

BowBuddy Desktop
Archery Scoring Software

User Manual

Version 3.5



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Important Information

You **MUST** follow the upgrade procedures at the end of this manual if you are upgrading from a previous version of BowBuddy. Failure to follow the procedures may result in loss and corruption of your data.

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What's New?

Compatibility with BowBuddy 3.5 Sight Database

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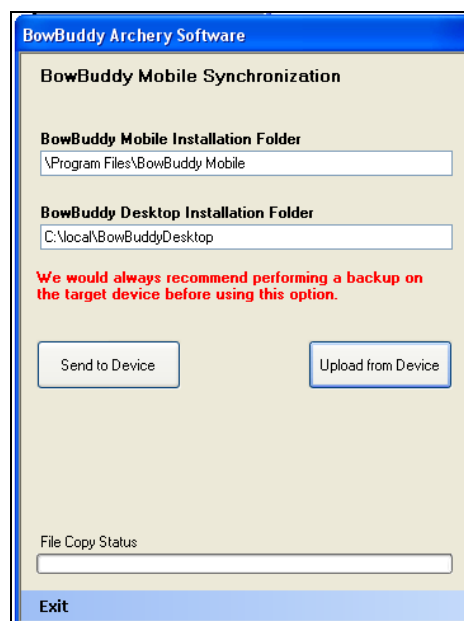
Integration with BowBuddy Mobile



BowBuddy Desktop can synchronise with BowBuddy mobile using Microsoft Active sync. However, users of Windows Vista will need to manually copy the contents of the installation directory until Microsoft introduces the same functionality into Vista.

To perform a sync, select the option from the main menu. By default the standard install paths for both applications are pre-populated, and may be amended to reflect your installation choice.

To perform the sync, select the appropriate button.



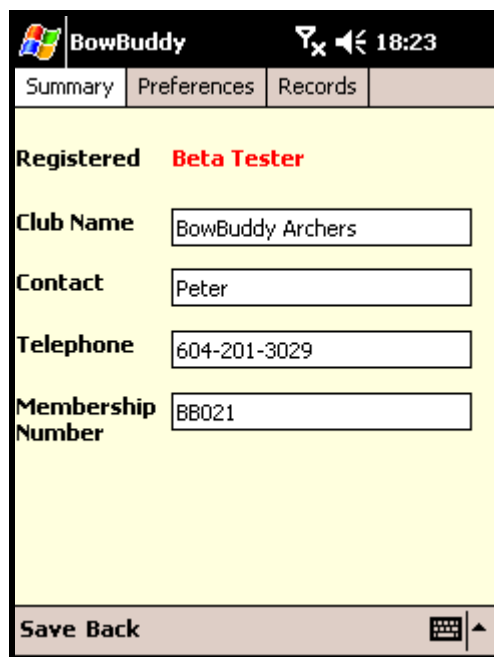
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Personal Details

To record your personal details, select the archer button on the main page.

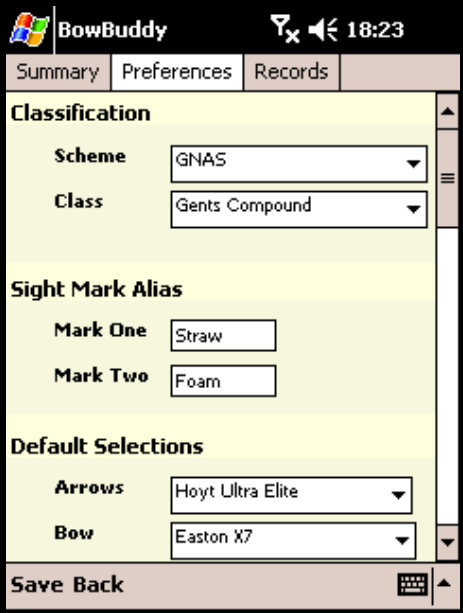


There are several free text fields for you to record details of your club, governing body and membership numbers.



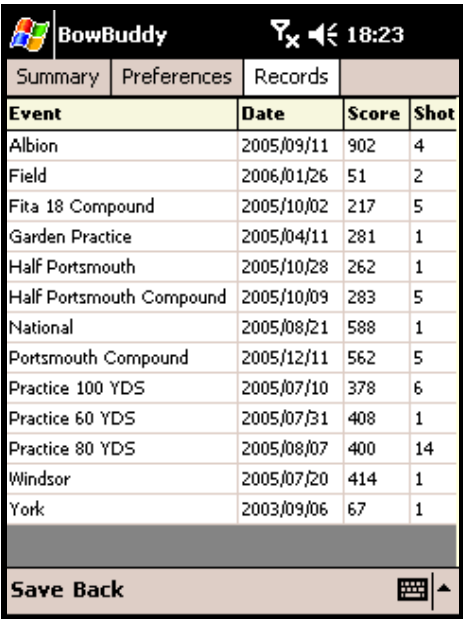
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On the preferences tab you can record your classification type and class, your alias names for sight marks one and two, and the default settings for your arrows, bow and screen resolution. Note that changes to the screen resolution will only take effect when you restart BowBuddy.



The screenshot shows the 'Preferences' tab of the BowBuddy application. It features three main sections: 'Classification', 'Sight Mark Alias', and 'Default Selections'. The 'Classification' section has dropdown menus for 'Scheme' (GNAS) and 'Class' (Gents Compound). The 'Sight Mark Alias' section has text input fields for 'Mark One' (Straw) and 'Mark Two' (Foam). The 'Default Selections' section has dropdown menus for 'Arrows' (Hoyt Ultra Elite) and 'Bow' (Easton X7). At the bottom, there is a 'Save Back' button.

The second tab page labelled 'Records' will display the best score for each event currently recorded on your PDA.



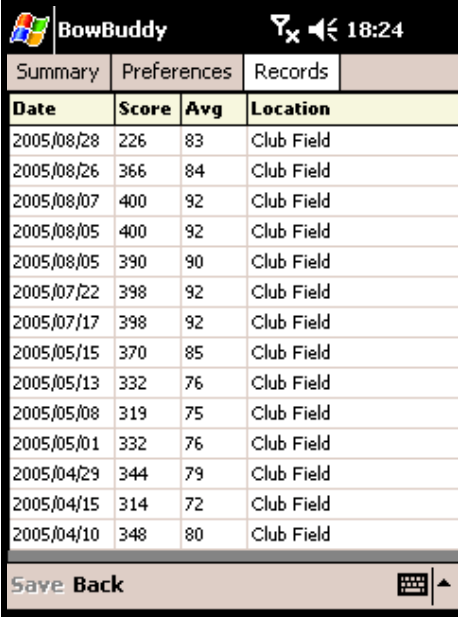
The screenshot shows the 'Records' tab of the BowBuddy application, displaying a table of recorded events. The table has four columns: Event, Date, Score, and Shot. The data is as follows:

| Event | Date | Score | Shot |
|--------------------------|------------|-------|------|
| Albion | 2005/09/11 | 902 | 4 |
| Field | 2006/01/26 | 51 | 2 |
| Fita 18 Compound | 2005/10/02 | 217 | 5 |
| Garden Practice | 2005/04/11 | 281 | 1 |
| Half Portsmouth | 2005/10/28 | 262 | 1 |
| Half Portsmouth Compound | 2005/10/09 | 283 | 5 |
| National | 2005/08/21 | 588 | 1 |
| Portsmouth Compound | 2005/12/11 | 562 | 5 |
| Practice 100 YDS | 2005/07/10 | 378 | 6 |
| Practice 60 YDS | 2005/07/31 | 408 | 1 |
| Practice 80 YDS | 2005/08/07 | 400 | 14 |
| Windsor | 2005/07/20 | 414 | 1 |
| York | 2003/09/06 | 67 | 1 |

At the bottom of the screen, there is a 'Save Back' button.

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Taping on an event drills down to display a summary overview of all shoots which qualify in the calculation of this total.



The screenshot shows the BowBuddy Desktop Version 3.5 interface. At the top, there is a title bar with the Windows logo, the text 'BowBuddy', and a system tray showing a volume icon and the time '18:24'. Below the title bar is a menu bar with 'Summary', 'Preferences', and 'Records'. The main area contains a table with the following data:

| Date | Score | Avg | Location |
|------------|-------|-----|------------|
| 2005/08/28 | 226 | 83 | Club Field |
| 2005/08/26 | 366 | 84 | Club Field |
| 2005/08/07 | 400 | 92 | Club Field |
| 2005/08/05 | 400 | 92 | Club Field |
| 2005/08/05 | 390 | 90 | Club Field |
| 2005/07/22 | 398 | 92 | Club Field |
| 2005/07/17 | 398 | 92 | Club Field |
| 2005/05/15 | 370 | 85 | Club Field |
| 2005/05/13 | 332 | 76 | Club Field |
| 2005/05/08 | 319 | 75 | Club Field |
| 2005/05/01 | 332 | 76 | Club Field |
| 2005/04/29 | 344 | 79 | Club Field |
| 2005/04/15 | 314 | 72 | Club Field |
| 2005/04/10 | 348 | 80 | Club Field |

At the bottom of the window, there is a 'Save Back' button and a keyboard icon.

