

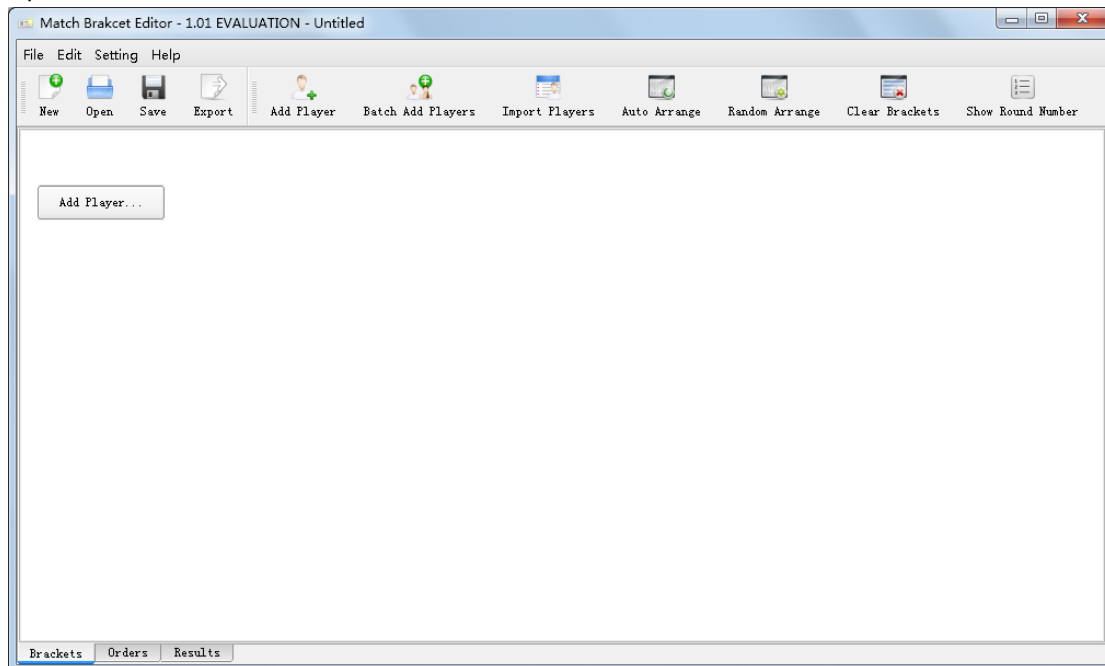
Match Bracket Editor

Software Manual

1. Introduce

This software is mainly used for the creation, editor, export and print of bracket for all kinds of competitions. The operation interface and functions is clear, and easy to use it. You can quickly create a bracket and show the round info, result, and the competition result to the members, referees, and audience directly.

Open the software and enter the interface as follows:

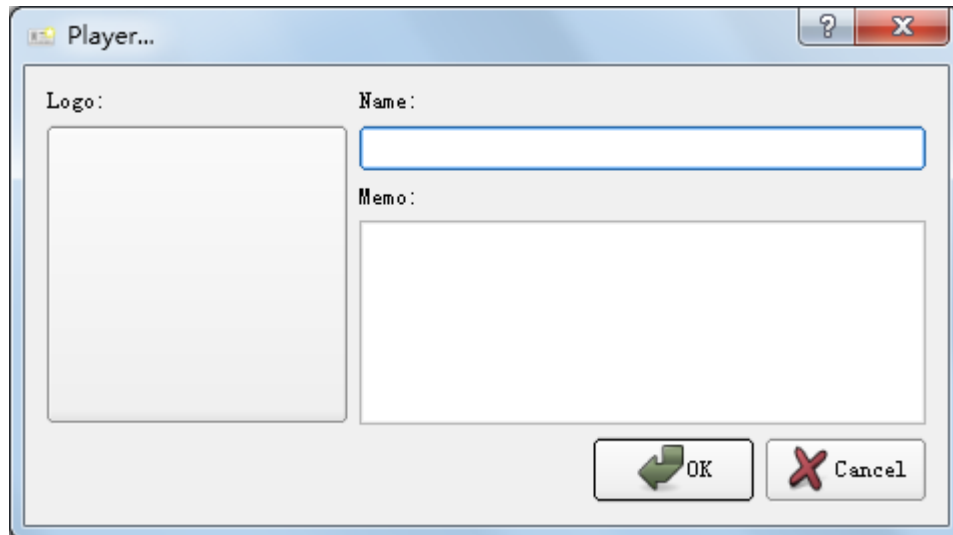


The software interface includes menu bars, tool bars, and editor region and status bars. You can create and modify the bracket by these options. And the detail process of the creation as follows.

2. Create a new bracket

There are three methods to add members and create the bracket picture. One is add player one by one and manually, the other is batch add players, and another is import players which have been created in a txt file.

