

Text Pairings – An application to text pairing information from SwissSys directly to cell phones.

Setup

1. Copy the zip file to the directory you want to install the program in.
2. Uncompress the zip file
3. Make a shortcut to the file TextPairings.jar
4. To execute the program either double click on TextPairings.jar or it's shortcut.

During Registration

When you register players in SwissSys just place their cell phone number in the phone field. If people want to send texts to two phone numbers, you can enter a second phone number in the "address" field. If you want to send emails to players in addition to or instead of texts, enter a valid email address in the email field.

Before Round 1

When you start the program you'll see a screen like the one below. The next two option check boxes are for optional text to be added for a player's opponent. The checkboxes control options on how your tournament will be run.

- "Include Ratings" will add the opponents ratings to the pairings text/email. Some TDs like to exclude it from scholastic pairings.
- "Include Team" will include the opponents team in the pairings text/email.
- The "Realtime Standings" checkbox will enable realtime standings to be uploaded. By default this goes to mdchess.com/live. At the bottom on the page it can be customized to go to any website.
- The "Sections Changed" checkbox is used when the sections have been changed in a tournament that is using realtime standings. For example, This can happen when you merge schedules. Checking this box will update the online index file to have the current sections in the tournament.

- “Multiple Computers” is used when more than one computer will be used to generate pairings and send them out. It will cause the system to only let one computer be sending out pairings at a time. The service we use to send out the pairings has a rate limit and if multiple computers are sending out messages at the same time, some could get dropped.

The next set of fields control whether you want to add the room name where the board is located. If you enter a range of board numbers, then all the boards within that range will have their texted pairings customized to include what room to go to. This is useful when the event is distributed across several rooms. The lower scrolling region is where all error messages will be logged during the event. After you have selected the options you want, select the tab “Send Texts”.

Text Pairings

Configuration Send Texts

Number of Sections Test Tournament version 4.36, 9/7/2018

Include Ratings Text Results

Include Team Sections Changed

Realtime Standings Multiple Computers

Single Text Phone #

ngle message text

Room Name	Start Board	End Board
living room	1	10
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0

192.168.1.151

BRTD #

Floor TD # 5

Error Log

Standings Destination

MCA Other

When the “Text Pairings” tab is selected the following screen will be display. In the top center is the “Send Global Message” button. This will send a message to all players in all selected sections. The “Needed” field is the total number of texts/emails needed for a global message. The Sent is the current total that have been sent. This will be updated as the global messages are being sent out.

Text Pairings

Configuration Send Texts

Balance 3426 Test Message Send Global Message Needed 000 Sent 000

Express Standard

incl Global	Section Name	Last Rnd	TC (min)	Players	Msgs sent
<input type="checkbox"/> Lock Section <input checked="" type="checkbox"/> Yes	Top		90	6	
<input type="checkbox"/> Lock Section <input checked="" type="checkbox"/> Yes	Middle		60	0	
<input type="checkbox"/> Lock Section <input checked="" type="checkbox"/> Yes	Bottom			0	

Extra Text

Last Text Sent

Error Messages

To the left of the “Send Global Message” button is a text field where you can set the subject of the global message. The Send Global Message is used to send a single text to everyone in the selected sections in the tournament. The main purpose of this is to send out one or more test messages after you have everyone registered and their phone number entered. You can then enter any message you would like to send in the “Extra Text” field. When you then select the “Send Global Message” button, the message will be sent to all the primary and secondary phone numbers and emails for all the players in the sections listed. If you include in your message the string “NAME” the name of the player will be substituted in the message. Also if

you enter the string "SECTION" the section of the player will be substituted. For example, if the extra text field has the message, "This is a test message from the MD Open for NAME in the SECTION section", and John Doe was a player in the MD Open who had a phone number entered and he is playing in the Open section, then John would receive a text message "This is a test message from the MD Open for Doe, John in the Open section". This is useful to double check that the phone numbers are entered correctly.

For each section there is a "incl Global" checkbox. Only sections that are checked are included in the global message. Turning off sections allows you to send a message to just one section.

Also for each section is a "skip Bye" check box. When checked players receiving a full point bye will not receive a message. This can allow you to get them to show up in case you have an extra game for them or they have been cross-paired in another section. Otherwise, they may leave until the next round's start time.

During the Tournament

During the tournament you really only have to do one thing for each section each round. Once you've paired the section, you just click on the "Text Pairings" button for that section. It will text the pairings to the primary and secondary number (and/or send an email) for all players in that section. As it proceeds it will update the "Texts Sent" field with the number of texts it sent out. When it finishes it will update the "Last Round Texted" with the round number of the most recent round it sent out. This field is helpful for keeping track when things get hectic.

At the bottom is a text field named "Extra Text". It is here that you can add information that will be appended to the text message that is sent out. This will be added after the player specific information. I put things like round start times and any other announcements here.

If you try to send out the texts for a round that you have already sent out texts for and nothing has changed, you will get a warning message. If you do have to repair and want to send out a new texts, I like to put "New Parings" in the extra text field to make sure people realize that something may have changed. If you repair a section, only those players whose pairings have changed will receive a new text/email.

Adding phone numbers or email addresses during the tournament

If you are only using TextPair then you can add phone numbers or email addresses for anyone on-the-fly during the tournament. Just enter them in either the phone numbers in the phone or address field and email addresses in the email field. If you are using TD Assistant then you should update the information via TD Assistant.

Things that can go wrong

You lose your internet connection

You'll get an error message of "no network connection" and show a credit balance of -1. Things should work once the connection is restored.

One or more persons doesn't receive their text

Double check that their phone number was entered correctly. Also, see if they received their test message. There are specific error messages that are returned. They will be listed in the error log. Some phone numbers just don't work.