

## Viewing & Editing Movement Details

Complete details of the Movement currently being used or recommended can be displayed by clicking on the **View/Edit** or **View** buttons in the **Event** form.

The **View/Edit** Movement form can be displayed before or after a Section is started.

When the the **View/Edit** form is displayed before a Section is started, it allows limited editing of the recommended movement. In these circumstances the form is displayed '*modally*', which means that no other form can be switched to whilst the **View/Edit** form is active.

When the **View/Edit** form is displayed when a Section is in progress. To do this just click on the **Event** form to activate it whilst the Section is in progress. Then click on its **View** button. In this mode the **View/Edit** Movement form provides information only, and does not allow any editing of the movement; it is displayed '*non-modally*', which means that other forms can be activated whilst the **View/Edit** form is displayed. This can be useful when a Section is in progress to check player movements.

The screenshot shows a software window titled "Section A - Three-Quarter Howell 8 Round 6 Table 1W" with a close button in the top right. Below the title bar is a header "Edit" and a sub-header "View Movement". There are four tabs: "Overview", "Details", "Player Instructions", and "Movement File". The "Overview" tab is selected. On the left side, there are several input fields for movement details: Movement Name (Three-Quarter Howell 8 Round 6 Table 1W), Movement Class (Pairs), Movement Type (Three Quarter Howell), Number of Winners (1), Number of Pairs (12), Number of Rounds (8), Number of Tables (6), Number of Boards (24), Boards per Round (3), Lowest Table (1), and Lowest Pair (1). A "Relay Table(s) between" section shows "Tables: 1 and 2" and "2 Boardset(s)". On the right side, there is an "Arrow Switch" section with a "Yes" checkbox and a diagram of a table with a shaded area. Below that is an "Instructions for Director" section with two paragraphs of text. At the bottom center is an "OK" button. At the bottom left, there is a link: "Select the 'Details' tab to edit the ThisMovement's settings".

The **View Movement** form has the following tabs:

- Overview tab
- Details tab
- Player Movements tab
- Movement File tab

### Overview Tab

The Movement's 'vital statistics' are displayed on the lefthand side of the **Overview** tab. Included in these vital statistics are the position(s) of the **Relay Tables** (if any).

On the righthand side details of Arrow Switch Rounds and Instructions for the Director are displayed.

The **Overview** tab is Read only.

## Details Tab

The **Details** tab displays which Board Sets are played at which Tables by which Players in each Round. It also displays details of the Arrow Switch settings.

The **Arrow Switch** settings of the Movement and its **Configuration** may be edited in this tab.

### Changing the Arrow Switch Settings

The Arrow Switch settings for a complete Round may be toggled by double-clicking on the Round in the lefthand column. (Note that Tables with Arrow Switch set to **true** will be set to **false**, and those set **false** will be set **true**).

Individual Arrow Switch settings for a particular Round/Table combination may be toggled by double-clicking on the Arrow Switch cell for that Round/Table combination.

The screenshot shows a window titled "Section A - Share & Relay Mitchell 12T 12R 1W" with an "Edit" button. The main area is titled "View Movement" and has tabs for "Overview", "Details", "Player Instructions", and "Movement File". The "Details" tab is active, showing a table with columns for "Tables" and "Table 1" through "Table 8". Each table column has sub-columns for "NS", "EW", "Set", and "X". The rows represent "Round 1" through "Round 12". In the "Round 11" row, the "X" cells for Tables 1, 2, 3, 4, 5, 6, 7, and 8 are checked, indicating they are set to true. Below the table are "Save", "Accept", and "Cancel" buttons. A footer note says: "Click 'Save' to save these Arrow Switch settings permanently, or click 'Accept' to use them just this time".