Selecting an event here will allow you to view the complete shoot details. To return to the previous summary, click 'back' from the bottom menu

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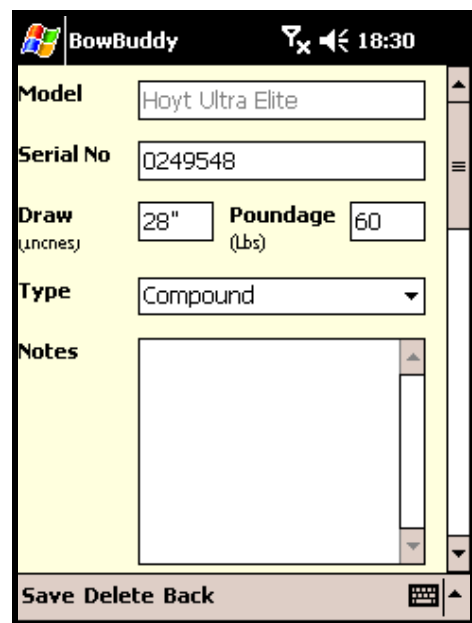
The Bow Database

From the main menu choose equipment and then bows.



To create a new bow press 'New' from the menu bar. To view or amend an existing bow, tap on the bows name in the list.

The bow register has several free text fields. The bow's model and classification are mandatory, and must be completed before you can save the record. All other fields are optional.



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Database Fields

Model

This will be the make and or model of the bow. BowBuddy will use this as the primary reference through the other modules.

E.g. Hoyt Pro Medallist or Hoyt Ultra Elite, etc

Serial Number

The bow's serial number, if present

Draw

The draw length of the bow, measured in inches

Poundage

The current bow's poundage, measured in pounds

Type

This is the classification of the bow. Allowable values are compound, recurve and longbow

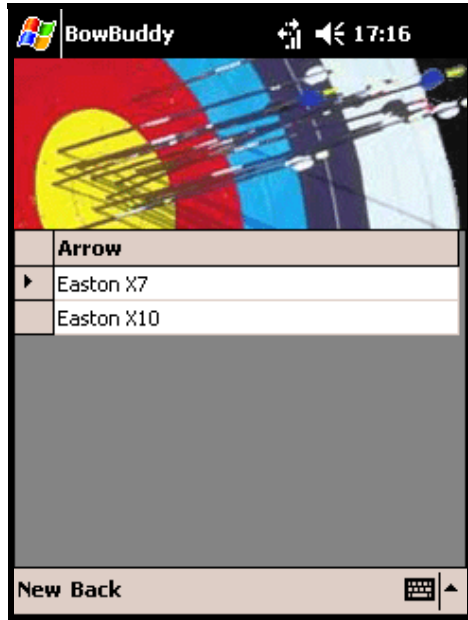
Notes

Free text notes.

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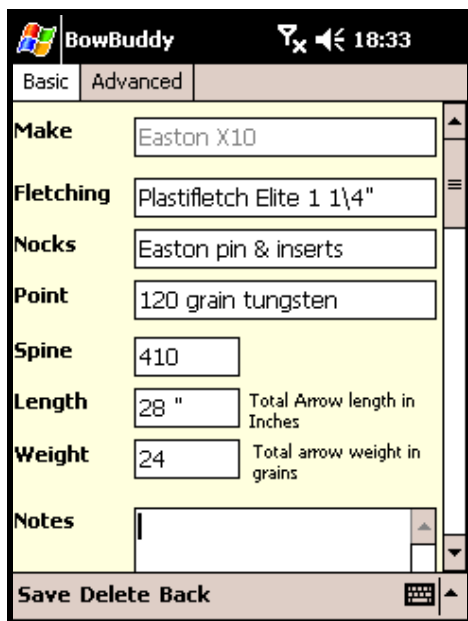
The Arrow Database

From the main menu choose equipment and then arrows.



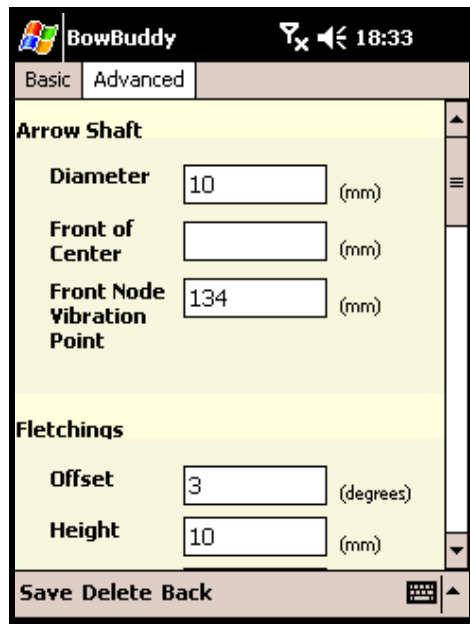
To create a new arrow press 'New' from the menu bar. To view or amend an existing arrow, tap on the arrow displayed in the list.

The arrow register can hold detailed information about each set of arrows. The only mandatory field is the arrow make, all others are optional. If you omit important information, BowBuddy will assume default values when required, but will warn you.



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The Advanced tab will record more detailed information.



The screenshot shows the 'Advanced' tab of the BowBuddy software. The window title is 'BowBuddy' and the system tray shows the time as 18:33. The 'Advanced' tab is selected, and the 'Arrow Shaft' section is highlighted in yellow. The 'Arrow Shaft' section contains three input fields: 'Diameter' with a value of 10 (mm), 'Front of Center' (empty) (mm), and 'Front Node Vibration Point' with a value of 134 (mm). Below this, the 'Fletchings' section is also highlighted in yellow and contains two input fields: 'Offset' with a value of 3 (degrees) and 'Height' with a value of 10 (mm). At the bottom of the window, there are buttons for 'Save', 'Delete', and 'Back', along with a keyboard icon and a scroll bar.

| Section | Parameter | Value | Unit |
|-------------|----------------------------|-------|-----------|
| Arrow Shaft | Diameter | 10 | (mm) |
| | Front of Center | | (mm) |
| | Front Node Vibration Point | 134 | (mm) |
| Fletchings | Offset | 3 | (degrees) |
| | Height | 10 | (mm) |

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Database Fields

Make

This is the make / model of the arrow.

E.g. Easton X10

BowBuddy will use this as the reference in all other modules.

Knocks

Free text to record the knocks used

Point

Free text to record the points used

Spine

The spine rating for the arrow

Diameter

The diameter of the shaft, measured in millimetres

Length

The total length of the arrow, measured in inches. (it's traditional!)

E.g. 28

Weight

The total weight of the arrow, measured in grains.

E.g. 25

Fletching

Free text to record the fletching used

Offset

The offset to horizontal of the fletching along the shaft, measured in degrees.

E.g. + 6 or -6 where + indicates offset to the right along the shaft when viewed from the rear.

