



The new *Display* module is intended to replace *Current standing* that has been a good friend for more than 10 years. Some will rightly claim “not a moment too soon” ...

Current standing will continue working as before, but *Display* is the module that will be maintained and developed in coming versions of Magic Contest. *Display* gives far better possibilities to technical content as well as visual design, the latter being a good enough reason to start using *Display* right away.

It is possible to use *Display* out of the box without being interested in details. Magic Contest comes with many pre-set designs that can be selected without further configuring. The *Quick start* chapter is intended for you.

At the same time, those of you who are interested in controlling the design to the smallest detail are allowed to do so to. The rest of this remarkably long document will satisfy your needs.

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Quick start

Just like *Current standing*, the files created by *Display* are opened in an internet browser. Unfortunately, all browsers do not always work the same, so ...

... use Google Chrome or Mozilla Firefox for best possible result.

Download Display files

When you print a report in Magic Contest, there are quite a number of pre-defined reports to select from.

For *Display*, that is not quite the case. Yes, there are a number of pre-defined displays, but No, you have to download them manually from the *Display* website:

- www.brenning.se/display

Open *My Documents* and locate the folder called *Magic Contest Documents\Display*. Saving the files in that folder makes them accessible to Magic Contest.

Select Display files

Read about selecting files on the next page. There are a lot of details involved to get the right file(s) in place.

Activate Display

Display follows in *Current standing* footsteps, i.e. when *Current standing* is created, so is *Display*.

This can be done manually:

- Click the *Current standing* checkbox
- Click *Result menu* and select *Current standing-...*

or automatically:

- Import results from Bridgemate

Show the result

Open *Magic Contest Outbox* that you find in *My Documents*. Double-click on the resulting display file, that should be located at the top of the list:

- `_display_a_1.htm`



Select Display files

Select *Contest menu-Properties...-Display*. A window opens up with a number of file name selections:

- Starting list
 - Starting list
 - Starting list including scores
 - Starting list (next round)
 - Starting list (Swiss, rounds 1 and 2)
- Barometer
 - Score recap
 - Score recap including seating for next round
 - Last round
- Other contests
 - Other contests

You need to enter the file name of the *Display* file(s) in one or more of the above options.

File name format

There are several ways you can enter a file name:

- startinglist_orderbytable_green
- startinglist_orderbytable_green.mcy
- startinglist_orderbytable_green.txt
- startinglist_orderbytable_green.zip

If you do not provide any file ending, as shown in the first example, “.mcy” will automatically be added.

If you do not provide any file ending, and adding “.mcy” does not result in a valid file, then “.zip” will be added.

You can also add a complete file path such as this:

- C:\MyFolder\startinglist_orderbytable_green.mcy

As long as the format of the file is a *Display* file, then you can provide whatever file ending you like:

- T:\abc\cde\display_file.end

What Display file will be used?

The entered file names all correspond to an action that creates *Current standing* and *Display*. Make sure that the actions you take are connected to a *Display* file.

- If you click *Result menu* and select *Current standing*, you have four menu items corresponding to the starting lists above.
- If you click the *Current standing* checkbox in the main window, then one of three reports will be selected depending on what is applicable:
 - Barometer, middle of tournament:
The *Score recap* display will be used.
 - Barometer, end of tournament:
The *Last round* display will be used.
 - All other contests:
The *Other contests* display will be used.
- If you click *Result menu* and select *Current standing-Save current standing*, you will get the same behaviour as for the *Current standing* checkbox.
- If you click *Result menu* and select *Current standing-... including seating for next round* you get a the *Score recap* display dedicated for seating in the next round.
- If you import Bridgemate results the behaviour is the same as for the *Current standing* checkbox. You can configure this to happen continuously or at the end of the round.

What if a Display file is not defined?

If no *Display* file is defined for an action, Magic Contest uses another file according to this:

- Starting list
 - Starting list ---
 - Starting list including... → Starting list
 - Starting list (next round) → Starting list
 - Starting list (Swiss, ... → Next round
- Barometer
 - Score recap → Other contests
 - Score recap including... → Score recap
 - Last round → Score recap
- Other contests
 - Other contests ---



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Display basics

Display works as an add-on to *Current standing*. This means that the latter will continue working just as before while the former will be an extra feature for those who want it.

Create

Current standing can be created in a few different ways, for instance at every Bridgemate import, or manually in the *Enter results* window. This is all described in the *Current standing* documentation as well as in the *Quick start* chapter of this document.

At every such occurrence, *Display* will also be created.

The files are created in the same folder as *Current standing*, which is normally in *Magic Contest* Outbox. It is also possible to configure another folder for *Current standing* and *Display* files. You do this in *Contest menu-Options...-General*.

File name = `_display_a_1.htm`

The file name may come across as very strange, but it is perfectly logical and intended for easy usage:

`_display` Files in *Magic Contest Outbox* are normally sorted alphabetically. The benefit of the leading underscore (“_”) is that the *Display* files show at the top of the list which makes them easier to find.

`_a` You can have several parallel contests or several parallel display files in the same contest. To make things consistent there is always a contest or section letter in the file name.

`_1` *Display*, just as *Current standing*, consists of one or more pages. As opposed to *Current standing* where page numbers only show for page 2 and on, page numbers always shows in *Display* file names.

There are many ways to override the above. This is described in the *File name* appendix at the end of this document.

Display files (.mcy or .zip)

All *Display* definitions take place in *Display* files that have the file ending .mcy. This is in fact a normal text file that you can edit in any text editor, for instance *Notepad*.

The downloaded files from the *Display* website are all .zip files. These are compressed files that contain one or more .mcy files. This is the *Display* website:

- www.brenning.se/display

Magic Contest understands both formats. If you have selected...

- ... an .mcy file, that file will be used
- ... a .zip file containing one .mcy file, that .mcy file will be unzipped and used
- ... a .zip file containing multiple .mcy files, all files will be unzipped and used simultaneously

Multiple .mcy files in the same .zip file

The multiple file concept is the beauty of *Display*.

If you only have one projector or TV, you have no use of this. However, if you have multiple screen, the following description might describe your setup:

- One projector with 1024x768 resolution
- One old TV with 1368x800 resolution
- One HD TV with 1920x1080 resolution

You have already read about the default file name being `_display_a_1.htm`. In the case with multiple screens, you will simply create the following files that run independently from each other:

- `_display_a_1.htm`
- `_display_b_1.htm`
- `_display_c_1.htm`



FTP

Every time *Current standing* is sent through FTP to your website, so is *Display*. This is completely automatic and all you need to do is to follow the instructions in the *Current standing* documentation.

