

CHAMPIONSHIP GENERATOR

Version 3.0

User Manual

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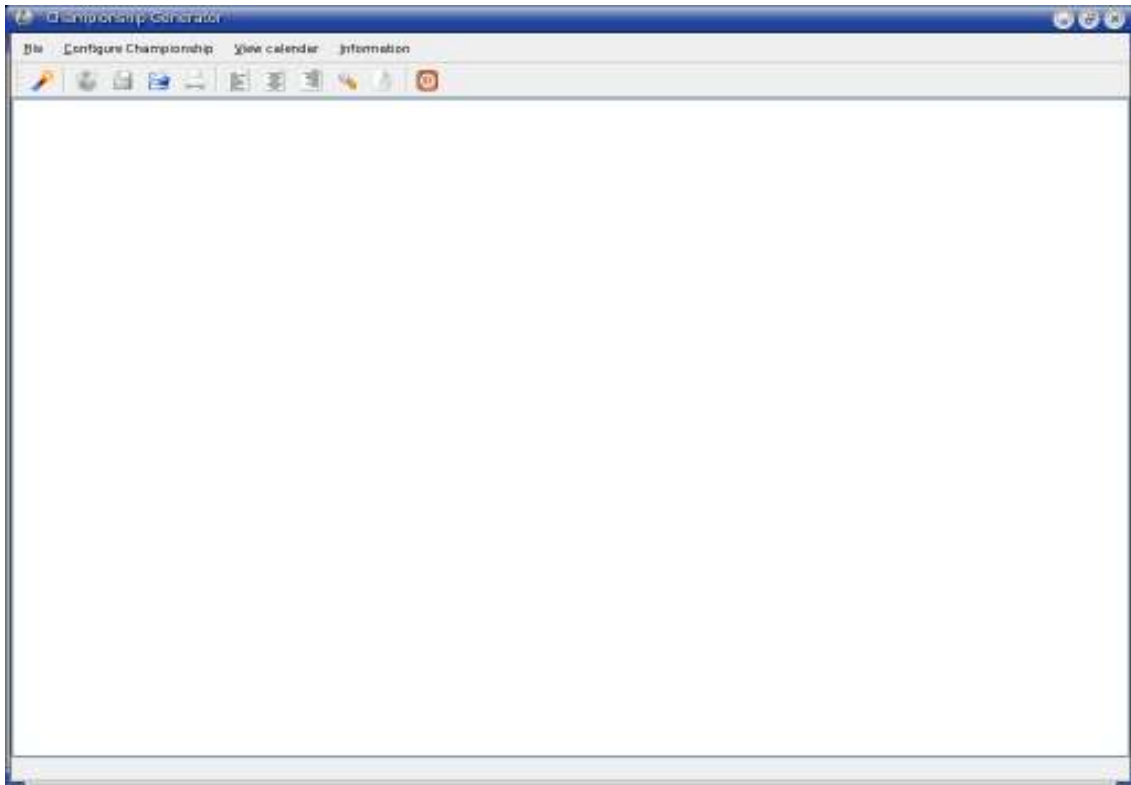
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1 - Introduction

Championship Generator produces a list of all the meetings which must occur between the participants of a championship. It can be used to produce the challenges between teams if competitions are not foreseen to directed elimination. It supports championships where it is necessary to consider the matches at home and away. It can also try to avoid fights between the big teams in the first and last days. It also supports the case in which two teams have a mutual stadium, and therefore cannot simultaneously play at home or away.

The program show this screen at startup:



Picture 1 - Main window

2 - Insert players

If you want insert the name of the players, go to **Configure Championship** and click **Wizard**.

The program will show this screen:



Picture 2 - Insert players

You can use the text field to insert the player, and then click enter or the button **Add**. The players will be shown in the left list. If you want to modify a name, double click on it and start editing. To remove a item, select it and click **Delete** team. To remove all item, click **Delete all**. If you click **Done**, the program shows the window options.

3 - Window Options

Here is shown the window options:

Options

Set options

Choose championship mode:

☐ First half only ☒ First half-second half **A**

Insert the team at the top of serie that couldn't meet themselves in the first and in the latest days. **B**

4

4

Milan
Inter
Udinese
Juventus

Insert the couple of teams that play on the same stadium: **C**

Milan - Inter
Roma - Lazio

-

If you want to edit a series of match at home or away for one one or more teams, click Edit series. Else click Done.