Height

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The height of the fletching at the highest point in millimetres

Length

The length of the fletching in millimetres

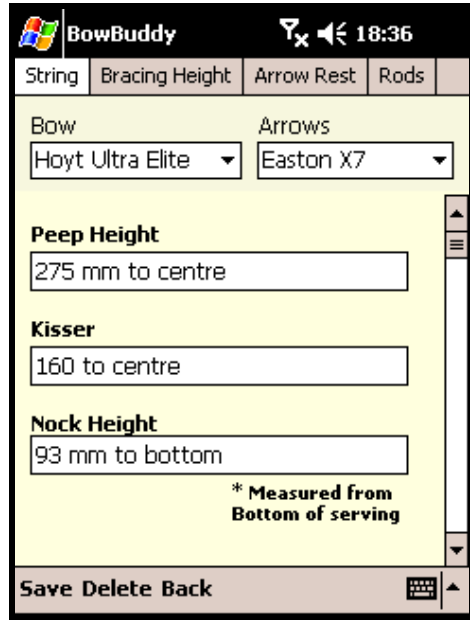
Notes

Free text notes

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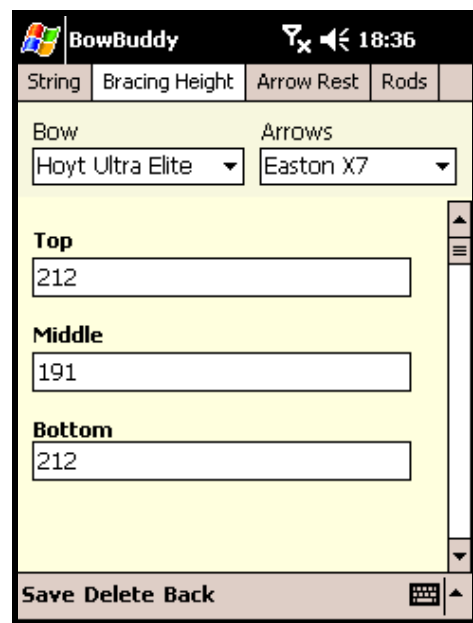
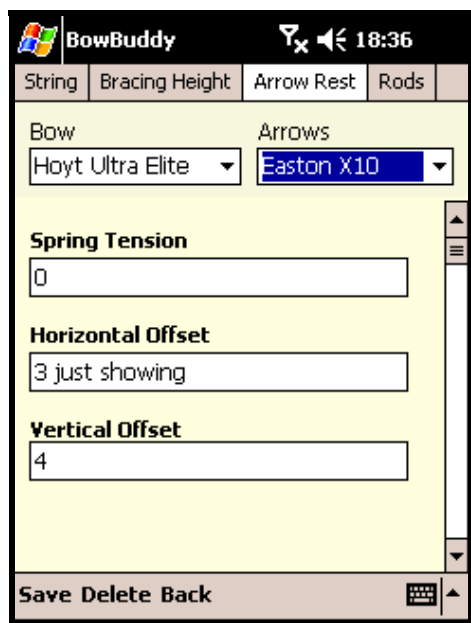
The Tuning Database

From the main menu choose equipment and tuning.



At the top of the screen there are two drop down selections, which determine the current configuration of bow and arrows.

For each combination of bow and arrows, there are several free text fields which may be recorded. The fields displayed will match the classification of the bow.



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Database Fields

Recurve Bow

String Tab

String Make
String Length
Number of Strands
Knock Height
Clicker Position

Bracing Height Tab

Top Tiller Adjustment
Bracing Height
Bottom Tiller Adjustment

Arrow Rest Tab

Arrow Rest Vertical (Y) adjustment
Arrow Rest Horizontal (X) adjustment
Pressure Button Left/Right adjustment
Pressure Button Tension

Rods Tab

Main Rod
Vbar
Left Rod
Right Rod
Notes

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Compound Bow

String Tab

Peep Height
Kisser Height
Knock Height

Bracing Height Tab

Top bracing height
Middle bracing height
Bottom bracing height

Arrow Rest Tab

Height
Tension
L/R
Longbow

Rods Tab

Main Rod
Vbar
Left Rod
Right Rod
Notes

Longbow

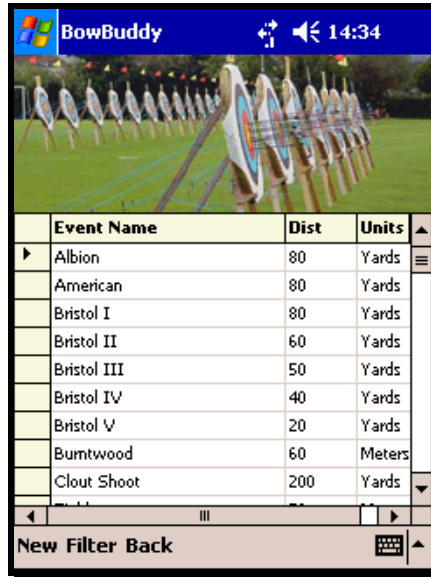
String Tab

Knocking Point

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The Event Database

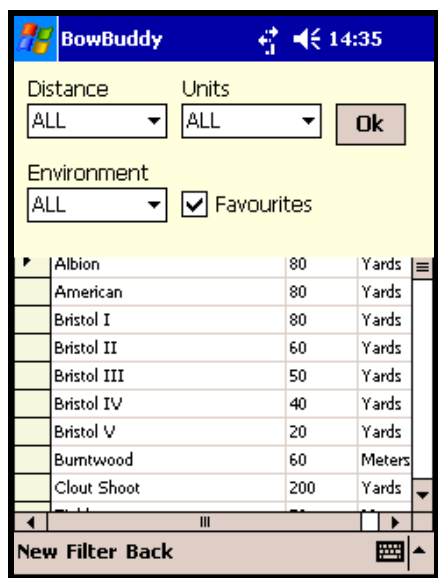
From the main menu choose events.



BowBuddy is now pre-loaded with most target events. If you are missing an event, please email us and we can include it.

To create a new event press 'New' from the menu bar. To view or amend an existing event, tap on the event shown in the list.

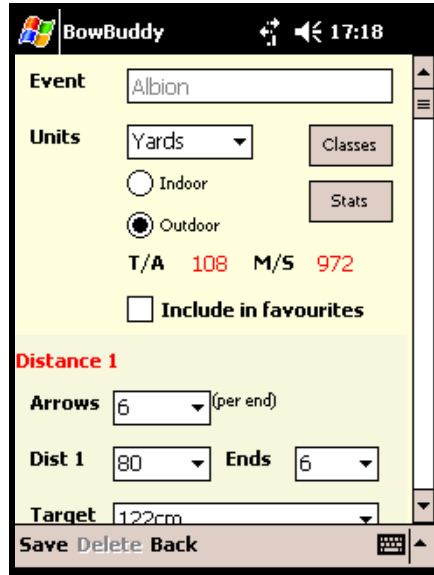
You may also use the Filter option to restrict the number of entries shown by either 'Distance', 'Units', 'Environment', 'Favourites' or any combination of these values. When the filter is active '*Filter' is displayed in the menu bar at the bottom of the page.



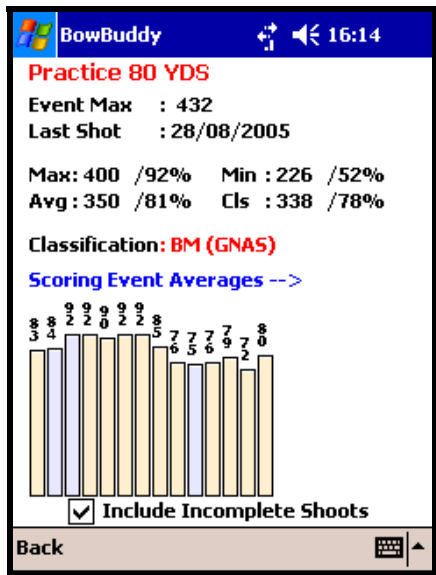
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The Event Register

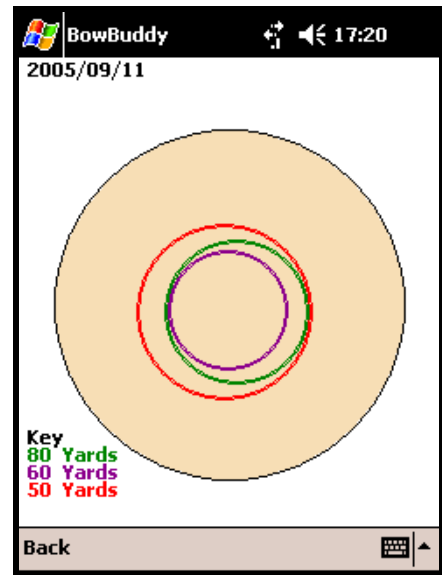
The event register records detailed information about each event and as such, most of the fields are mandatory. Events supplied by BowBuddy cannot be deleted, however they may be amended.