Online folder

The *Display* files are sent to the same online folder as *Current standing*. This is configured in *Contest menu-Options...-General* and the *FTP* tab.

Limited to pages created by Magic Contest

In *Appendix: File name*, there is a section about sponsors and other external pages. In the same appendix there are also sections about *Next* file names as well as CSS file names.

Even if the *Display* files can be configured to link to such external files, Magic Contest will never automatically upload external files. It is your responsibility to make sure the external files are available wherever you want to show the *Display* files.

Display, Page and Screen

A *Display* is the name used to describe one or more pages to be displayed on a TV or a projector.

A *Page* contains information built by blocks (see below).

The *Screen* is what fits the TV screen or the projector display. This means that a page can be longer than actually fits the screen.

Scrolling pages

A page that is too long will automatically scroll down after 15 seconds. The scrolling can either be slowly scrolling down or flipping one screen at a time.

When the scrolling reaches the end the page will either update itself and go to the top of the page, or change to another page.

The scroll/flip interval is set by the user (see *Page settings* chapter).

Multiple pages

All pages are independent of the other pages. This means you can freely decide what to put on the pages and where.

For instance, to show 50 pairs when only 20 pairs fit the screen, you can choose between the following methods:

- Define one page with 50 pairs. Since all pairs do not fit the screen, the page will flip down twice to show the entire list. Then it will flip to the top or to the next page.
- Define three pages with pairs 1-20, 21-40 and 41-50 respectively. The pages will change from one to the other.
- Define one page with a starting row (1), number of rows (20), and a repeat statement. This will give the same effect as defining three independent pages (previous example) but with much less work.

All methods are described in this document.



Column, Block, and Data

Column is described below.

All pages are based on blocks. Blocks contain data in the form of fields that are displayed in a table, or hand data that is displayed in the form of a hand diagram.

This is an example of what kinds of blocks there are.

- The page title is a block with text to the left, in the middle, or to the right. The overall title consists of 3 or 4 blocks, one row each, with different colours and sizes.
- A ranking is a block with a number of fields. This can be rank, score, percentage, player name, and so on.
- A score table, or a list of frequencies, is also a block with a number of fields. This can be frequency, result, score, percentage, contract, declarer, and so on.
- A hand is a block with a rather fixed layout. In the top left corner of the hand is the board number. Dealer and vulnerability are found in the bottom left corner. The cards and suit symbols are displayed in the middle just like any other hand.

Column

Normally, a block as described above, spans from left to right on a row. By using columns, you can decide that a block covers 30% of the page and another block covers the remaining 70%.

Inside a column you have a number of blocks that, just as on a normal page, are placed below the previous block.

This means that there is no major difference between a page with blocks or a column with blocks. You can for instance place a title block inside a column.

Basic ranking

Block: Title		
Block: Ranking		
1	61,2	Meckstroth - Rodwell
2	61,1	Zia - Robson
3	59,8	Fantoni - Nunes
...		

There are two blocks: *Title* and *Ranking*.

Barometer ranking

Block: Title		
Block: Round winner		
1	85,3	Helness - Helgemo
2	80,9	Fantoni - Nunes
Block: Ranking		
1	61,2	Meckstroth - Rodwell
2	61,1	Zia - Robson
3	59,8	Fantoni - Nunes
...		

There are three blocks: *Title*, *Round winner*, and *Ranking*.



Barometer score table

Block: Title	
Columns	
Column	Column
Block: Hand ♠ AK982 ♥ QT3 ♦ J843 ♣ 9	Block: Frequency 1 450 12 0 4 420 7 5 2 -50 1 11
Block: Double-dummy Par: 2♠ N = 110	

This shows how to use columns. In the left column the hand and the double-dummy analysis are shown. In the right column the frequencies are shown.

Starting positions and message

Block: Title		
Block: Message		
Remember that starting time is 10:45		
Block: Starting list		
N-S	Tbl	E-W
Meckstroth - Rodwell	1	Helgemo - Helness
Zia - Robson	2	Fantoni - Nunes
...		

Already now, the current standing pages can show messages. This is also possible when using *Display*.

Swiss Pairs starting positions (next round)

Region: Title		
Columns: Top-5 and timer		
Block: Top-5		Block: Timer
1	61,2 Meckstroth - Rodwell	10:45
2	61,1 Zia - Robson	
Columns: Starting positions		
Block: Pair 1-10	Block: Pair 11-20	Block: Pair 21-30
1 15 N-S	11 4 E-W	21 6 N-S
2 13 E-W	12 10 E-W	22 7 E-W
3 1 N-S	13 13 N-S	23 4 N-S
...

Large Swiss Pairs events often benefit from showing only a select few of the top ranked pairs. The rest are along with the starting positions are showed ordered by pair number

Many more examples

Go to the following address to see what is possible to do with *Display*:

- www.brenning.se/display

If you design displays of your own that you consider remarkably good or useful, please submit them to the following e-mail address and they will be published on the website with the necessary credits:

- tomas@brenning.se



Configure page

A page consists of the following basic parts:

- Page title
- Message (optional)
- Data

Page title

The page title is shown on one, two or three lines depending on what information needs to be shown. Such information can be one or many of the following:

- Contest name
- Contest date
- Session number
- Round number
- Count-down timer
- More...

Message (optional)

A message can be shown to give the players special information. This is typically shown using large red capitalised letters to notify the players of special conditions.

These messages are pre-defined in Magic Contest:

- PROVISIONAL FINAL RESULT
- OFFICIAL FINAL RESULT
- FINAL RESULT PENDING A RULING

Other messages can be added by the user.

Data

As shown by examples in the previous section, many different types of data can be shown, for instance:

- Starting list
- Ranking (complete or partial)
- Top-5 ranking
- Top-3 round winners
- Swiss Pairs starting positions
- Score table
- Hand and double-dummy analysis
- Count-down timer
- More...

Pre-defined page layouts

As opposed to when printing paper reports, Magic Contest does not come with any pre-defined page layouts.

Instead, you need to follow the instructions in the *Quick start* section of this document where downloading display files is described in detail. This is the online address for such downloads:

- www.brenning.se/display

Data vs layout

Magic Contest produces two files that are necessary for displaying data:

- .htm file. This file contains data such as titles, names, scores, and other things that are shown.
- .css file. This file contains layout such as font, colour, size, etc

The benefit is that there are endless ways of changing the visual appearance (by modifying the .css information) without having to change the source of the data (that resides in the .htm file).