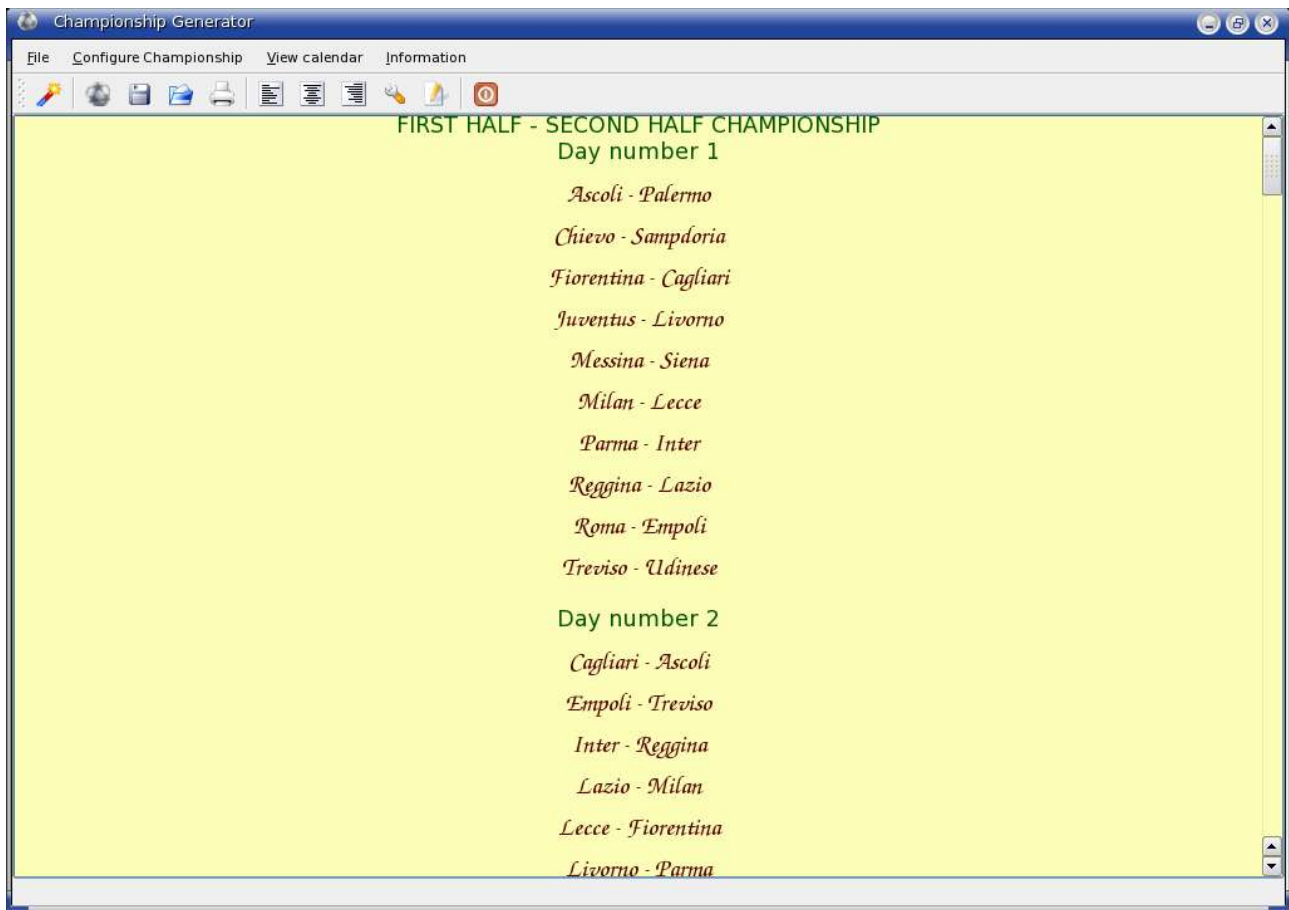
D

Picture 3 - Options

With this screen you can set:

- the championship mode, first half only or first half – second half (**A**);
- no direct match between big teams in the first and in the latest days (**B**);
- the couple of team that play on the same stadium, and cannot play at the same time at home (**C**);
- a series of match at home and away, useful if a team shares the stadium with another team that plays in a different division (**D**).