Event Register



Performance Histogram



Arrow Grouping

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Database Fields

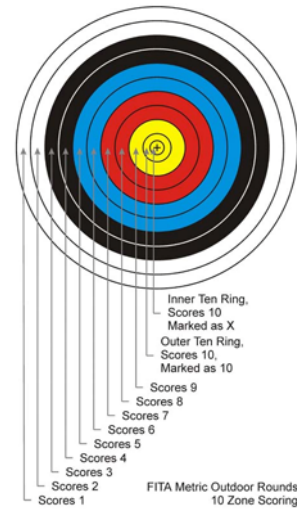
| | |
|----------------------|--|
| Event Name | Free text field to record your event template name, i.e. York or American, etc |
| Units | May be either Meters, Yards or Feet |
| Indoor | The determines if the event is shot indoors or outdoors and is used for filtering and score calculations |
| Favourites | Include this event in the favourite option within the scoring module |
| T/A | This is the total number of arrows to be shot for this event |
| M/S | This is the maximum score available for this event. |
| Distance 1 through 4 | |
| Arrows | The number of arrows shot this end |
| Distance | The distance shot for this entry. The values are predefined from the drop down list |
| Ends | The number of ends shot against this distance. E.g. if you shot 4 dozen arrows at 100 yards with 6 arrows per end this would be 8. |
| Target | A predefined list of target faces available to shoot on. At present the options are 122cm, 80cm, 60cm, 60cm 5 ring, 40cm, 40cm 5 ring, 40cm 5 ring B&W, 40cm 3 ring and any custom installed face. Note: B&W (Black and White) |
| Scoring | This is the scoring scheme to use for the above target face. Each target can have a maximum of eleven scoring zones. Within Bow Buddy select the scoring zone which relates to the correct number of rings displayed on the target Within the scoring data files, misses are recorded as '0' and X's as '11' |
| Notes | Free text field |

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Scoring Schemes

E.g. for a York event using a 122cm face this would be scored as 9, 7, 5, 3 and 1, however as the target has 10 rings displayed, counting from the centre out you would select the following scheme

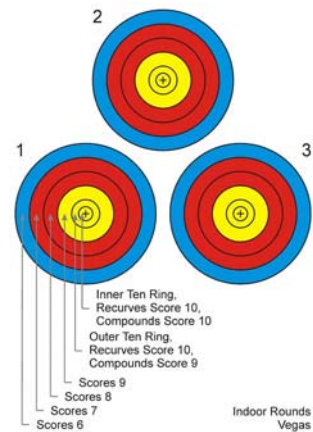
9|9|9|7|7|5|5|3|3|1|1.



For the Vegas face, there are five visible rings plus the X.

For a recurve archer you would choose X|10|9|8|7|6

With a compound you would choose X|9|9|8|8|7|6



For the Worcester with five rings, you would select 5|5|4|3|2|1

The X is always counted, even if is not displayed

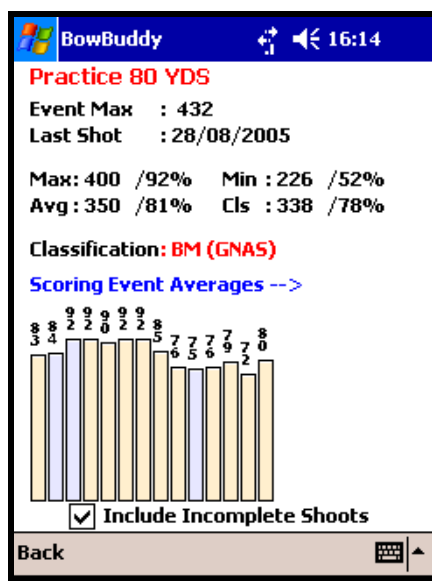


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Event Summary

The event summary pages are available by pressing the Stats button within the events database.

If you have recorded scores for this event the summary page will be displayed as shown



This page will display the last time you recorded a score for this event, along with your maximum, minimum, average and classification scores along with your classification.

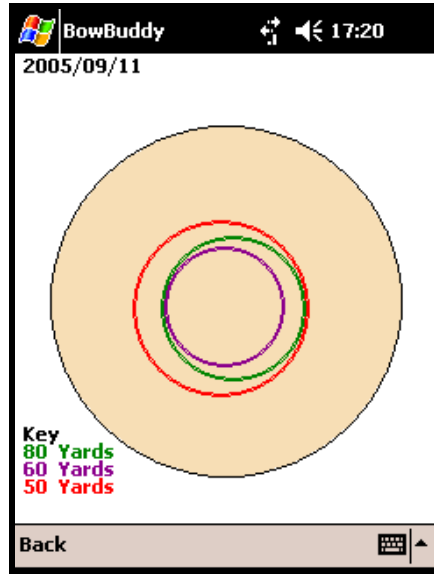
By default, it will only display fully completed scoring events, but you may override this by checking the 'include incomplete shoots' checkbox. Incomplete shoots will be identified in a different colour and are NOT included in any of the calculations.

The histogram, will display all the shoot records found within the database, starting left to right with the latest first. Above each bar, your performance average will be displayed. It is important to note that this is your average based on the arrows shot and potential maximum score, not the maximum available for this event.

The classification score is calculated from the average score from the last full scoring events shot. You can set your classification scheme and group in the personal details module from the main menu.

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By tapping on the corresponding bar the average grouping analysis will be displayed.



The large circle represents the target face with a series of hollow circles drawn on or around it. There should be one circle for each distance, whose colour should match the entry in the key.

For each distance the circle will represent the total impact area of the arrows centred around the average impact point. This should provide an indication of the current bow tuning state and the circles should become progressively smaller as the target becomes closer. If you have a larger circle at a mid distance, then we would suggest paper tuning your equipment.

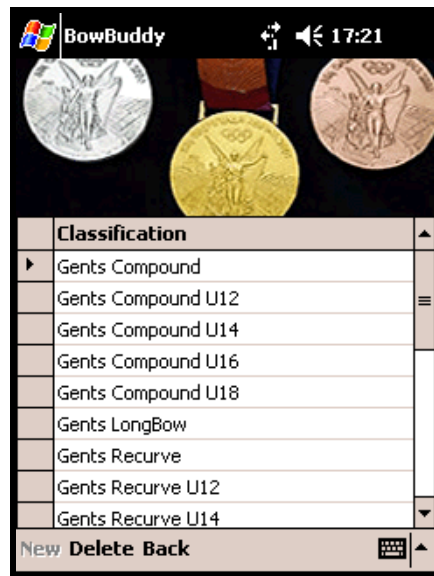
You can also perform a similar function within the scoring module.

Press Summary to return to the main page.

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Event Classifications

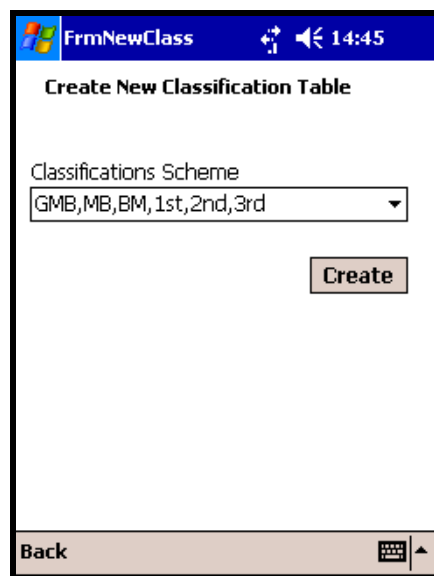
The event classifications are available by pressing the Class button on the events main page.



The classification tables displayed are dependent on the settings chosen in the personal details in the archer module.

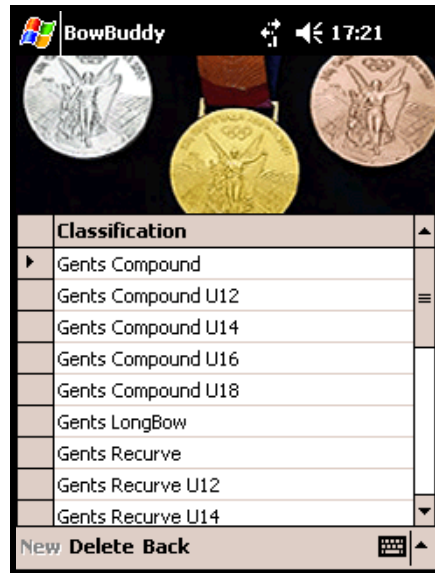
If you do not set your preference these will be blank.

If no classification table exists for your chosen event, you will be prompted to select the classification scheme headings when creating a new record as shown below.

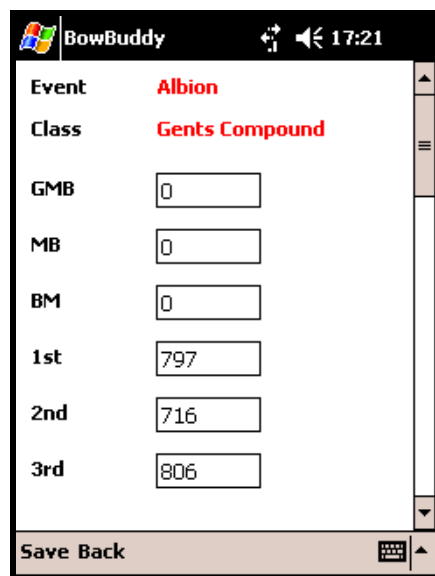


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Choosing GNAS will display the standard GNAS classification groups. *GNAS classification tables reproduced with kind permission from the Grand National Archery Society in the United Kingdom.*



Tapping on an entry in the table will display the classification groups.