Configure .css file

The `_display_a_x.css` file (for simplicity referred to as “a.css”) is always created by Magic Contest. This means that you cannot make any changes in that file since it is overwritten every time.

If you want to make layout changes, you do that in the secondary .css file with a file name of your choice. Let us call it “b.css” for the time being.

The way .css files work is that all settings from a.css are used as default for the display pages currently shown.

If you take one setting, for instance `body > background` and add that to b.css, then that setting will be used instead of the one in a.css. This goes for all settings you find in a.css that you add to b.css.

See more in *Appendix: File name and the CSS file name* section.



File format

Tags, tokens and values

This title is programming gibberish for the building components of an .mcy file. I am not going into any details on what it means. It is much better to look at the provided samples and take it from there.

A somewhat complicated .mcy file can look like this (when used, it will produce one page with a ranking and multiple pages with frequency score recaps along with the hands):

```
[DISPLAY]
VisualProfile           = Green

[PAGE]

[BLOCK]
Content                 = AutoTitle

[BLOCK]
Content                 = Ranking

[PAGE]

[BLOCK]
Content                 = AutoTitle

[BLOCK]
Content                 = Columns

[COLUMN]

[BLOCK]
Content                 = Hand

[FIELD]
Content                 = BoardNumber

[FONT]
Size                    = 50px
verticalalign           = top

[COLUMN]

[BLOCK]
Content                 = Frequency

[EXIT_BLOCK_OF_COLUMNS]
```

What you need to know is that as long as you follow the above syntax, all will be good.

In the example, tabs have been used to place the equal mark in a straight column. For increased readability, empty lines have been inserted at strategic positions.

None of that is necessary, so a file might just as well look like this (an example with simpler contents that is substantially more difficult to read):

```
[DISPLAY]
VisualProfile=Green
[PAGE]
[BLOCK]
Content=AutoTitle
[BLOCK]
Content=Ranking
```

Advanced features

Many advanced Display features are described in appendices at the end of this document. You can find for instance the following:

- Comments
- Stop reading data
- File name
- CSS file name
- Lines and frames
- Much more...

Visual profile

```
[DISPLAY] > VisualProfile = ...
[PAGE] > VisualProfile = ...
```

There are five pre-defined visual profiles:

- SWAN (or White)
- Black
- Green
- Blue
- Brown

You can use *VisualProfile* for *[DISPLAY]* and *[PAGE]* independently of each other.

They each have visual settings that are meant to work together. This includes colours for the following:

- Title bars
- Background
- Text
- Titles
- Banding (alternating colours for every other line)
- Lines and frames

It also includes text sizes and line widths. Read more in *Appendix: Font* or (*Lines and borders*) about text sizes and line widths.



Page settings

Some of these settings overlap settings in *Current standing*. When that happens the *Current standing* setting will act as default in case you do not supply a setting in the *Display* file. Please read the *Current standing* documentation for more information.

Quick start and downloaded pre-defined displays

None of the sample .mcy files found on the official website have used the following settings.

This means that if you use the pre-defined *Display* files and want to hide the mouse pointer or the scroll bars, then you need to go into the *Current standing* settings and do so.

Flip time (seconds)

[DISPLAY]
FlipTime = 15

or

[PAGE]
FlipTime = 15

Corresponding *Current standing* setting:

Contest menu-Properties...-Current standing

--- Interval between automatic screen updates

Flip or scroll

[DISPLAY]
FlipScroll = No/Scroll/Flip

or

[PAGE]
FlipScroll = No/Scroll/Flip

Corresponding *Current standing* setting:

Contest menu-Properties...-Current standing and Current standing (more) tab

--- Scroll pages that are too long

Hide cursor / Hide mouse

[DISPLAY]
HideCursor = Yes/No

or

[PAGE]
HideCursor = Yes/No

Corresponding *Current standing* setting:

Contest menu-Properties...-Current standing

--- Hide mouse pointer (works in Firefox and Chrome but not in Internet Explorer)

Hide vertical scroll

[DISPLAY]
HideScroll = Yes/No

or

[PAGE]
HideScroll = Yes/No

Corresponding *Current standing* setting:

Contest menu-Properties...-Current standing and Current standing (more) tab

--- Hide right-hand side scroll bar



Blocks

Data is shown in *Blocks*. This can be titles, rankings, score tables, score tables, etc. The format for inserting a block is the following

```
[BLOCK]
Content = Ranking
```

Available blocks

Columns

Title
AutoTitle

StartingList
StartingListPair
StartingListCountry
StartingListSeparateRows

Ranking
Top-N
RoundWinner

Hand
Frequency
FrequencyPercentage
ScoreTable

PointLeague
PointLeagueButler

Block: Title rows

```
[BLOCK] > Content = Title
[BLOCK] > Row = 1/2/3/4
```

You can use as many title rows as you like. Rows 1-4 have visual profiles defined in *Visual profile* above.

Automatic title

```
[BLOCK]
Content = AutoTitle
```

Before going into any details; if you want as little headache as possible, you should use *AutoTitle* which hands over the responsibility to Magic Contest to create suitable titles.

Four title rows will be created. Rows 1 and 2 contains information such as contest name, contest date, session number, round number, timer information, etc. Row 3 contains general contest information. Row 4 contains a message if you have chosen to publish such through the *Current standing* message functionality.

True, by handing over the responsibility to Magic Contest you have less control over the details, but there is really very little joy to that compared to completely automated titles.

Title fields

```
[BLOCK] > Left = ...
[BLOCK] > Middle = ...
[BLOCK] > Right = ...
```

Every title row can have up to three fields (left adjusted, centered or right adjusted). You can either write plain text or write an alias that will be replaced by data from the contest.

Title widths

```
[BLOCK] > WidthLeft = ...
[BLOCK] > WidthMiddle = ...
[BLOCK] > WidthRight = ...
```

You can set the field widths independently of each other.



Title alias

ContestDate
 ContestName
 ContestDateName
 ContestNameNoSession
 ContestSession
 ContestInformation
 Timer1 or Timer
 Timer2
 Timer3
 Message
 Timer

All of the above are aliases for data from the contest. The syntax is the following:

Left = ContestDate
 Left = Contest date: [ContestDate]
 Left = [ContestDate] .. [ContestName]
 Middle = Message
 Right = Timer1

If you only use the alias as the value you can omit the brackets. If you want to combine text with an alias, or even multiple aliases, then you need to embrace the aliases with brackets.

