exit.

You will now enter the Select Class and Round screen, and can now begin using the controller to score flights.

Getting Out of the JudgeApp

The app hides the Android Home buttons on all screens except the Admin screens. They can be shown by swiping from the right edge toward the middle (or going into the Admin screens).

Select Class and Round

Sportsman
Intermediate
Advanced
Masters
F3A

Swipe from here

towards the middle

Select Judge →

Select Class and Round

Sportsman
Intermediate
Advanced
Masters
F3A

Select Judge →