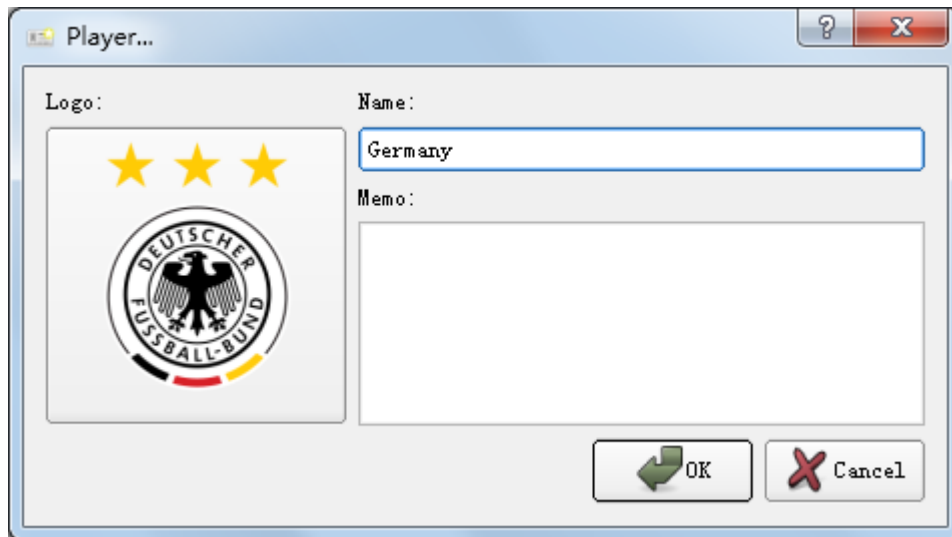
Press “Add Player” button to show the “Player” dialog:



Click the mouse in the left “Logo” region, and there will be shown a dialog to add the team or player logo:

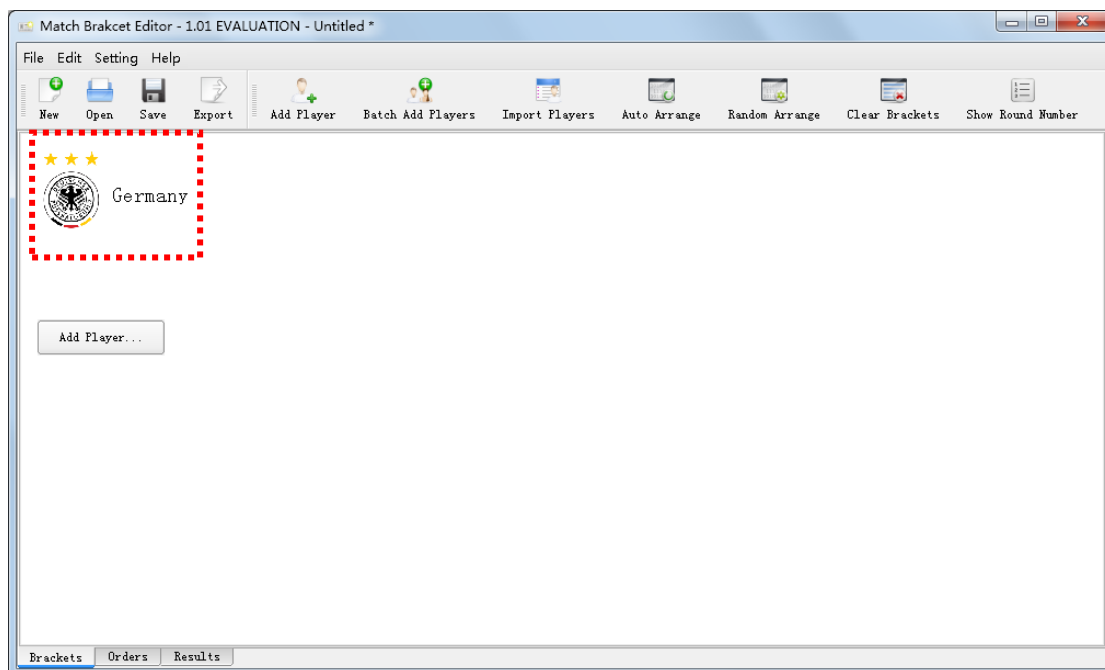


For example, we add the Germany logo firstly, and input the team name in the “Name” textbox as follows:

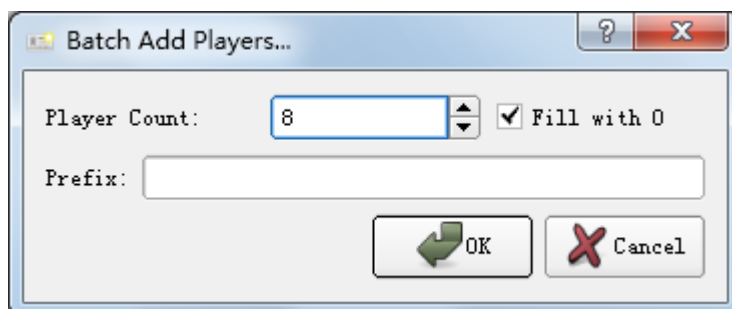


You also could input the “Memo” info in the dialog.