Message alias

In short, the message alias allows you to present pre-defined messages on a red background. This can be any message of your choice. The pre-defined messages are the following:

1. PROVISIONAL FINAL RESULT
2. OFFICIAL FINAL RESULT
3. FINAL RESULT PENDING A RULING

Read more about the *Message* settings in the *Current standing* documentation.

Timer alias

[BLOCK]
 Content = Title
 Row = 1
 Left = Timer2
 Middle = Timer1
 Right = Timer3

Timer consists of a count-down timer (*Timer1*) and message when changing rounds (*Timer2* or *Timer3*). You can insert those aliases in the same title block or in different.

The next step is to go to *Contest menu-Properties...-Current standing* and the *Timer* tab to activate the timer. Read more about the *Timer* settings on this page:

<http://www.brenning.se/mcsampltimerschedule.asp>

Example

This is what a basic file can look like, given the settings so far in this document (and that you have selected not to use the recommended *AutoTitle* setting):

```
[DISPLAY]
VisualProfile = Green

[BLOCK]
Content      = Title
Row         = 1
Left        = ContestName
Right       = Timer1

[BLOCK]
Content      = Title
Row         = 2
Left        = ContestDate
Right       = Timer2

[BLOCK]
Content      = Title
Row         = 3
Left        = ContestInformation

[BLOCK]
Content      = Title
Row         = 4
Middle      = Message
```



Block: Ranking

[BLOCK]
Content = Ranking

Width

[BLOCK]
Width = 1004

Calculate this width the following way:

- Add the individual field widths (see below)
- Add 1 for each vertical line (not the border)
- Add 1 for the border
- Add 5 for each left adjusted field (padding)

Now you have the block width.

ShowFields and WidthFields

[BLOCK]
ShowFields = Rank, Score,
Percentage, Round,
Swiss, Name
WidthFields = 100, 120,
100, 120,
150, 402

The *ShowFields* and *WidthFields* values are shown on multiple rows due to space constraints. In real file you must not place any row breaks in the middle of data.

SortFields

[BLOCK]
SortFields = Rank

This is the normal way of sorting according to rank. You can sort on all available fields, and you can even sort in descending order by using this format (adding an asterisk):

[BLOCK]
SortFields = Rank*

Available fields

Rank or TotalRank
Pair
Score or TotalScore
Percentage or TotalPercentage

Name or PlayerName
Club or ClubName
Country

Round1, Seating1, or SeatingRound1
Swiss, SwissRound, or NextSeating

Round, RoundScore, or RoundTotal
RoundPercentage
RoundWinner

SessionRank
SessionScore
SessionPercentage

Extra1 or ExtraInfo1
Extra2 or ExtraInfo2
Extra3 or ExtraInfo3
Extra4 or ExtraInfo4
Extra5 or ExtraInfo5

Example

This is what a basic file can look like, given the settings so far in this document:

[DISPLAY]
VisualProfile = Green

[BLOCK]
Content = AutoTitle

[BLOCK]
Content = Ranking
Width = 1004
ShowFields = Rank, Score,
Percentage, Round,
Swiss, Name
WidthFields = 100, 120,
100, 120,
150, 402

The *ShowFields* and *WidthFields* values are shown on multiple rows due to space constraints. In the real file there cannot be any row breaks in the middle of data.



Block: Top-N

[BLOCK]
Content = Top-N

Available fields

The fields used for this block are the same as for *Ranking block* described above.

Row interval

[BLOCK]
Content = Top-N
FirstRow = 1
NumRows = 3

Top-N is by default defined to contain top-5 pairs. This can be changed to for instance top-3.

You can find more examples of row intervals in the *Advanced* appendix at the end of this document. Using row intervals is not limited to top-N content.

Block: Round winner

[BLOCK]
Content = RoundWinner

SortFields

[BLOCK]
SortFields = RoundScore,-

This is the normal way of sorting the round winners, i.e. sort by round score in descending order (the comma and the minus sign takes care of the descending order).

Available fields

RoundWinner
Pair
RoundScore
RoundPercentage
PlayerName

These fields are useful only for the Round winner block. You can also add the same fields as in *Ranking block* above.



Block: Hand

[BLOCK]
Content = Hand

Block: Frequency

[BLOCK]
Content = Frequency

or

[BLOCK]
Content = FrequencyPercentage

You can choose to show the frequencies with or without percentages.

Available fields

BoardNumber
Frequency
Result
ScoreNS
ScoreEW
PercentageNS
PercentageEW

Block: Score table

[BLOCK]
Content = ScoreTable

Available fields

BoardNumber
PairNS
PairEW
Contract
Declarer
ContractResult
Lead
Result
ScoreNS
ScoreEW
PercentageNS
PercentageEW

Block: Butler and point league

[BLOCK]
Content = Butler

[BLOCK]
Content = PointLeague

These two blocks are described in a separate document called *Display and Butler (point league)*



Field formats

[BLOCK]
Content = Ranking

[FIELD]
Content = PlayerName
Format = LastFirst

It is possible to control the layout for each individual field. You can combine different settings, so the [FORMAT] values can be a combination such as this:

Format = SeparateLines, LastF

Player name

[FIELD]
Content = PlayerName
Format = LastFirst

There is a *Current standing* setting that controls the player name layout. This is found through *Contest menu-Properties...-Current standing* and the *Current standing (layout)* tab. Unless specified, this setting controls the player names settings for the entire display.

The available settings for player names, if you want to control them on a block level, are the following:

FirstLast	John Smith
FirstL	John S
First	John
FLast	J Smith
Last_First	Smith, John
Last_F	Smith, J
Last	Smith
LastFirst	Smith John
LastF	Smith J

They each correspond to the values found in the *Current standing* settings described above.

Player name (extra formatting)

[FIELD]
Content = PlayerName
Format = LastFirst,UpperLast

You can also control whether you want to capitalise letters or not. This can be combined with the above settings for what to show. The possible values are the following:

UpperFirst	JOHN Smith
UpperLast	John SMITH
Upper	JOHN SMITH
MixedFirst	
MixedLast	
Mixed	

They each correspond to the values found in the *Current standing* settings described above.

The last three settings are used in case the local member file already contains upper-case letters. Then you can use the mixed-case settings to compensate for this.



Appendix: Advanced

Stop reading data

If you want to completely stop reading data you can use one of the following:

```
[STOP]
[EXIT]
[QUIT]
```

This can be useful if you for instance have created a long display file and you want to test the first part of it. Then you just insert one of the above stop tokens and Magic Contest will ignore the rest of the file.