The current version of BowBuddy will allow up to eight distinct bands within an event classification scheme.

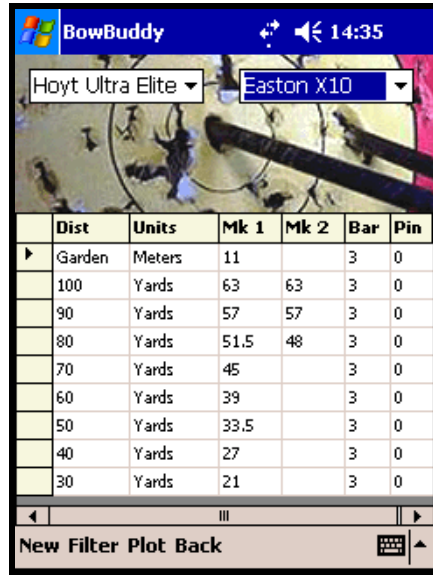
You can also download a complete list of classifications for all the events from the addons page at <http://www.bowbuddy.com>. The zipped files should be extracted to the following path on your pda. If the path does not exist, you will need to create it.

`/mobile device/my pocket pc/program files/bowbuddy/classes`

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The Sight Mark Register

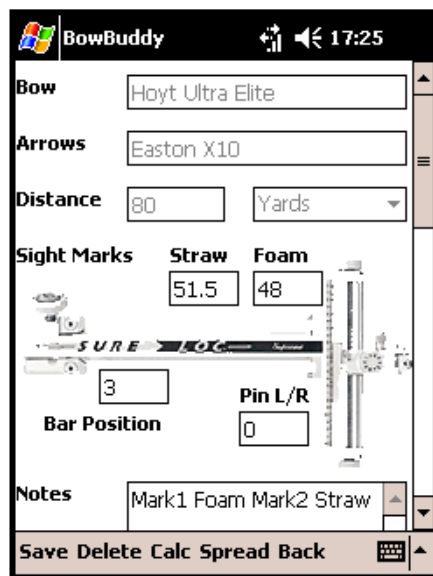
From the main menu choose sights.



Select your combination of bow and arrows from the two drop down lists at the top of the screen. Any existing sight marks for this combination will then be displayed.

To create a new sight mark press 'New' from the menu bar. To view or amend an existing sight mark, tap on the sight mark shown in the list.

You may also use the Filter option to restrict the number of entries shown by 'Distance'. When the filter is active '*Filter' is displayed in the menu bar at the bottom of the page.



You may record two different sight marks within this module, which are indicated as One and Two on the screen.

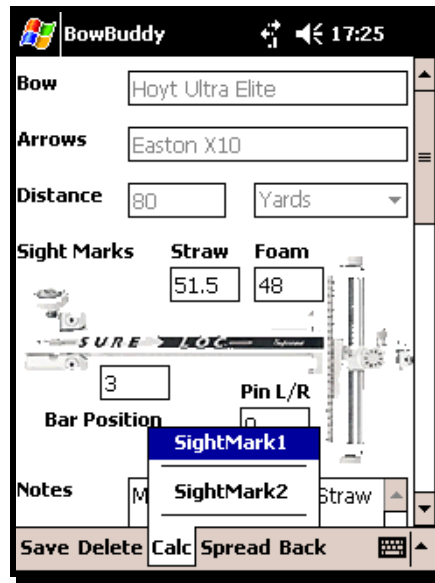
To customise these labels, change the default values in the Personal Module from the main screen.

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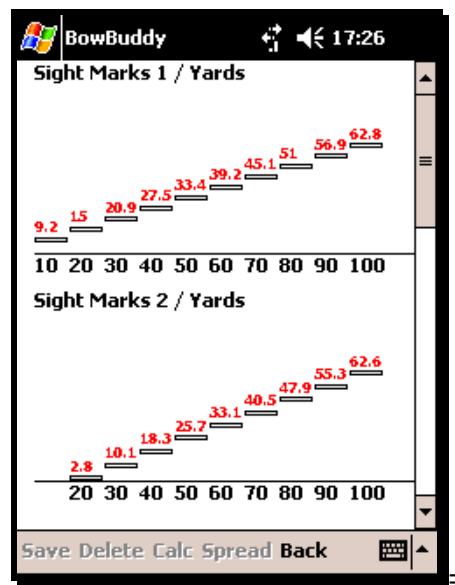
Sight Mark Calculation

To calculate your sight marks you will need to have recorded at least three sight marks with a similar configuration. This would imply that the bow, arrow, sight bar position and sight pin Left / Right position must be the same for at least three recorded distances.

Selecting 'Calc' from the menu and selecting sight mark 1 or sight mark 2 will calculate the projected sight mark.



If you wish to view all distances between your minimum and maximum recorded distances then choose the Spread option from the menu. Again this will calculate and display the projected sight marks for each of the distances.



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Database Fields

| | |
|--------------|---|
| Distance | This is free text and is used to record the distance. E.g. 100 , 90, etc |
| | Do not include measurement units such as feet or yards here. |
| Units | This may be Meters, Yards or Feet |
| Sight Mark 1 | The position of the pin along the vertical bar |
| Sight Mark 2 | The position of the pin along the vertical bar |
| Pin L/R | The adjustment of the pin left / right for that distance |
| Bar Position | The position the bar is set on the bow for that distance |

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Plotting Arrow Trajectory

Selecting the 'Plot' menu option from the sight mark overview screen will display the trajectory module.

Select the arrows, and choose the calculation method. BowBuddy will assume default values for the arrows if they have not been defined in the arrow database.

To calculate the trajectory and ultimately the point where the arrow will hit the target enter the following.

Release Height

The distance the arrow is released above the ground in meters

Target Height

The height of the centre of the target above ground in meters

Angle *

The angle the bow is from horizontal in degrees

Velocity *

The velocity the arrow leaves the bow.

Distance *

The distance at which the arrow should impact the centre of the target

* For the Angle, Velocity and Distance you must enter two values to calculate the third. In version 1.4.0 the angle will be replaced by sight mark, and the software will have the ability to automatically calculate sight marks from two known distance / sight mark combinations.

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The Main Calculation Page

Arrows

Calculate

Release Distance arrow above ground at release in meters

Target Distance target centre above ground in meters

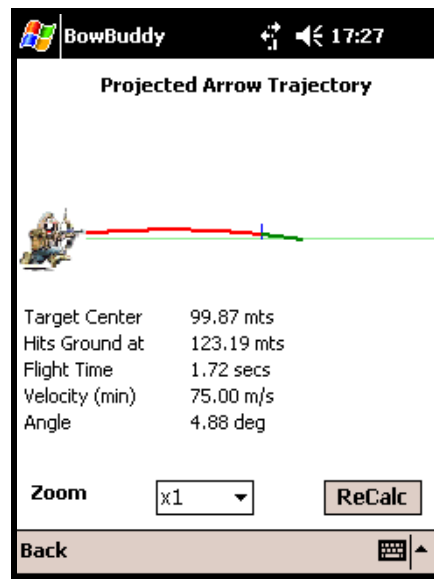
Angle Degrees

Velocity m/s

Distance

Back

The Trajectory Plotting Page



This algorithm is fairly complex and should realistically reflect the real world forces acting upon the arrow. The calculation does not allow for cross or tail winds. It should, however, be accurate enough to allow you to hit the target at any projected distance.

The zoom function will exaggerate the distance in the Y plane only for cosmetic purposes.

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The Scoring Database

From the main screen select scoring.



| Date | Event | Location |
|------------|-----------------|------------|
| 2005/10/07 | Half Portsmouth | Club Hall |
| 2005/10/02 | Fita 18 | Neath |
| 2005/09/11 | Albion | Club Field |
| 2005/08/28 | Practice 80 YDS | Club Field |
| 2005/08/26 | Practice 80 YDS | Club Field |
| 2005/08/21 | National | Club Field |
| 2005/08/07 | Practice 80 YDS | Club Field |
| 2005/08/05 | Practice 80 YDS | Club Field |
| 2005/08/05 | Practice 80 YDS | Club Field |

To create a new score event press 'New' from the menu bar. To view or amend an existing score, tap on the event shown in the list.