Press the “OK” button and there will be shown one team on the main interface as follows:

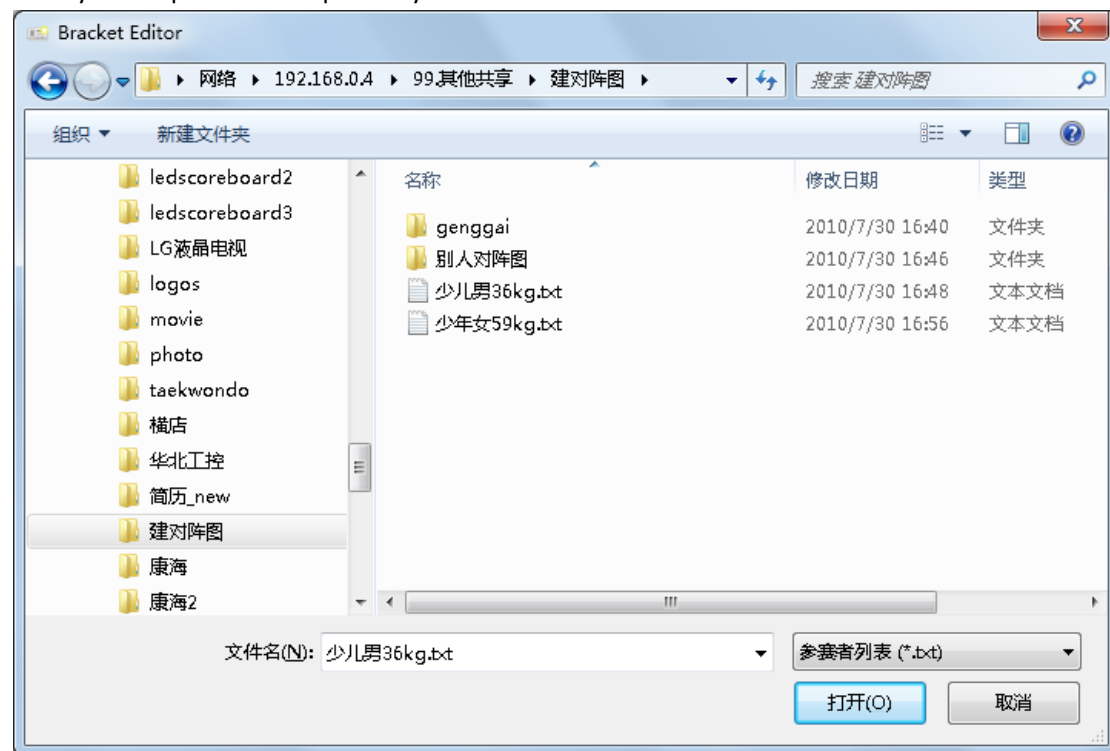


Repeat above steps to add all players. You also could press the “Batch Add Players” button to add many players at one time. You will see the dialog as follows:



You can select player count you want to add at one time, and input the prefix for the players. (For example, you can specify “A” prefix for the first team, and specify “B” prefix for the second team.) Check the “Fill with 0” option, then number 1 to 9 will be shown as “01”, “02”, ..., “09” when the total count over 9, and this option can ensure the uniformity of the numbers.

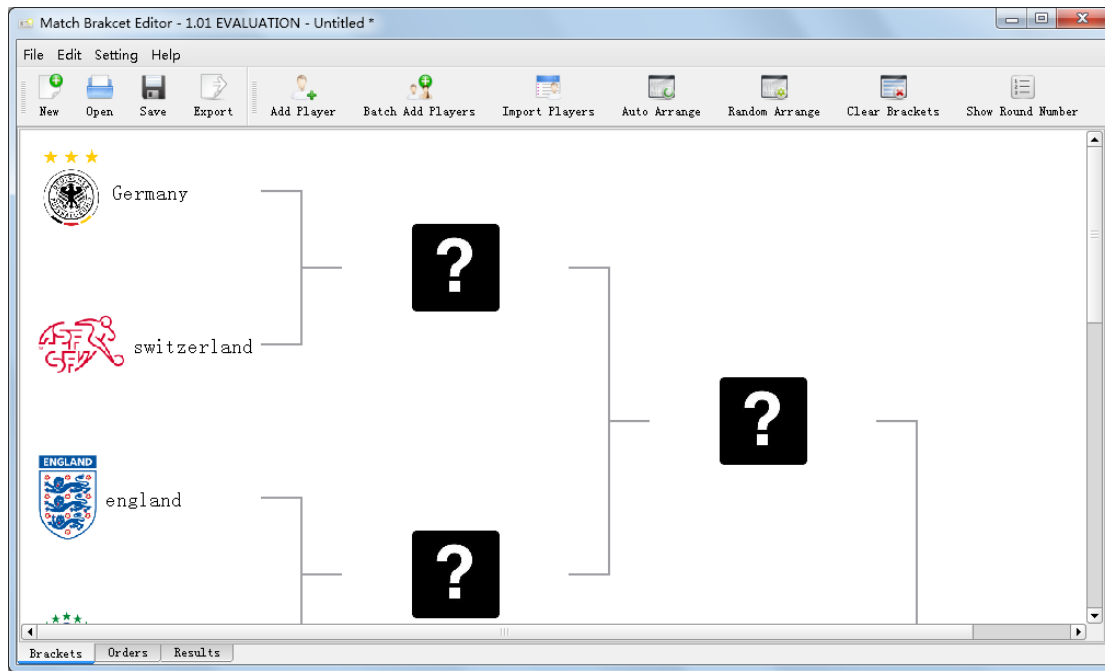
If you have created a text file which includes all member or team names, and each name in a line. Then you can press the “Import Players” button to add the file into bracket editor.