Comments

When you design a file it is sometimes useful to write comments that should not be interpreted by Magic Contest. There are two types of comments:

- Rest of the row // ...
- Interval /* ... */

This is an example of a row comment where everything after // will be ignored (marked in red):

```
[DISPLAY]
VisualProfile = green   // My comment
```

This is an example of an interval comment where everything inside the comment tokens is ignored (marked in red):

```
[DISPLAY]
/*
VisualProfile = brown
VisualProfile = blue
*/
VisualProfile = green
```

You can also start and end comments wherever you want, for instance like this, where parts of rows are ignored (marked in red):

```
[DISPLAY]
VisualProfile = /*brown
VisualProfile = blue
VisualProfile = */green
```

Row interval and repeat rows

```
[BLOCK]
Content               = Top-N
FirstRow             = 1
NumRows              = 3
```

Top-N is by default defined to contain top-5 pairs. This can be changed to for instance top-3 by using the *NumRows* parameter.

```
[BLOCK]
Content               = Ranking
FirstRow             = 1
NumRows              = 20
```

For rankings you may want to show only some pairs, for instance as many pairs as can fit your screen.

```
[PAGE]
[BLOCK]
Content               = Ranking
FirstRow             = 1
NumRows              = 20
```

```
[PAGE]
[BLOCK]
Content               = Ranking
FirstRow             = 21
NumRows              = 20
```

By defining a new page and then using a different *FirstRow* you can show half the pairs on one page and the rest on another.

```
[BLOCK]
Content               = Ranking
FirstRow             = 21
LastRow              = 40
```

You can use *LastRow* instead of *NumRows* if you find that a more convenient way of defining the pair interval.

```
[BLOCK]
Content               = Ranking
FirstRow             = 1
NumRows              = 20
RepeatRows           = Yes
```

Instead of defining multiple pages, you can through the *RepeatRows* parameter tell Magic Contest to simply repeat all pairs until they have all been displayed. With 60 pairs you will get 3 pages containing pairs 1-20, 21-40, and 41-60 respectively.



Appendix: File name

Default file names

The default file names used are the following:

- `_display_a_1` .htm
- `_display_a_2` .htm
- `_display_a_3` .htm
- `_display_a_x` .css

The first three files (or however many files are created), each consist of the following parts:

- Stub: `_display`
- Letter: `_a`
- Page number: `_1 _2 _3 ...`
- File extention: `.htm`

The visual settings are collected in one .css file that consists of the following parts:

- Stub: `_display`
- Letter: `_a`
- Page number: `_x`
- File extention: `.css`

All .htm files refer to this one file for its visual settings.

Lower-case file file names

```
[DISPLAY]
FileNameStub   = _ABCxyz
FileNameLetter = Q
```

One thing worth mentioning before going into details is that all *Display* file names created by Magic Contest are converted into lower-case letters. This means that with these settings the file names are converted into the following:

- `abcxyz_q_1` .htm
- `abcxyz_q_2` .htm
- `abcxyz_q_3` .htm
- `abcxyz_q_x` .css

There are two exceptions, and that is when Magic Contest refers to files not (necessarily) created by Magic Contest:

- Next file name
- CSS file name

These two file types are described in the following sections. In both cases you specify the complete file name including file ending using *FileNameNext* and *FileNameCSS*. Magic Contest will use the file names exactly as you write them.



File names

```
[DISPLAY]
FileNameStub   = _abc
FileNameLetter = m
```

With these settings, the following files are created:

- _abc_m_1 .htm
- _abc_m_2 .htm
- _abc_m_3 .htm
- _abc_m_x .css

If you want the simplest possible file names, then you can try the following settings:

```
[DISPLAY]
FileNameStub   = x
FileNameLetter =
```

With these settings, the following files are created:

- x_1 .htm
- x_2 .htm
- x_3 .htm
- x_x .css

No matter if you want it or not you cannot get rid of the page number.

Automatic This/Next settings

```
[DISPLAY]
```

In the Magic Contest *Current standing* settings there is a concept referred to as *This/Next*. This can be found in *Contest menu-Properties...-Current standing* and the *Current standing (and more)* tab.

If you leave the file name section empty in the *Display* file, and specify *This/Next* settings in Magic Contest, those settings will be used for the file names.

With *This/Next = B/C*, the following file names will be used:

- _display_b_1 .htm
- _display_b_2 .htm
- _display_b_3 .htm
- _display_b_x .css

After page 3 has been shown it will automatically change to this file:

- _display_c_1 .htm



Next file name

```
[DISPLAY]
FileNameNext = abc.htm
```

A display consists of one or more files. Page 1 shows and then automatically changes to page 2; page 2 changes into page 3, and so on. At the end the cycle goes back to page 1.

You can override the end of the cycle by using *FileNameNext*. As opposed to *FileNameStub* and *FileNameLetter* of the previous section, *FileNameNext* must point to a valid file name or a valid URL.

In this case the new file after the cycle has ended is abc.htm.

```
[DISPLAY]
FileNameNext = ../index.htm
```

or

```
[DISPLAY]
FileNameNext = ../sibling/index.htm
```

You can also refer to files in other folders. In the examples above this can be either in the parent folder (first example) or the folder parallel to the current folder (second example).

```
[DISPLAY]
FileNameNext = http://www.brenning.se
```

It is also possible to provide a complete URL to skip to. In this case you must prefix the URL with "http://".

```
[DISPLAY]
FileNameStub = _display
FileNameLetter = k
FileNameStubNext = _display
FileNameLetterNext = m
```

You can also use the same type of syntax as for the basic file names, except for the tokens being suffixed by "Next". In this example, the following files are created:

- `_display_k_1 .htm`
- `_display_k_2 .htm`
- `_display_k_3 .htm` → `_display_m_1.htm`
- `_display_k_x .css`

CSS file name

```
[DISPLAY]
FileNameCSS = _magic.css
```

The visual settings are always created in a default file (see previous sections). You can also provide your own settings to override the default ones.

Such settings are placed in a separate file that you create and maintain yourself. Magic Contest will never write to that file, nor will Magic Contest ever overwrite that file.

In the same way, but completely opposite, the .css file that Magic Contest creates must not be edited by the user, because that file will be overwritten everytime new display pages are created.

From a technical point of view, the above setting means that the <head> section of the .htm files will look like this:

```
<head
  <link href='_display_a_x.css' rel=style...
  <link href='_magic.css' rel=stylesheet ...
</head>
```

CSS file name letter

```
[DISPLAY]
FileNameCSSLetter = y
```

The typical setup in the beginning of an event is that you publish a starting list. Then, after the first round of a barometer, you publish the score recap. Normally this works just fine.