Now click **Done**. Wait few seconds (the time could depend by the number of the teams) and the calendar is automatically drawn (view image below).



Picture 4 - Draw

4 - Editor Configuration

The editor and the text graphic are customizable, go to **View Calendar**.

4.1 - Text alignment

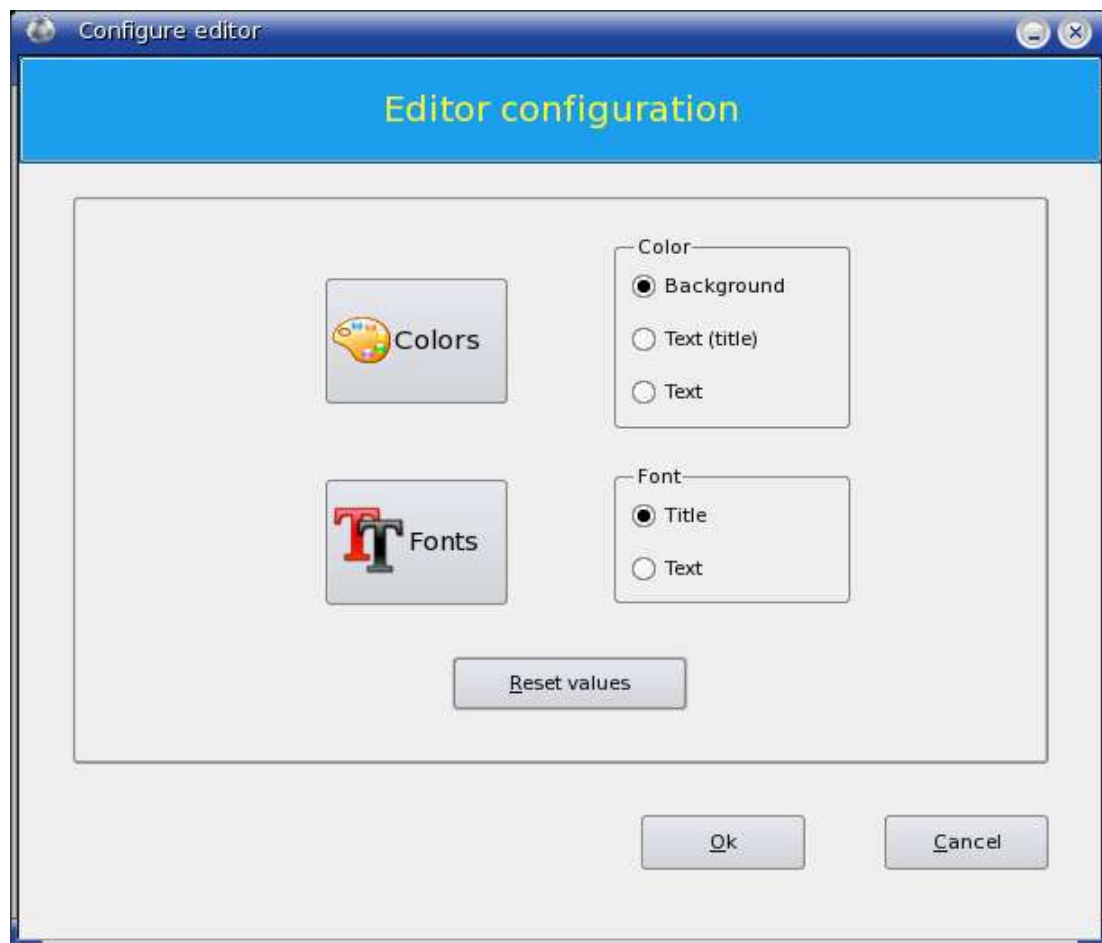
It is possible choose the alignment type (left, right and center) selecting the correspondent button.



Picture 5 - Text Alignment

4.2 - Configure fonts e colors

Go to **View Calendar** and click **Configure**.



Picture 6 - Configure colors and fonts

You should see this window. Now you can choose the background colors of the program, the title and the text colors, and the title and text fonts.

4.3 - Edit the text

You can edit the text after the draw of the championship, click **View Calendar** and **Edit**.

5 - File Menù

In the menù file you can:

- draw another calendar;
- save and load program settings;
- print the calendar;
- exit the program.

Enjoy using Championship Generator!