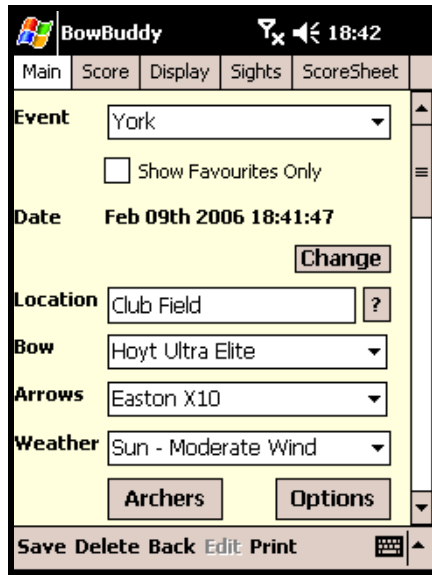
You may also use the Filter option to restrict the number of entries shown by 'Event'. When the filter is active '*Filter' is displayed in the menu bar at the bottom of the page.

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The Scoring Module

This is the most comprehensive module with Bow Buddy. It can perform fairly complex analysis, print score sheets and allow for multiple archers. However, you can also just record you score if you so wish.



There are several tabs within the scoring module:

- | | |
|--------------------|--|
| Main | This panel records all the basic information for this scoring event and also links to the guest archer's panel. |
| Score | This panel is where you record your arrows. |
| Sights | This will display you sight marks for this event and allow you to quick access the main sight module. |
| Display | The display tab allows you to analyse your arrows positions and grouping by distance, arrow number and end in various combinations. |
| Score Sheet | This panel has three modes. Summary score sheet, detailed score sheet and a histogram of arrows plotted against their respective scores. |
| Buttons | Archers and Options |

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Scoring Event Overview

This is the main detail page for the scoring event.

The screenshot shows the 'BowBuddy' application window. The title bar includes the Windows logo, the text 'BowBuddy', and system icons for volume and time (18:42). The menu bar contains 'Main', 'Score', 'Display', 'Sights', and 'ScoreSheet'. The main content area is yellow and contains the following elements:

- Event:** A dropdown menu with 'York' selected.
- Show Favourites Only
- Date:** A text field containing 'Feb 09th 2006 18:41:47' and a 'Change' button.
- Location:** A text field containing 'Club Field' and a '?' button.
- Bow:** A dropdown menu with 'Hoyt Ultra Elite' selected.
- Arrows:** A dropdown menu with 'Easton X10' selected.
- Weather:** A dropdown menu with 'Sun - Moderate Wind' selected.

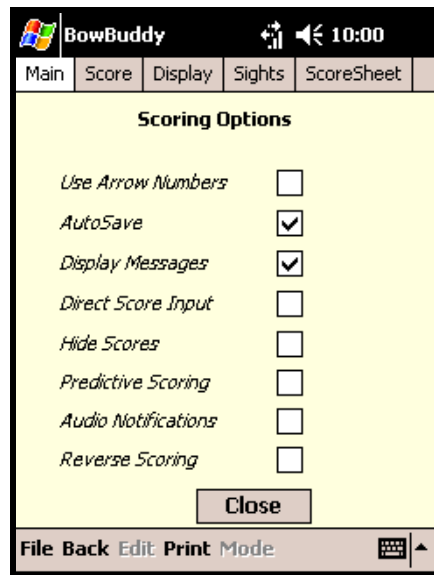
At the bottom of the main area are 'Archers' and 'Options' buttons. The footer bar contains 'Save Delete Back Edit Print' and a keyboard icon.

Fields

- Event** You can select the event from the event templates you created earlier in the event module. Bow Buddy will use this to determine the correct target face and scoring system to use for the main archer.
- Favourites** When you select this, only events marked as favourite are shown. By default this will now be selected automatically.
- Date** The date and time is automatically completed and the event will be saved using this information combined with the event to create a unique reference. If you want to change it click change.
- Location** This is a free text field to record the location of the event. To select from previously recorded events, click the ?
- Bow** Select from the bow database. This will default according to your preference set in the archer module.
- Arrows** Select from the arrow database. This will default according to your preference set in the archer module.
- Condition** Select from a preset list of weather conditions
- Notes** Another free text field to record any particular notes or excuses as to why the shoot didn't go exactly to plan!

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Scoring Options



Use Arrow Numbers

If you select this, each time you record an arrow, Bow Buddy will also record the arrow number used. Note: this only records arrow numbers from 1 – 12.

AutoSave

This option will automatically save your scores when the last archer shooting has recorded their end. This will be signified by a small floppy disk icon in the top right of the scoring panel

Display Messages

With this option checked, all messages and notifications to the screen will be surprised.

Direct Score Input

This will display the direct score panel for you to enter scores.

Hide Scoring

This option removes the score from the main panel if you don't particularly want to know.

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Predictive Scoring

This option will attempt to calculate your predicted score for the round based on your performance to date.

Audio Notifications

This option will play a sound when the last arrow for an end is entered.

Reverse Scoring

This option counts and displays the value of the arrows missed during the round.

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Additional Archers

The guest archers' panel will allow you to record up to three additional archers on your shooting event.

The screenshot shows the 'Archer Summary' window in the BowBuddy software. The window has a title bar with the BowBuddy logo and the time 18:51. Below the title bar are tabs for 'Main', 'Score', 'Display', 'Sights', and 'ScoreSheet'. The main area is divided into three sections for 'Archer 1', 'Archer 2', and 'Archer 3'. Archer 1 has a name field with 'Me', a 'Recurve' dropdown, and a 'Close' button. Archer 2 has an empty name field, an 'Albion' dropdown, and a 'Recurve' dropdown. Archer 3 has an empty name field, an 'Albion' dropdown, and a 'Recurve' dropdown. At the bottom of the window are buttons for 'Save', 'Delete', 'Back', 'Edit', and 'Print'.

For each archer you can enter a name, event and bow type they are shooting. These will default to the same event as you, but you can change them to any event, regardless of the target face and scoring schemes. It is important to select the correct bow type as this is used to determine the correct scoring method.

You may for example have yourself shooting a York, the first archer shooting a Hereford, the third shooting a Worcester and the fourth shooting a compound Vegas. Although this is unlikely, the software will cater quite happily with this and score accordingly.

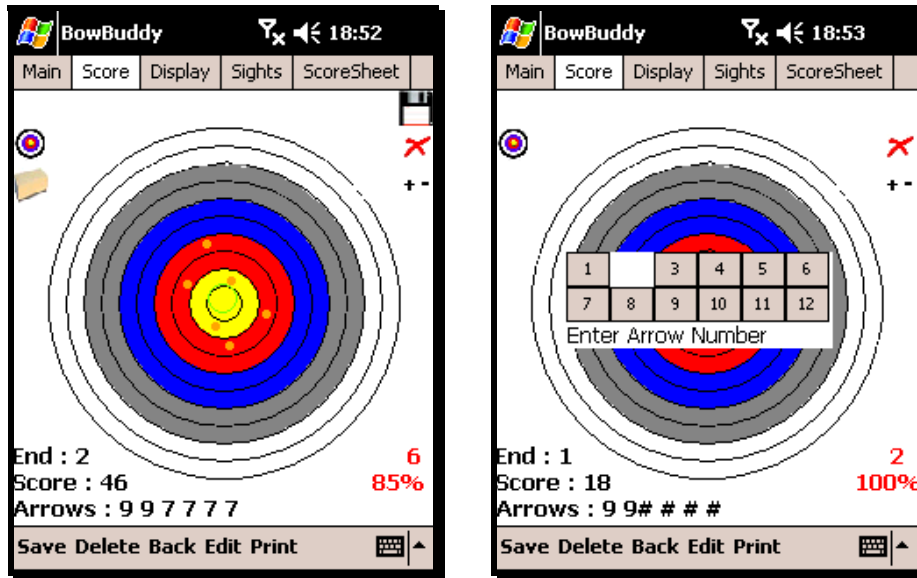
Note, once you have started to score you cannot amend these details, unless you remove all the arrows. This is also true for the 'use arrow numbers', bow and arrow fields on the main page.

In multi archer mode, to switch between archers tap their name on the archer tab

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Scoring Panel

The Scoring Panel may look as follows, and will display the correct target for the event specified, assuming you haven't selected direct score mode from the options.



The first picture shows single archer mode, the second is using multi archer mode and the third shows a 3D face. You may select the current archer by tapping on the archers' name in the lower tab panel.

General Screen Layout



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Target Zoom Toggle

This will toggle the target size between the current zoom and full size. Ideal for the odd arrow drift. Display zoom settings are retained individually for each archer

Wipe Sponge

This will clear the current display, ready for the next end. This is cosmetic only.

Delete Last Arrow

This will remove the last arrow recorded.

Line Cutter

This option will upgrade the last shot arrow to the next scoring zone. Selecting this option again, will degrade it's score.

Arrow Number

This is only visible if the score arrow numbers option was selected. This toolbar will allow you to record the arrow number. It will be reset each end.