On some computers, using some internet browsers, the layout has been funny-looking as the browser has used the previous layout definitions (for the starting list) instead of the new (for the score recap).

This is because both displays use the same CSS file name for the visual settings. However, as the second one overwrites the first, it should work.

The default CSS file name is this:

- `_display_a_x .css`

The solution to this problem is to replace the pre-defined "x" with another letter. The above definition will give the following CSS file:

- `_display_a_y .css`



Sponsors and other external pages

There are *Current standing* settings for images and sponsor pages. Those are not supported.

Instead, it is possible to use the *FileNameNext* setting previously described in this section to achieve the same (and better) functionality.

Let us assume that you have a page called *sponsors.htm*. This contains sponsors, logos, and other static information you want to show to the players.

The first step is to adjust that page so it contains an internal count-down timer that only shows the page for a certain period of time, typically 15 seconds. In short, you need to put the following statement in the *<head>* section of your file:

```
<head>
  <meta http-equiv="refresh"
        content="15; url=_display_a_1.htm">
</head>
```

Normally this statement is written on the same line with a space between “*refresh*” and *content*. This step takes care of the sponsors page redirecting into the first *Display* page.

Next step is to use *FileNameNext* and assign that the value *sponsors.htm*. This takes care of redirecting the last page into the sponsors page.

Last thing is that you place *sponsors.htm* in the folder where Magic Contest creates the *Display* pages. After that all will be good and the sponsors page will show as an integrated part of the *Display* cycle.

As a bonus, since the *Display* pages are all based on the visual properties in *_display_a_x.css*, you might want to use the same visual properties on the sponsors page. The effect will then be that typefaces and colours will be integrated with the *Display* pages that Magic Contest creates.



Appendix: Column

You can divide the screen into columns. In each such column you can place blocks.

Multiple blocks in the same column are placed below the previous block. This is identical to how blocks are placed in on a normal page.

A typical example is a score recap where you have the hand and the double dummy analysis to the left and the frequencies to the right. You can even spice it up with the round winner at the bottom of the page.

Define columns (and end of columns)

[PAGE]

[BLOCK]
Content = AutoTitle

[BLOCK]
Content = Columns

[COLUMN]

[BLOCK]
Content = Hand

[BLOCK]
Content = DoubleDummy

[COLUMN]

[BLOCK]
Content = Frequency

[EXIT_BLOCK_OF_COLUMNS]

[BLOCK]
Content = RoundWinner

Use these definitions to set up the example described above. The red text is what makes columns work.



Appendix: Font

You can set font details on any level you like:

- Display
- Page
- Column
- Block
- Field

When you set the font on one level, its “children” will inherit all the values. This also applies to setting only a few of the values that come with a font.

Default values

These are the default font values along with how you assign them:

```
[FONT]
Face           = [See below]
Size           = 25px
Weight        = normal
TextAlign     = [See below]
VerticalAlign  = middle
Background    = [See below]
TextColor     = [See below]
Padding       = [See below]
```

You can set any number of the fields. The non-assigned fields will keep their original defaults.

The default font face is rather long. This is the default value:

```
verdana, sans-serif, arial, helvetica
```

The default text size (25px) allows 18-19 rows of data on a projector with a 1024x768 resolution. See more below where projector and TV resolutions are discussed.

The default text alignment depends on the field in questions. Most fields, such as rank, score, percentage, and so on, are centered, while some, like player names, club name and country, are left-adjusted.

The default background and text colours depend on what visual profile you have selected. The visual profiles are described in another chapter in this document.

The padding depends on whether fields are left-, center-, or right-adjusted. The default is no padding except for left-adjusted fields that have a 5px padding to the left.

CSS equivalents

If you know your way around CSS files, then you might prefer the CSS syntax:

```
[FONT]
font-family    =
font-size     = 25px
font-weight    = normal
text-align     =
vertical-align = middle
background     =
color         =
padding       =
```

You can also use the CSS file syntax using colons and semi-colons (as long as you keep it to one value per line):

```
[FONT]
font-family:verdana;
font-size:25px;
font-weight:normal;
text-align:left;
vertical-align:middle;
background:white;
color:black;
padding:0px 0px 0px 5px;
```

Projector and TV resolutions

As mentioned above, with the default 25px text size, 18-19 rows of data fit a 1024x768 projector screen. To that you can add one row for the title header and three rows for the contest header (name, date, session, round, information, etc).

This is the “old” norm for projector resolutions. Newer tend to go towards 1280x800 widescreen which adds a row or two to the display.

If you display data on an HD TV, then you have a 1920x1080 resolution. You need to keep in mind that since the TV is smaller than a projector, it means that you need to increase the text size depending on how far away you expect your players to view the results.

It becomes more interesting if you attach the TV to the wall in portrait mode (if your computer and/or TV allows you to rotate the image 90 degrees). With 1080x1920 resolution you can show rankings better.

At the end of the day you must remember that designing the output on your desktop or laptop is not suitable. You need to view the result in the playing area, standing up, and from a distance, to figure out if the design works or not.



Possible values

You can use the following values, but more values are available and can be found on the internet:

Face font-family

- verdana
- helvetica
- More...

Size font-size

- 25px
- small (which is petite)
- large (which is smaller than 20px)
- More...

Weight font-weight

- normal
- bold
- bolder
- lighter
- More...

TextAlign text-align

- left
- center
- right
- More...

VerticalAlign vertical-align

- top
- middle
- bottom
- More...

Background background

- white black yellow blue red ...
- #fff #000 #ff0 #00f #f00 ...
- #ffffff #000000 #ffff00 #0000ff #ff0000 ...
- More...

TextColor color

- white black yellow blue red ...
- #fff #000 #ff0 #00f #f00 ...
- #ffffff #000000 #ffff00 #0000ff #ff0000 ...
- More...

Padding padding

- 0px 10px 0px 10px
- 0px 10px 0px
- 0px 10px
- More...

Bottom line is that if you know your way around website design and CSS files, then you can apply your knowledge on these settings. If not, then it is difficult or even impossible to write enough of a document to keep you up to speed.

Title, banding and frame

So far we have covered the [FONT] token that decides how text looks. There are more to this, though:

[FONT]
 [FONTTITLE]
 [FONTBANDING]
 [FRAME]

For each of these types you can set individual values just as described for [FONT] above. First a show walk-through:

- [FONTTITLE] affects field titles at the top of tables.
- [FONTBANDING] affects the alternating rows, i.e. all even-numbered rows. Banding is a method used to make it easier to read.
- [FRAME] only affects the line surrounding the block, i.e. the top, right, bottom, and right lines.