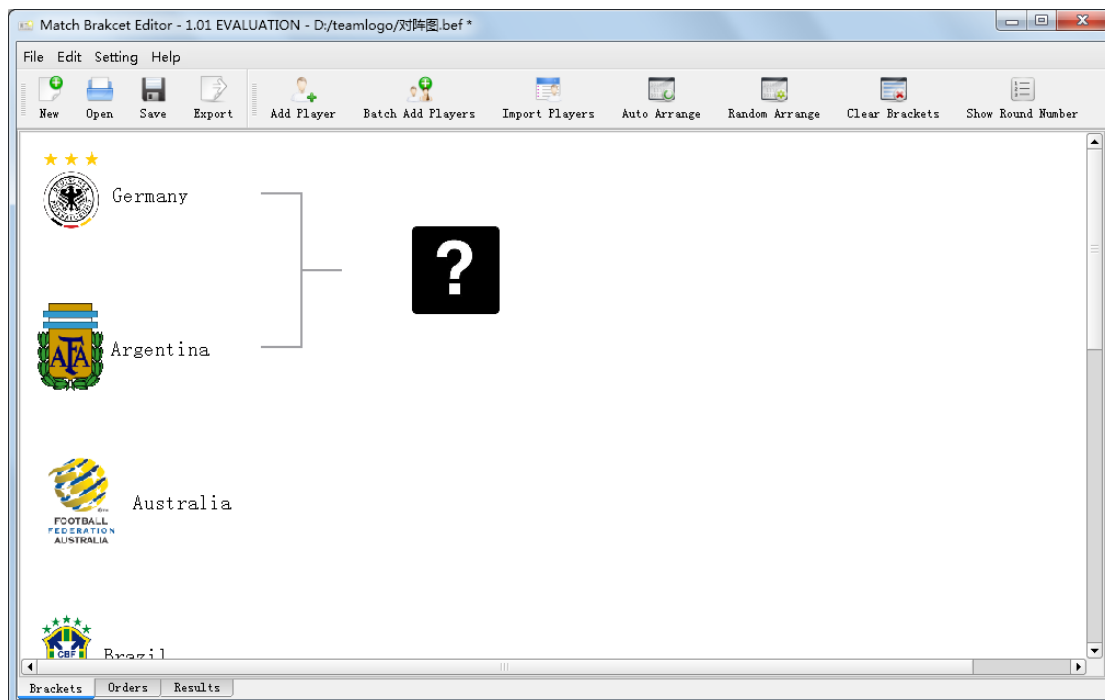
If you select “Add Player” function, you should add member one by one manually. And if you select “Batch Add Players” function, you can create the round image at first, and then add the player name or team name into the bracket editor. Or if you use “Import Players” function, you should input all players’ name in a txt file in advance.

After you finish the player info addition, press the “Auto Arrange” button, the software will arrange all players round automatically with algorithm optimization.

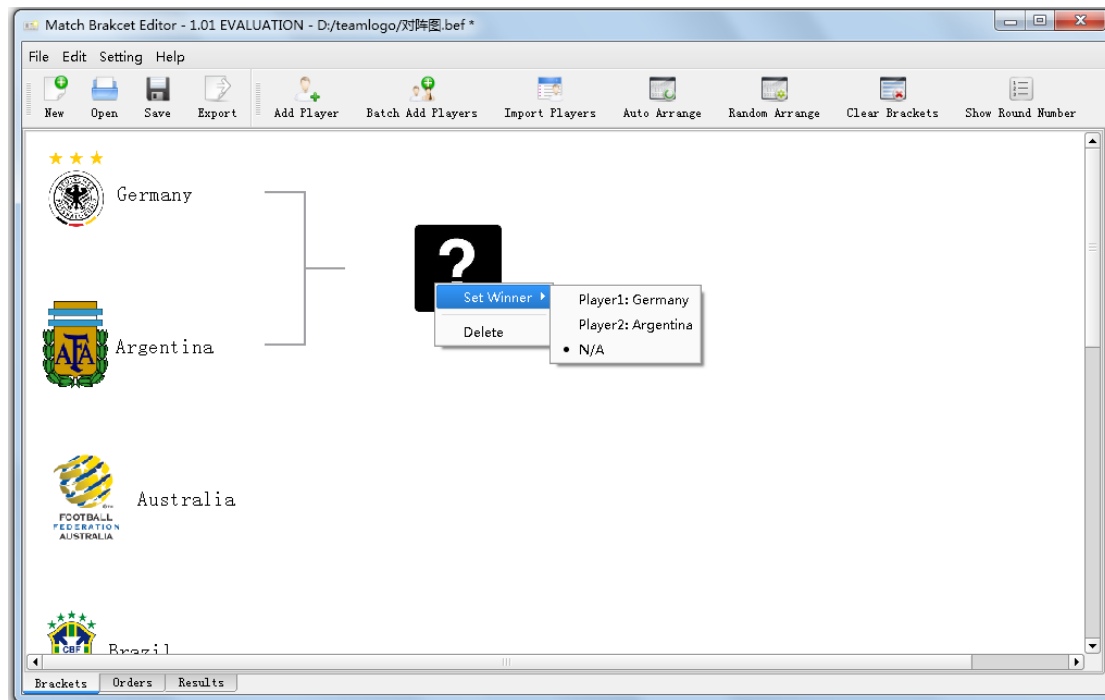
For example, we add 8 teams and press “Auto Arrange” button to make a round arrange as follows:



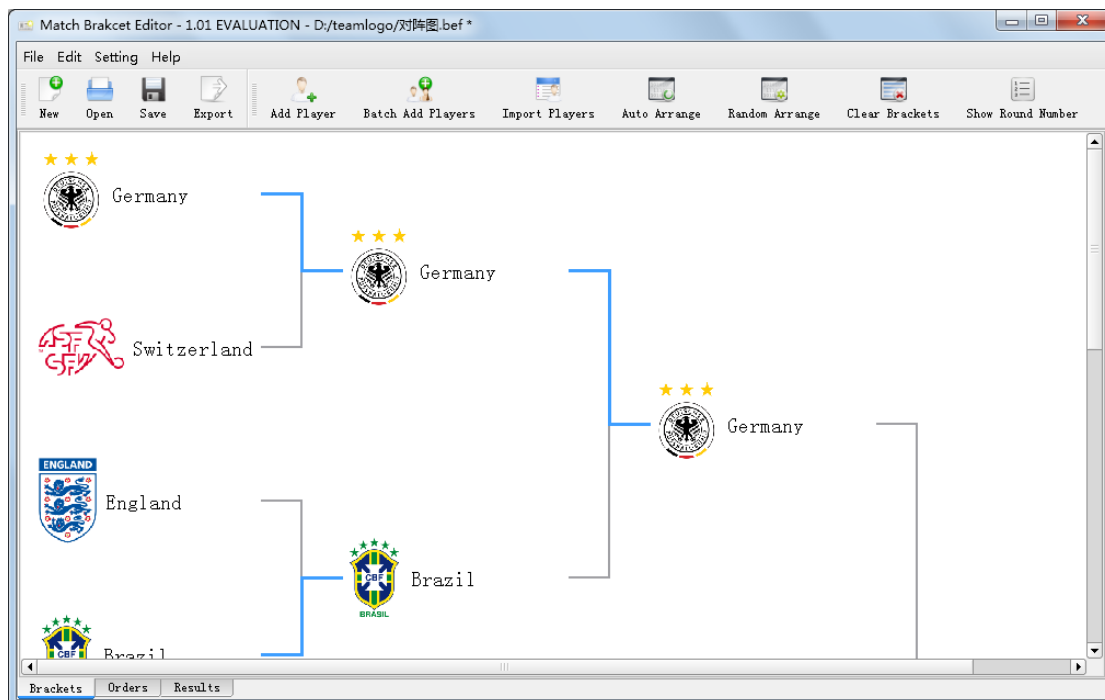
You also can set the round info manually, just select one player and drag the mouse to another one, and the effect as follows:



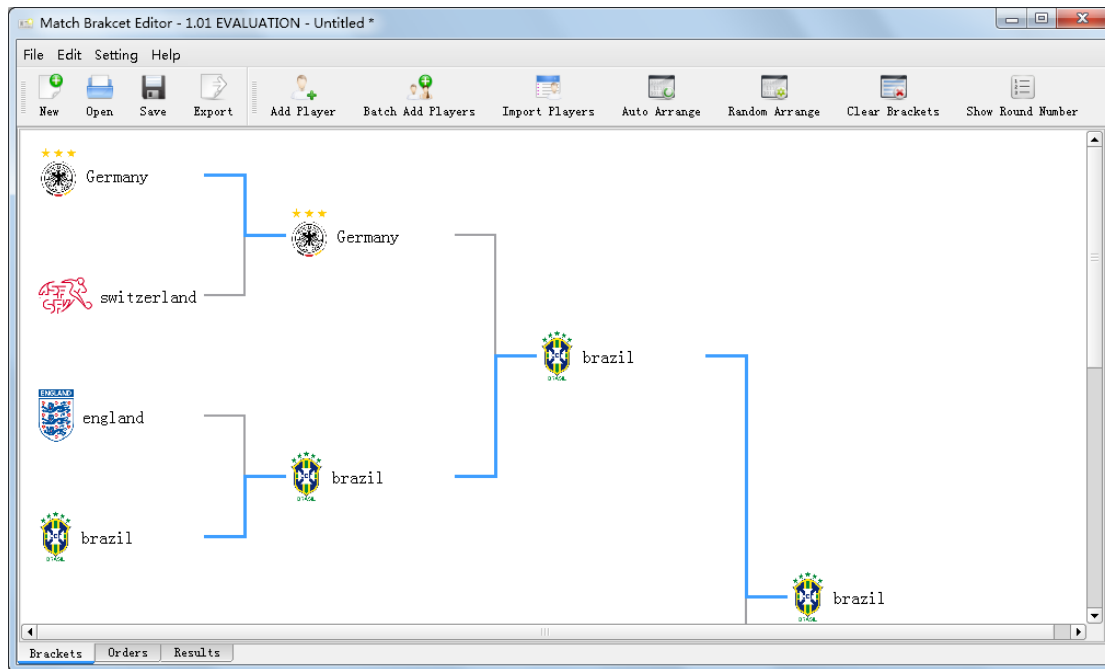
The software will create a round info for two players, you will see there is a black box in the above dialog, and then you can right click on it and select "Set Winner" to set a winner for the round. If you select "N/A" option, that means no select for winner.