Average Arrow Mark

This is signified by a light green circle and displays the average centre point for the arrows currently plotted on the target face. Selecting all in the display panel will give you your overall sight mark. Well that's the theory anyway!

Current End

Displays the current end for the selected archer based on the number of arrows shot.

Current Score

Your current score

Arrow Scores

The recorded scores for the arrows currently shot that end.

Scoring Modes

The tab panel which switches between the scoring modes.

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Archer Select

This determines the current archer and is only visible in multi archer mode

Arrows

The arrows as plotted on the target

Arrows Shot this End

The number of arrows shot for the current end

Performance

This displays your score as a percentage of the maximum score attainable for this event based on the number of arrows shot.

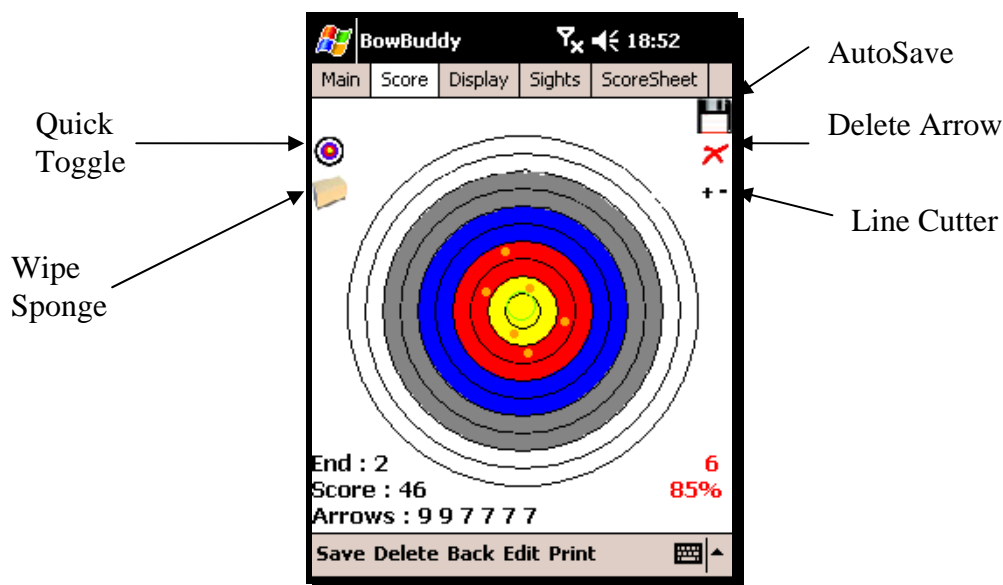
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Scoring

To start scoring tap the target where the arrow has landed. BowBuddy will draw the arrow and update the summary scores at the bottom of the page. You can record you arrows in any order as the software will automatically order them in the correct sequence.

If you have selected to 'use arrow numbers' in the main page, you will also prompt you to record the arrow number.

If you make a mistake you can press the 'delete arrow' icon to remove the last arrow.



You must set the display tab option 'END' to 'NOW' to be able to start scoring.

At the end of each end for the last archer BowBuddy will automatically save this scoring event, as indicated by the floppy disk icon in the top right of the screen. If you record your scores out of sequence and need to be reassured that your details are safe, press the Save option in the menu bar.

At the end of each distance, BowBuddy will notify you to change your sight marks as appropriate.

At the end of the event, you will also be informed of the classification rating achieved for the score and prompted to continue scoring, if desired.

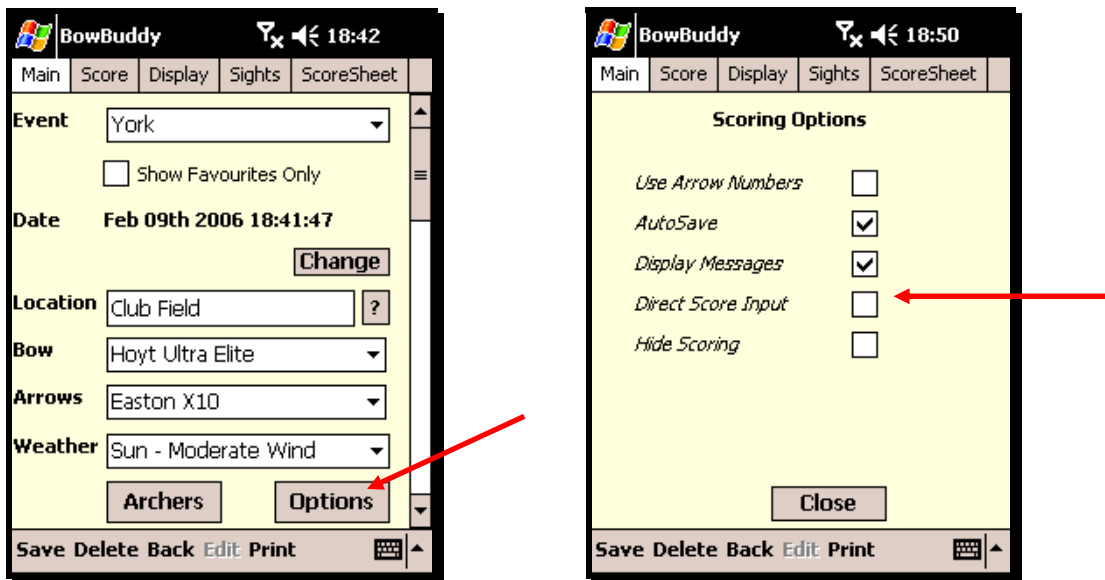
Tip: When you have recorded your scores for the end, switch your pda off. This preserves the battery life and also stops you recording unwanted arrows. You should also set the button lock option within the control panel so only the power button will activate the unit.

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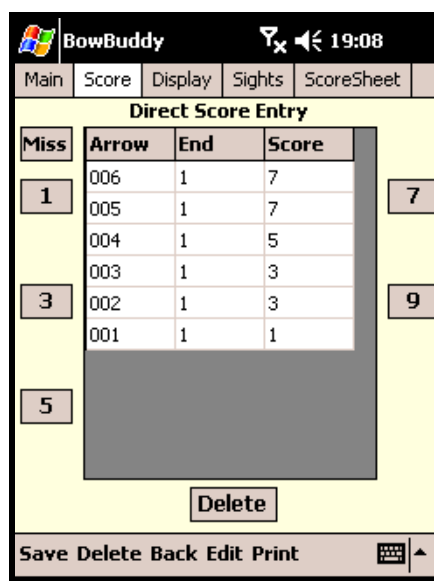
Direct Score Input

The direct score input is designed for quick entry of scores from old score sheets where the arrow location on the target is unknown. Any scores entered this way will have no visual analysis functions.

To select direct score input, check the direct scoring option from the options menu on the main page of the scoring event.



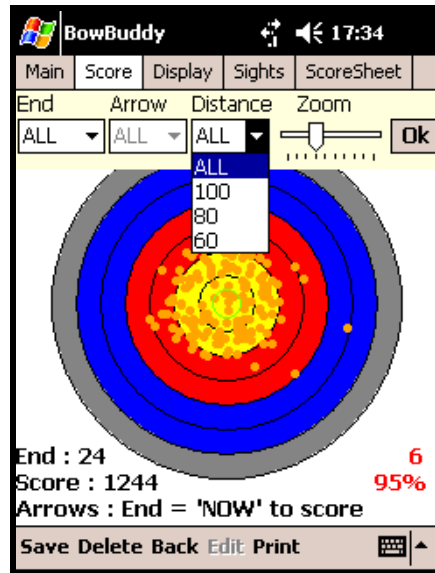
When you select the scoring tab the following screen will be displayed. To score, press the corresponding button for the value of the arrow. If you make a mistake, either use the delete to remove the last arrow or the edit option from the menu for larger mistakes.



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Display Panel

This panel controls the display options for the target face. You may zoom in or out to make scoring easier, or analyse the spread of your arrows.



Options

Zoom

Magnifies the target face. This is useful to ensure more accurate recording of scores. You should zoom the target to you average group size. If you have the odd drift, use the quick toggle function to see the whole target.

End

This option will only display arrows from a particular end or 'ALL' for all arrows. **This must be set to 'NOW' to score.**

Arrow

This option will only display arrows with a particular number. It is only active if the 'use arrow numbers' checkbox was checked on the main page. Again, 'ALL' will display all arrow numbers.

'Distance'

This will display arrows shot at a particular distance. 'ALL' shows all arrows.