### Changing the Configuration

The **Lowest Table Number** and/or the **Lowest Pair Numbers** in the Movement may be edited by clicking on the **Edit** menu. The **Edit Movement** form is displayed:

The screenshot shows a dialog box titled "Edit Movement" with a close button. It contains two input fields: "Lowest Table Number:" with a value of "1" and "Lowest Pair Number" with a value of "1". Below the fields are "OK" and "Cancel" buttons. A footer note says: "Double click on a Round or Arrow Switch Cell to toggle the Arrow Switch Settings".

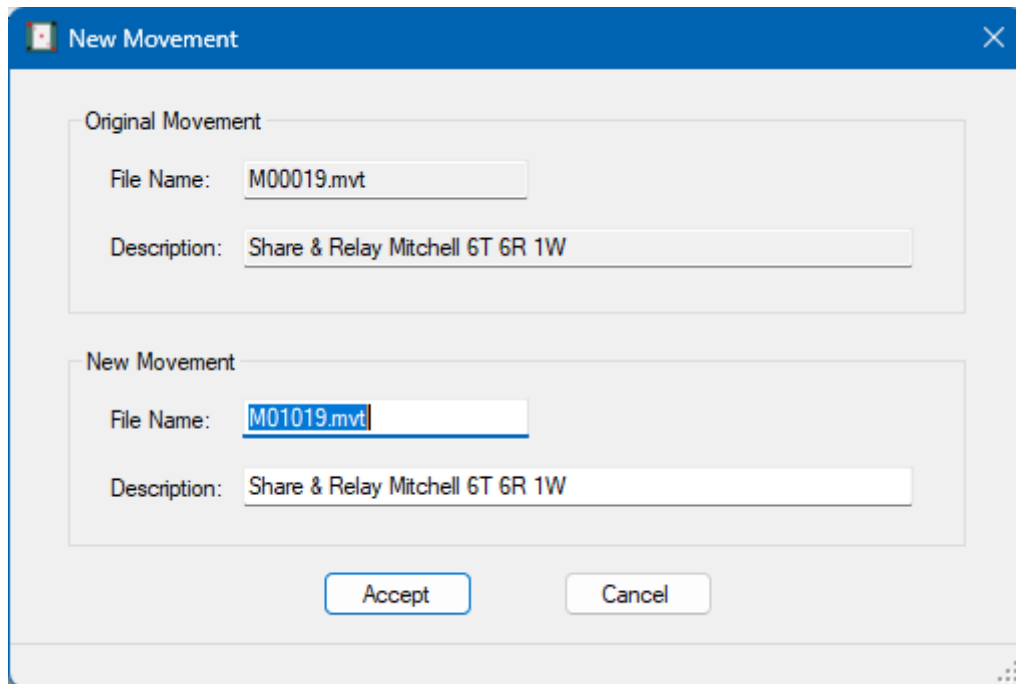
## Saving the Changes to the Movement

Note that the **View/Edit** Movement form only allows changes to be made to a movement, before the Section is started.

After the Movement has been edited, either by changing the **Arrow Switch** settings, or by changing the **Lowest Table Number/Pair Number** settings, three new buttons are displayed at the bottom of the **View Movement** form:

- **Save** - this saves the new settings permanently in a new Movement file
- **Accept** - the new settings are use in the current Event, but a not saved
- **Cancel** - cancels the changes to the settings and reverts to the original settings

Clicking the **Save** button creates a new Movement file in the Movement Library that contained the original, un-modified movement. The **New Movement** form is displayed.



The screenshot shows a 'New Movement' dialog box. It is divided into two main sections: 'Original Movement' and 'New Movement'. In the 'Original Movement' section, the 'File Name' is 'M00019.mvt' and the 'Description' is 'Share & Relay Mitchell 6T 6R 1W'. In the 'New Movement' section, the 'File Name' is 'M01019.mvt' (the text is highlighted) and the 'Description' is 'Share & Relay Mitchell 6T 6R 1W'. At the bottom of the dialog, there are two buttons: 'Accept' and 'Cancel'.

The new, modified Movement is assigned a default Movement Name which is 1000 greater than the original movement name. However both the New Movement's Name and its Description can be modified as required.

