



This document covers how to use *Display* in combination with *Butler* (which is in fact a *Point league*, so *Point league* will mostly be used throughout this document).

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Specify what Display file to use

Display files work the same way for point league as for regular contests. You can either use an .mcy file or a .zip file. This is described in the *Display* documentation.

Enter the file name in the Point league settings. Select *Contest menu-Properties...-Point league* and select the *Display* tab. Then enter the file name you want to use.

Select Display file for the butler in a team event

This cannot be done in advance. The reason is that before you have created the database for the first round, the point league that handles the butler does not exist. Instead, do the following:

- Create database for round 1
- Open the pair window
- Select *Contest menu-Properties...-Point league*
- Click *Edit* and select the *Display* tab
- Enter the Display file name and click *OK* to save
- Score round 1
- Report the pair window to *Butler*

For subsequent rounds, the settings in the point league stay fixed, so the same Display file name will be used for all rounds.

Report point league to Display

There is no specific menu item that allows you to report the point league to Display.

To keep it simple, the display reporting is completely automatic when you report the contest to the point league. This is done through *Contest menu-Report contest* and the *Point league* (or *Butler*) checkbox.

At the same time as the contest is reported to the point league database, the point league display is created. This is completely automatic as long as there is a display file name entered in the point league settings.

Change Display file settings and report again

This does not differ in any way from the original report. The changes to the Display file are done in an external program. Magic Contest does not care how this is done, but next time the contest is reported, the new Display file settings will be used.



Current standing settings compared to Display settings

For a normal contest, the current standing settings can be edited in Magic Contest. You do this in *Contest menu-Properties...-Current standing*, and this is nothing that has changed.

For a point league, there are no such settings to edit. Instead, to at least have some basic settings to use, the default pair contest settings found in *Contest menu--Options...-Pair contest-Current standing* are used.

Of course, sometimes you want one set of default options for regular pair contests and another for point leagues. This cannot be solved in Magic Contest, but it is possible to solve it in the display file.

The Display documentation describes a number of parameters that can override the internal Magic Contest settings, for instance *FlipTime*, *HideCursor*, and *FileNameLetter*. These settings, and many more, are described in the separate *Display* document.

Display letter

This description will start out with a general overview of file name suffixes used in normal *Current standing*.

General overview

There is a group of settings called *Change pages between more than one contest* (“*this*” contest to “*next*”). Those settings are found in the *Current standing (and more)* tab.

The way these settings work is that you can alternate between contest A and contest B by specifying

- Contest A: This=A. Next=B.
- Contest B: This=B. Next=A.

This combination allows you to start by showing contest A on the screen. When the last page is reached and it is time to change to the first page, Magic Contest instead changes to showing the first page for contest B. At the end of contest B, the screen is changed to A.

The combination also allows you to specify a unique letter used for a contest, so that multiple current standings do not collide. The following settings allow you to have two projectors and showing A on one and B one the other without risking that the file names are the same:

- Contest A: This=A. Next=A.
- Contest B: This=B. Next=B.

Default settings

After this very long prelude we have come to the point league settings. To avoid that the point league display overwrites the contest’s display, if used, the default this/next for the point league display is the following:

- Point league default: This=X. Next=X.

This means that if you do not change any settings, Magic Contest will create a file called `_display_x_1.htm` that will show the point league results.

Display file settings

Because all settings are configured from the display file, you can also use *FileNameLetter*, and optionally *FileNameLetterNext*, to control what display letters are actually used:

```
[DISPLAY]
VisualProfile           = Green
FileNameLetter          = w
FileNameLetterNext     = z
```

Read more in the *Display* documentation about this.



Blocks

The available blocks that are described in this document are:

Butler or IAF
 PointLeague

Block: Butler

A *Butler* block is basically the same as a *Ranking* block. Read more about this in the overall *Display* document.

Available fields

All fields from the *Ranking* block are available plus the following:

PlayerNamePrimaryGrouping
 Replace or ReplaceScore
 Count or ScoreCount
 Latest or LatestScore

PlayerNamePrimaryGrouping

This field requires an explanation:

In team events, some pairs or players might play less than a certain quota that is part of the point league settings. In Magic Contest, the default is 33%. When below, they are listed in their own ranking at the end, restarting at 1, both on normal printouts and on displays.

This field ensures this functionality. In most cases, only the player name is shown just as expected.

Default fields

TotalRank
 TotalScore
 PlayerNamePrimaryGrouping
 TeamName
 ScoreCount
 LatestScore

Block: PointLeague

This block does not differ much from a *Butler* block.

The default setting is that the following fields are shown:

Available fields

See *Block: Butler* above.

Default fields

TotalRank
 TotalScore
 PlayerNamePrimaryGrouping
 ReplaceScore
 LatestScore

Fields

PlayerNamePrimaryGrouping

ReplacePointLeagueScore, ReplaceScore, Replace

TotalScoreCount, ScoreCount, Count

LatestPointLeagueScore, LatestScore, Latest

[Rank] or [TotalRank]
 [Pair]
 [Score] or [TotalScore]
 [Percentage] or [TotalPercentage]