There is an appendix below called *Lines and borders*. It describes how to combine the values for [FONT], [FONTTITLE] and [FRAME] to create the grid that composes a block.

Page title font

Just to clarify, if you want to control the top three rows of the page (the ones with contest name, date, session, round, etc), you need to do it something like this:

[BLOCK]
 Content = Title
 Row = 1
 Left ContestName

[FONT]
 Size = 50px

Even if the block is a title, you do not use the title font described in the previous section.

Banding

As for the banding described above, there is a setting which allows you turn it on or off:

[PAGE] or [BLOCK]
 ShowBanding = No



Appendix: Lines and borders

The previous appendix described the four font categories:

```
[FONT]
[FONTTITLE]
[FONTBANDING]
[FRAME]
```

They are also used to define lines and borders. Compare the following colour-coded table with the default values below, and you will understand how to control the layout:

Rank	%	Name
1	61,2	Meckstroth - Rodwell
2	61,1	Zia - Robson
3	59,8	Fantoni - Nunes

Default values

```
[FONT]
border-right = 1px solid white (*)
border-bottom = 0px solid white (**)
```

```
[FONTTITLE]
border-right = 1px solid white
border-bottom = 1px solid white
```

```
[FONTBANDING]
Not used for lines and borders
```

```
[FRAME]
border-top = 1px solid white
border-right = 1px solid white
border-bottom = 1px solid white
border-left = 1px solid white
```

(*) The actual colours differ from one visual profile to the other. For instance, for the *SWAN* profile the borders are black while for the *Black* profile they are yellow.

(**) The *SWAN* and visual profile differs from *Black*, *Blue*, *Green*, and *Brown* in that the former have lines between the rows while none of the latter have that. This means that 1px is added to every row in the *SWAN* profile, thus making it less “effective” in showing many rows.

Syntax

There are many ways of controlling the look of tables. The internet is the best way of finding out exactly what you can do.

- Thick frame:

```
[FRAME]
border-top = 5px solid white
border-right = 5px solid white
border-bottom = 5px solid white
border-left = 5px solid white
```

- Thick line between title and text:

```
[FRAME]
border-bottom = 5px solid white
```

- No lines at all:

```
[FONT]
border-right = 0px solid white
border-bottom = 0px solid white
```

```
[FONTTITLE]
border-right = 0px solid white
border-bottom = 0px solid white
```

```
[FRAME]
border-top = 0px solid white
border-right = 0px solid white
border-bottom = 0px solid white
border-left = 0px solid white
```

- Dotted frame:

```
[FRAME]
border-top = 1px dotted white
border-right = 1px dotted white
border-bottom = 1px dotted white
border-left = 1px dotted white
```

- Thick double line at the top:

```
[FRAME]
border-top = 6px double white
```



Appendix: Field

Add fields through ShowFields

```
[BLOCK]
Content          = Ranking
ShowFields      =
    Rank, Score, Percentage, PlayerName
```

The *ShowFields* data must be on the same line.

Add fields through [FIELD]

```
[BLOCK]
Content          = Ranking
```

```
[FIELD]
Content          = Rank
```

```
[FIELD]
Content          = Score
```

```
[FIELD]
Content          = Percentage
```

```
[FIELD]
Content          = PlayerName
```

Hide fields

```
[BLOCK]
Content          = StartingList
ShowFields      = Club, ...
HideFields      = Club
```

It is possible to sort lists based on a field that you do not want to show. Then you need to include the field in *ShowFields* and then use *HideFields* to make the field invisible.

The general process of hiding fields is described in the following appendix, sections *Hide default fields* and *Manually hiding fields*.

Sort fields

```
[BLOCK]
Content          = Ranking
SortFields      = Rank    or    Rank, +
```

```
[BLOCK]
Content          = RoundWinner
SortFields      = RoundScore, -
```

This is the syntax for assigning sorting fields. All details are described in the next appendix, section *Ranking*.

Starting list, Ranking, Top-N, SwissColumn, etc

```
[BLOCK]
Content          = StartingList
Content          = StartingListCountry
Content          = Ranking
Content          = Top-N
Content          = RoundWinner
Content          = SwissColumn
```

The following fields are available every time you display names according to the above block types:

```
Rank            or    TotalRank
Pair
Score           or    TotalScore
Percentage      or    TotalPercentage
```

```
Name           or    PlayerName
Club           or    ClubName
Country
```

```
Round1, Seating1, or SeatingRound1
Swiss, SwissRound, or NextSeating
```

```
RoundScore, Round, or RoundTotal
RoundPercentage
RoundWinner
```

```
SessionRank
SessionScore
SessionPercentage
```

```
Extra1         or    ExtraInfo1
Extra2         or    ExtraInfo2
Extra3         or    ExtraInfo3
Extra4         or    ExtraInfo4
Extra5         or    ExtraInfo5
```



Field widths and block width

```
[BLOCK]
Content          = Ranking
ShowFields       = Rank, Pair, Name, Club
WidthFields     = 100, 150, 300, 300
Width            = 865
```

When you specify field widths through *WidthFields*, you must also specify the total width of the block through *Width*. If you do not do that, the fields will take up the space they need, completely ignoring the individual field widths that you assigned.

The reason is that the math for calculating the total width is by no means simple and is based on multiple settings where you as the designer is the only one who has full control.

This is how field math works:

- Add the field widths. $100+150+300+300 = 850$
- Add the border widths. This includes both the outer frame and the lines between each fields. $(1+1)+(1+1+1) = 5 + 850 = 855$
- Add the padding for left adjusted fields. This applies to *Name*, *Club* and *Country* that have 5 pixels padding from their respective left border until the text starts. $5+5 = 10 + 855 = 865$
- Now you have arrived at the block width. Use *Width* to assign the manually calculated width.

The reason this has to be done manually is that Magic Contest cannot completely know what widths will be used.

Yes, the field widths are known (unless they are overridden in an external CSS file), but then comes

- the frame, that can be configured to be thicker or thinner,
- the lines between fields, that can be removed or be thicker,
- the left adjusted padding, that can be increased or decreased,
- and so on...

At the end of the day it is reasonable to leave the responsibility to the *Display* designer.

Note! The default settings for a “normal” projector is that the screen is 1024x768 pixels large when the internet browser is maximised. After the default margins have been deducted, there is a remaining width of 1004 pixels to play around with.

```
[BLOCK]
Content          = Ranking
ShowFields       = Rank, Pair, Name, Club
HideFields       = Pair
WidthFields     = 100, 0, 300, 300
Width            = 714
```

If you hide a field you still need to include it in the *WidthField* list. After that the math is the same, except that you ignore the hidden field, thereby only counting 1 line between *Rank* and *Name*.