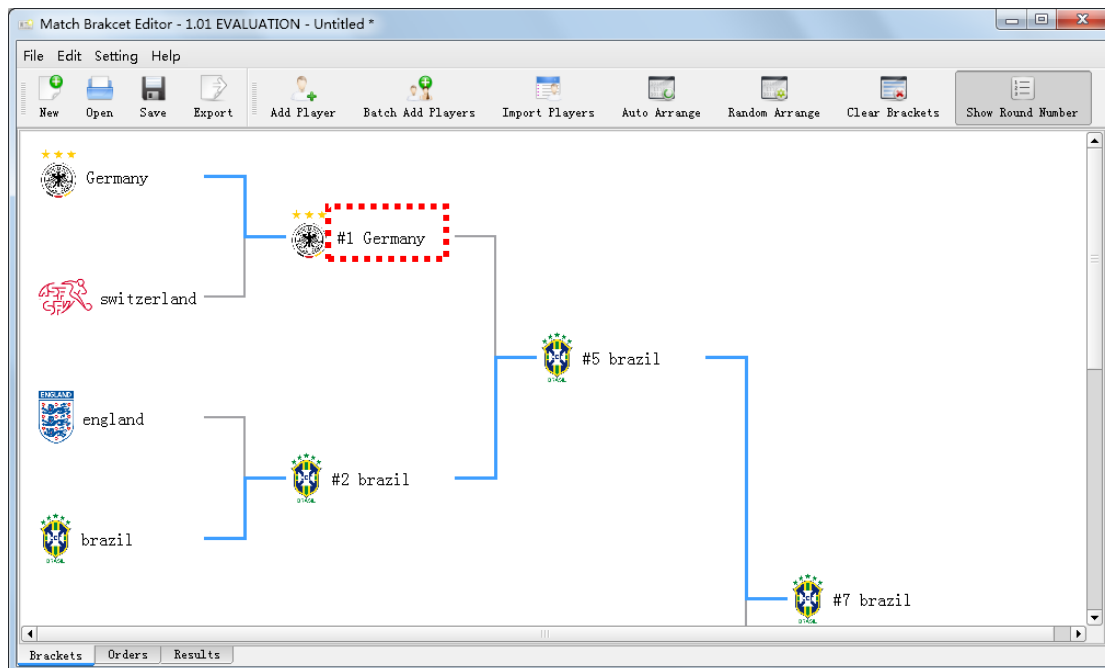
After set the winner, there will show the winner player icon as follows:



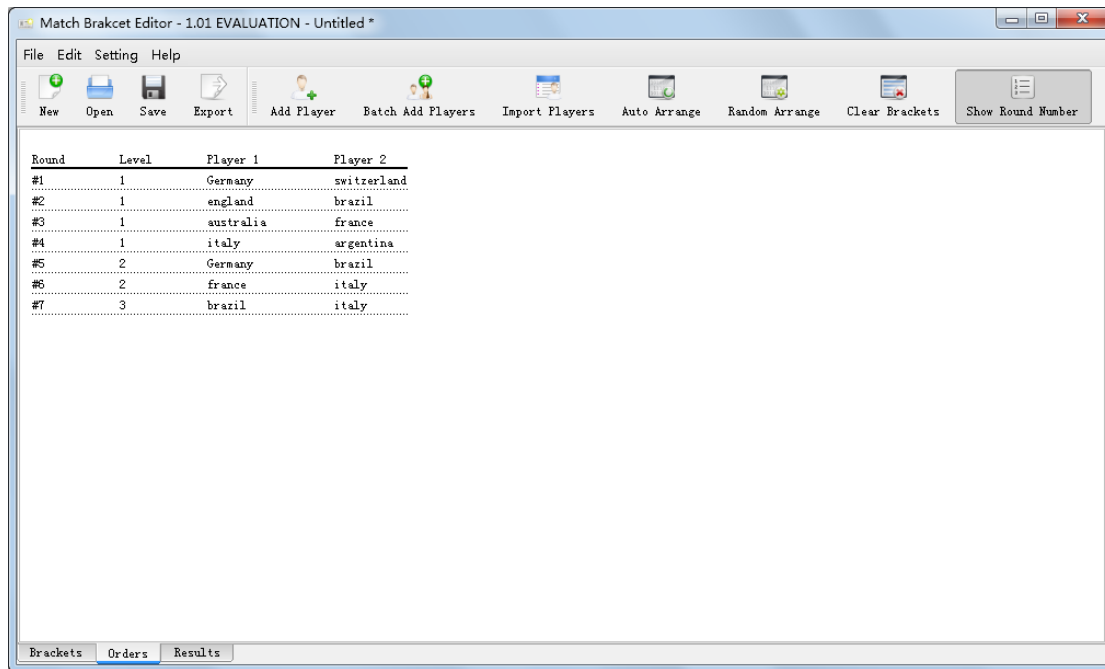
Repeat above steps to finish all players round info to get a bracket as follows:



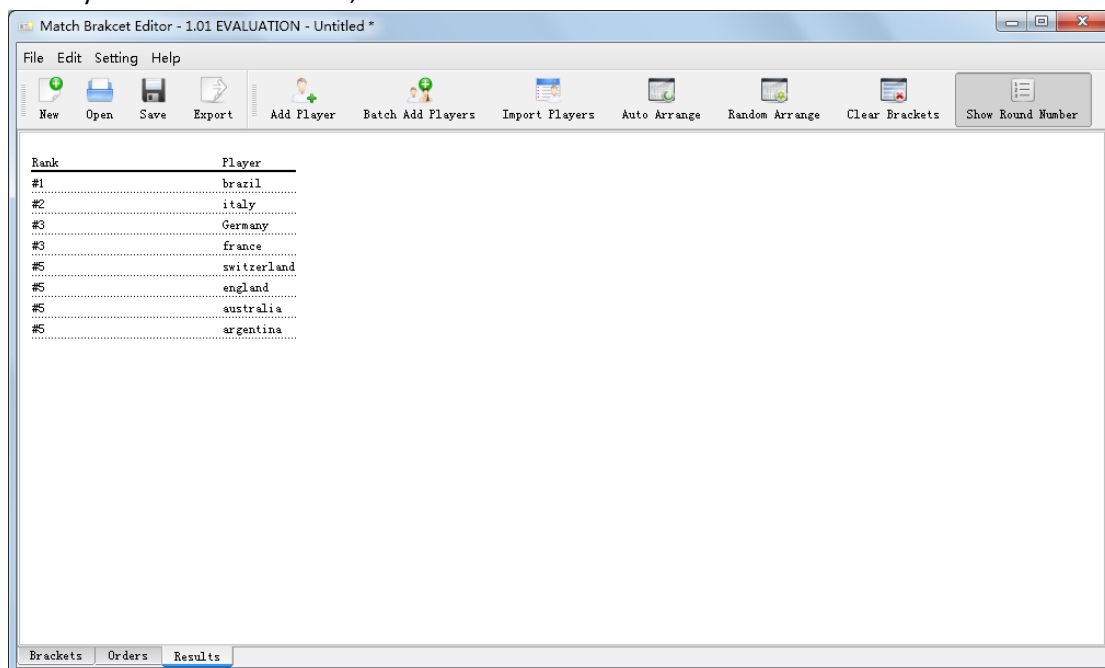
Press the “Clear Matches” to clear all rounds info created just now. And press the “Show Round Number” to show all rounds number as follows:



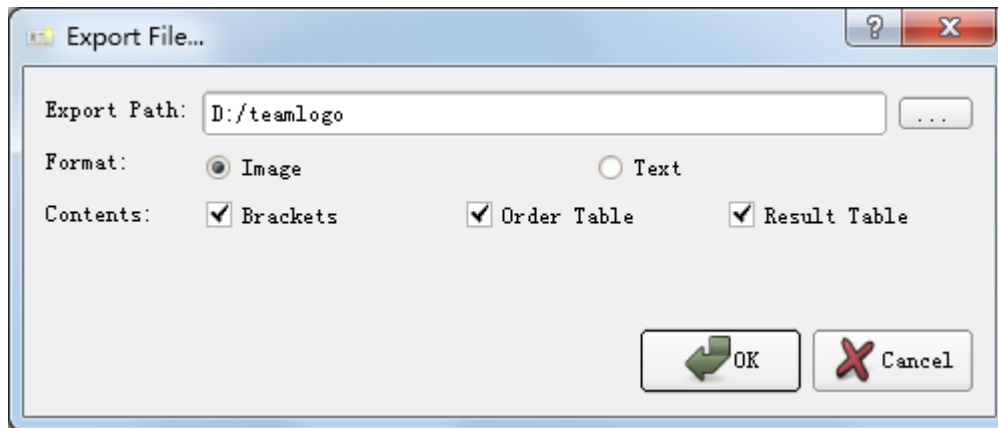
If you select the “Orders” tab in status bars, there will be shown all competition orders info as follows:



And if you select “Results” tab, there will be shown all teams’ results as follows:



After finish the bracket creation, press the “Save” button to save the bracket file into a file. You also could press the “Export” button to export the results, brackets and orders.