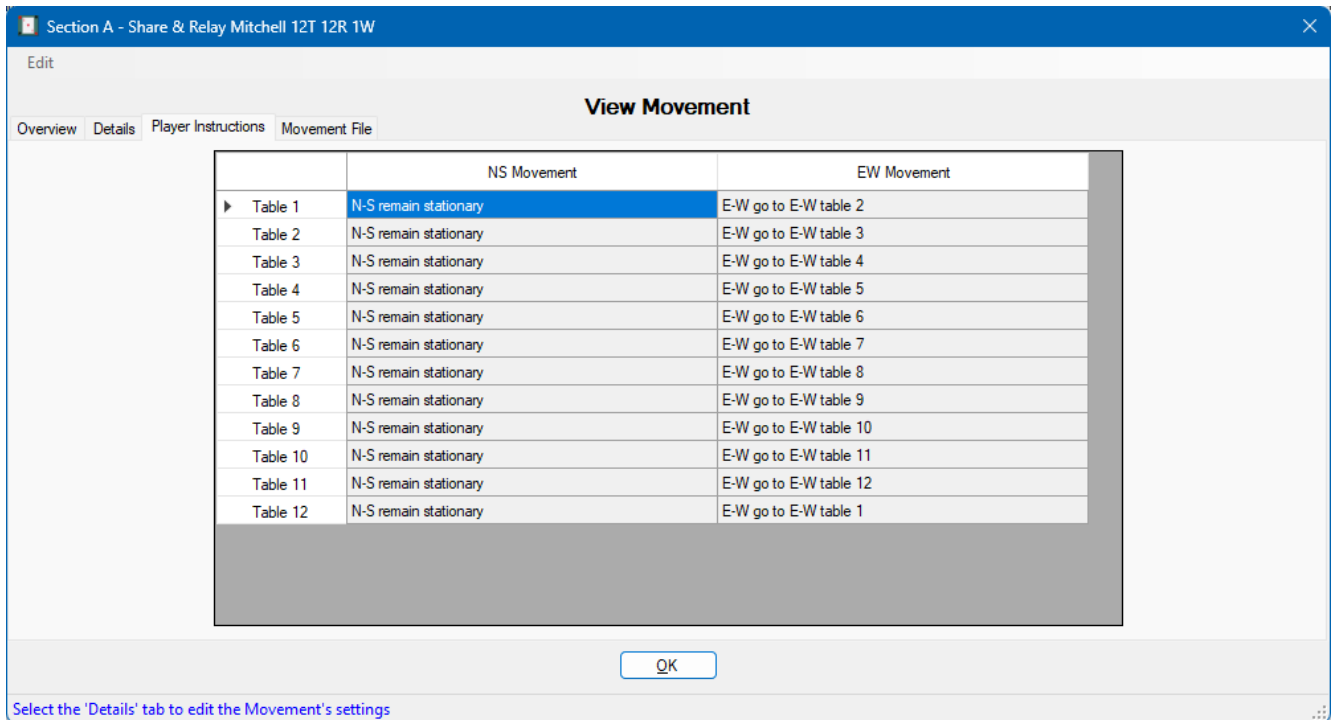
The name of the new Movement must be of the form "**M#####.mvt**", where # is a decimal digit. Any Movements created in this way appear in the **Change Movement** form with **Bridge Gem** as their source, and thus are easily identified.

**If the New movement name is set to the same as an existing movement name, the existing movement file is overwritten. (A warning message is displayed).**

Any changed settings are reflected in all other tabs in the **View Movement** form the next time they are displayed.

## Player Instructions Tab

The **Player Details** tab displays where the Players go at the end of each round. It is Read Only.



## Movements File Tab

The **Movement File** tab displays information about where the Movement Files is stored on disk. It is Read Only. It is only of interest the developers and those very advanced users who wish to add, modify or delete movements.