Automatic recalculation of field widths

```
[BLOCK]
Content          = Ranking
ShowFields       = Rank, Pair, Name, Club
HideFields       = Pair
WidthFields     = auto
```

If you are generally content with the default field widths that Magic Contest assigns, then you can tell Magic Contest to automatically recalculate the widths (instead of manually calculating it):

- Use *ShowFields* to add fields.
- Use *HideFields* to optionally remove fields.
- Use *WidthFields=auto* to recalculate field widths and total block width.



Appendix: Default fields

Available blocks and their default fields

This appendix describes the default fields for the following blocks:

- StartingList
- StartingListPair
- StartingListCountry
- StartingListSeparateRows
- Ranking
- Top-N
- RoundWinner
- SwissColumn
- Frequency
- FrequencyPercentage
- ScoreTable

Hide default fields

Some of the default fields as described in this section can be hidden through settings you find in *Contest menu-Properties...-Current standing* and the *Print* tab.

The settings in question apply to hiding pair numbers and/or matchpoints. In the latter case, only the percentages are shown.

The benefit of hiding some of these fields is that space is limited when you use the default font size. If you reduce the font size you can fit more fields, but remember that the point of using a TV or a projector is that you can see the text from a distance, so do not reduce the text size too much.

Note! The fields in question are only hidden when you use the default field settings as described below. Once you add fields through *ShowFields*, those manual settings apply no matter the *Current standing* settings.

Default sort order and field widths

Some other benefits of the default settings are:

- Automatic sort order. Depending of what type of block you select, the sort order will be set accordingly.
- Automatic field widths. There are widths for the default font size that are applied to the default field lists.

Cancelling default sort order and field widths

When you manually define fields through *ShowFields* you lose the automatic widths. Then you need to use *WidthFields* to define the widths. There is a very useful *WidthField=auto* setting described in the above section *Automatic recalculation of field widths* if you do not want to do this manually.

As for the sort order and hidden fields, they are not affected by *ShowFields*. This means that as long as the automatically defined fields are re-defined, the sort order stays the same. Otherwise you need to use *SortFields* to define the sort order.

Manually hiding fields

```
[BLOCK]
Content           = StartingList
HideFields        = Club
```

It is possible to manually hide default fields (see below for what fields are default).

If you do so without changing anything else, the field widths are recalculated according to *Default sort order and field widths* above.



Starting list

```
[BLOCK]
Content          = StartingList
```

You will automatically get the following fields if you use this setting with no changes:

- Seating in round 1
- Pair number
- Player names
- Club name

```
[BLOCK]
Content          = StartingList
ShowFields      =
                SeatingRound1, Pair, PlayerName, Club
```

You can achieve the above settings by specifying the fields manually. However, if you choose this method, you will not get automatic field widths.

If you want to use this example the field names must be on the same line as the *ShowFields* token.

```
[BLOCK]
Content          = StartingList
SortFields      = SeatingRound1
```

The default sort order is by seating in round 1. You can change this by using *SortFields*.

Starting list (ordered by pair number)

```
[BLOCK]
Content          = StartingListPair
```

The columns are as above, but the order is by pair number, not by seating in round 1.

Starting list (country instead of club)

```
[BLOCK]
Content          = StartingListCountry
```

Country will be shown instead of club. All other settings are as above.

Starting list (one player per row)

```
[BLOCK]
Content = StartingListSeparateRows
```

The players in the pairs will be shown on one row each, sorted alphabetically by last name.

Ranking

```
[BLOCK]
Content          = Ranking
```

You will automatically get the following fields if you use this setting with no changes:

- Rank
- Pair number
- Total score
- Total percentage
- Round score
- Seating in next round (only in Swiss pairs)
- Player names

```
[BLOCK]
Content          = Ranking
SortFields      = Rank or Rank, +
```

The default sort order is by rank.

The syntax is such that if you just supply the field name, it will be sorted in an ascending order, i.e. with the smallest value first.

Another way to sort ascendingly is to add a comma and a plus sign after the field (*Rank, +*). This works the same way as just adding the field.

```
[BLOCK]
Content          = Ranking
SortFields      = Rank, -
```

If you want to sort in a descending order, i.e. with the highest value first, you need to add a comma and a minus sign after the field (*Rank, -*).



Top-N

```
[BLOCK]
Content          = Top-N
```

The field settings are identical to *Ranking* above. The only difference is that *Top-N* by default is defined to show only 5 names while *Ranking* shows all.

This is another way of achieving the same result:

```
[BLOCK]
Content          = Top-N
FirstRow        = 1
NumRows         = 5
```

Round winner

```
[BLOCK]
Content          = RoundWinner
```

You will automatically get the following fields if you use this setting with no changes:

- Round winner (=column named "Round winner")
- Pair number
- Round score
- Round percentage
- Player names

```
[BLOCK]
Content          = Ranking
SortFields       = Round, -
```

The default sort order is by round score in descending order.

Methods of using ascending and descending orders are described in *Ranking* above.

Swiss column

```
[BLOCK]
Content          = SwissColumn
```

You will automatically get the following fields if you use this setting with no changes:

- Pair number
- Rank
- Total percentage
- Seating in next round

The default sort order is by pair in ascending order.

[SwissColumn] is typically used together with [COLUMN]. This allows you to place condensed information about the pairs in pair order, so that they can find the seating for next round in a swift manner.

Frequency

```
[BLOCK]
Content          = Frequency
```

You will automatically get the following fields if you use this setting with no changes:

- Board number (automatically hidden)
- Frequency
- Numeric result
- Score (N-S)
- Score (E-W)

```
[BLOCK]
Content          = Frequency
SortFields       = Result, -
```

The default sort order is by numeric result in descending order.

FrequencyPercentage

```
[BLOCK]
Content          = FrequencyPercentage
```

This block works the same as *Frequency* above, except that N-S and E-W percentages are shown.



ScoreTable

```
[BLOCK]
Content          = ScoreTable
```

You will automatically get the following fields if you use this setting with no changes:

- Board number (automatically hidden)
- Pair (N-S)
- Pair (E-W)
- Contract
- Declarer
- Contract result
- Lead
- Numeric result
- Score (N-S)
- Score (E-W)

```
[BLOCK]
Content          = Frequency
SortFields       = Result,-
```

The default sort order is by numeric result in descending order.