There are two formats for three export contents; they are "Image" or "Text". If you select "Image" format and then there will be shown three pictures as follows in specified path:



Brackets image

Round	Level	Player 1	Player 2
#1	1	Germany	switzerland
#2	1	england	brazil
#3	1	australia	france
#4	1	italy	argentina
#5	2	Germany	brazil
#6	2	france	italy
#7	3	brazil	italy

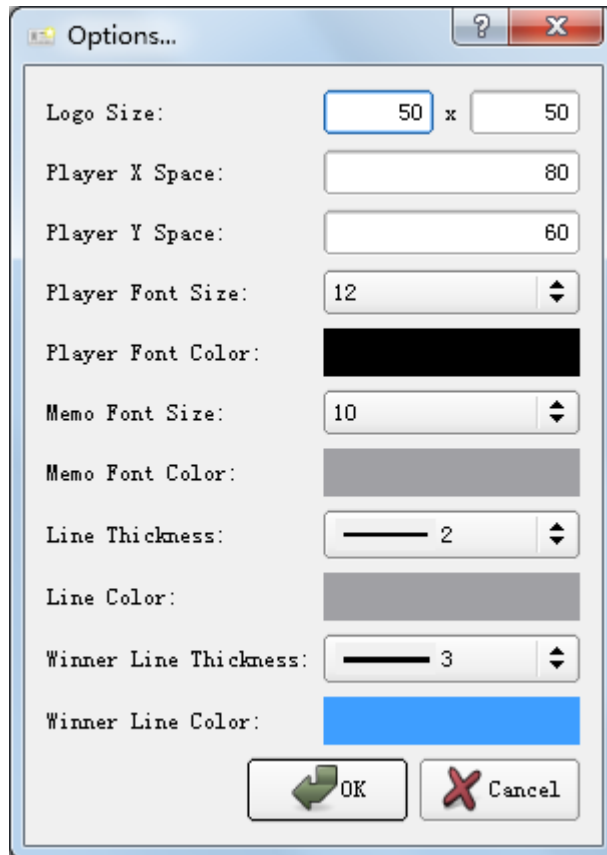
Orders Image

Rank	Player
#1	brazil
#2	italy
#3	Germany
#3	france
#5	switzerland
#5	england
#5	australia
#5	argentina

Results Image

3. Setting

Click the "Setting" -> "Option" menu, there will be shown dialog as follows:



You can set the player logo size, bracket position, and pitch between two logos; there is detail info as follows:

Logo Size: you can set the logo size according to your need.

Player X Space: the horizontal spacing between two logos.

Player Y Space: the vertical spacing between two logos.

Player Font Size: set the size for the player name.

Player Font Color: set the color for the player name.

Memo Font Size: the same as the "Player Font Size" option.

Memo Font Color: the same as the "Player Font Color" option.

Match Line Thickness: the line thickness of the bracket.

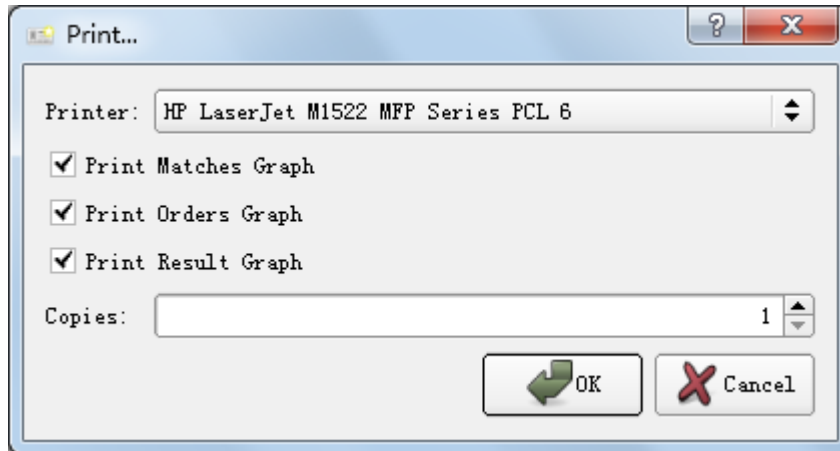
Match Line Color: the line color of the bracket, default is gray.

Winner Line Thickness: the line thickness connects with the winner.

Winner Line Color: the line color connects with the winner, default is blue.

4. Others

Select "File" -> "Print" option, there will be shown a print dialog:



You can select your printer to print matches graph, orders graph, and result graph.

Click "Setting" -> "Language" option to select interface language for the software.

Click "Help" -> "Help" to get the manual of the software.

5. About Kazo Vision

Kazo Vision is a solution provider which focuses on the photo electricity and visual effect. We are providing the software for advertisement, exhibition, and sports field. With our abundant experience in the fields, and our efficient design and development team, by cooperation with the hardware producers and advertisers, we can provide the high quality visual effect to the customer.

With several year development and accumulation, we have mastered most advanced techniques and can accomplish each kind of special visual effect with high efficient and quality in the shortest time. Our professional development team also could make an individual display solution to meet your needs.

We have friendly cooperated with several solution providers in the world wide. Our products are being used around the world. We are also hoping for the cooperation with you in the future.

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