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Examples of Display options

End = 'ALL' Displays all arrows numbered '1' shot at distance 80
Arrow = '1' yards
Distance = '80'

End = '2' Displays all arrows for end 2
Arrow = 'ALL'
Distance = 'ALL'

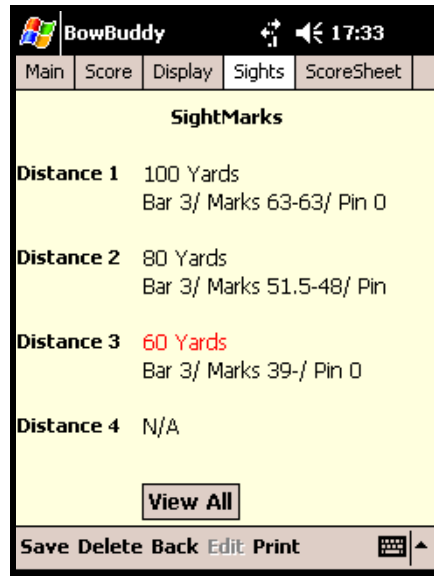
End = 'ALL' Display all arrows at 60 yards
Arrow = 'ALL'
Distance = '60'

I'm sure you get the idea by now.

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Sight Marks

The sight mark panel will display the sight marks required to shoot the current event.



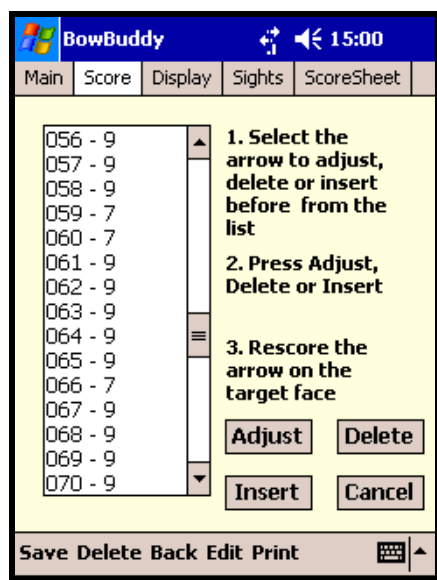
For each distance you will be shown the bar setting, sight mark 1 and 2 along with the pin setting.

If you need to check other sight marks, or calculate missing sight marks, then click the view all button to access the sight database.

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Editing Scores

To edit scores within a scoring event, select the edit option from the bottom menu whilst in the scoring tab.



In the panel on the left is a list of all the arrows shot in sequence along with their current score value. From this panel you can adjust a score, insert a missed arrow, or delete that extra arrow.

Adjusting an Arrow's value

To adjust an arrow, locate it in the list and tap to select. Press the adjust button and the main scoring panel will appear. Just tap the correct location for the arrow.

Inserting an Arrow

To insert an arrow, select the arrow after the point to insert and press the insert button. Again, tap the location for the arrow on the scoring panel.

Deleting an existing Arrow

To delete an arrow, select the arrow in the list and press the delete button.

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The Score Sheet Tab

The score sheet panel has several different modes. To change mode select the 'Mode' option from the menu and a selection of options will be displayed. Click on the required representation to change mode.

| Main | Score | Display | Sights | ScoreSheet |
|--------------------|-------|------------|-----------------|-------------|
| 977775 | 42 | 999777 | 48 | 12 90 |
| 999777 | 48 | 997777 | 46 | 12 184 |
| 999977 | 50 | 997777 | 46 | 12 280 |
| 999977 | 50 | 999777 | 48 | 12 378 |
| 9999 | | | | 76 |
| 9999 | | | | 74 |
| 5555 | | | | 34 |
| 5555 | | | | 34 |
| 5555 | | | | 54 |
| 5555 | | | | 14 |
| 3333 | | | | 50 |
| 3333 | | | | 96 |
| Total Score | | 886 | Max 1296 | 68% |
| Total Hits | | 144 | Max 144 | 100% |
| Total Gold | | 36 | | |

File Back Edit Print Mode

Press the button here for display modes

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Mode 1 Simple Score Sheet

This will display two ends per line showing arrow scores, sub-totaled for each end, followed with total hits and the running total. These will be sub totalled by distance as defined in the event database.

| BowBuddy | | | | | 17:32 | |
|-----------------------------|-------------|------------|-------------|-------------|------------|--|
| Main | | Score | Display | Sights | ScoreSheet | |
| Me | John | Peter | | | | |
| | S/T | | S/T | Total | | |
| 997777 | 46 | 999997 | 52 | 12 | 98 | |
| 999999 | 54 | 999977 | 50 | 12 | 202 | |
| 999977 | 50 | 999999 | 54 | 12 | 306 | |
| 999999 | 54 | 999997 | 52 | 12 | 412 | |
| 999997 | 52 | 999977 | 50 | 12 | 514 | |
| 999997 | 52 | 999775 | 46 | 12 | 612 | |
| | | | 612 | | | |
| 999977 | 50 | 999999 | 54 | 12 | 716 | |
| 999997 | 52 | 999997 | 52 | 12 | 820 | |
| 999997 | 52 | 999999 | 54 | 12 | 926 | |
| 999999 | 54 | 999999 | 54 | 12 | 1034 | |
| | | | 422 | | | |
| 999997 | 52 | 999997 | 52 | 12 | 1138 | |
| 999997 | 52 | 999999 | 54 | 12 | 1244 | |
| | | | 210 | | | |
| Total Score | 1244 | Max | 1296 | 95% | | |
| Total Hits | 144 | Max | 144 | 100% | | |
| Total Gold | 119 | | | | | |
| Save Delete Back Edit Print | | | | | | |

The bottom of the screen will display overall summary totals with current score, maximum attainable score, performance percentage, total hits, percentage hits, totals gold's and total X's if applicable.

Note that only the first twenty lines will be displayed in the breakdown.

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Mode 2 Summary Totals

This will display End 1 total, End2 Total, Sub Total, Hits, Gold's, X's and running total. These will be totalled by distance as defined in the event database.

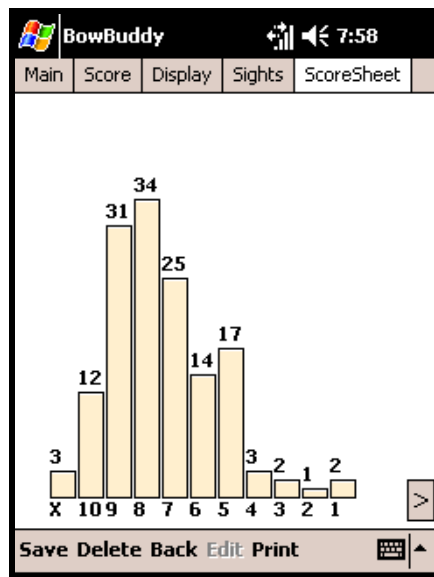
| Main | Score | Display | Sights | ScoreSheet | | |
|--------------------|-------|-------------|------------|-------------|-------------|-----|
| E1 | E2 | S/T | Hits | Gold | X's | R/T |
| 43 | 46 | 89 | 12 | 2 | 0 | 89 |
| 43 | 41 | 84 | 12 | 0 | 0 | 173 |
| 38 | 38 | 76 | 12 | 1 | 0 | 249 |
| | | 249 | 36 | 3 | 0 | |
| 40 | 42 | 82 | 12 | 0 | 0 | 331 |
| 41 | 29 | 70 | 12 | 0 | 0 | 401 |
| 45 | 48 | 93 | 12 | 1 | 0 | 494 |
| | | 245 | 36 | 1 | 0 | |
| 19 | 21 | 40 | 6 | 0 | 0 | 534 |
| 23 | 20 | 43 | 6 | 0 | 0 | 577 |
| 14 | 21 | 35 | 6 | 0 | 0 | 612 |
| 29 | 22 | 51 | 6 | 2 | 0 | 663 |
| 25 | 23 | 48 | 6 | 1 | 1 | 711 |
| 23 | 21 | 44 | 6 | 0 | 0 | 755 |
| | | 261 | 36 | 3 | 1 | |
| 24 | 29 | 53 | 6 | 2 | 0 | 808 |
| 26 | 29 | 55 | 6 | 2 | 1 | 863 |
| 26 | 25 | 51 | 6 | 0 | 0 | 914 |
| 28 | 27 | 55 | 6 | 2 | 0 | 969 |
| Total Score | | 1067 | Max | 1440 | 74% | |
| Total Hits | | 144 | Max | 144 | 100% | |
| Total Gold | | 15 | X's | 3 | | |

Save Delete Back Edit Print

The bottom of the screen will display overall summary totals with current score, maximum attainable score, performance percentage, total hits, percentage hits, totals gold's and total X's if applicable.

Mode 3 Histogram

This panel will display a histogram of the scores attained in the scoring event to date.

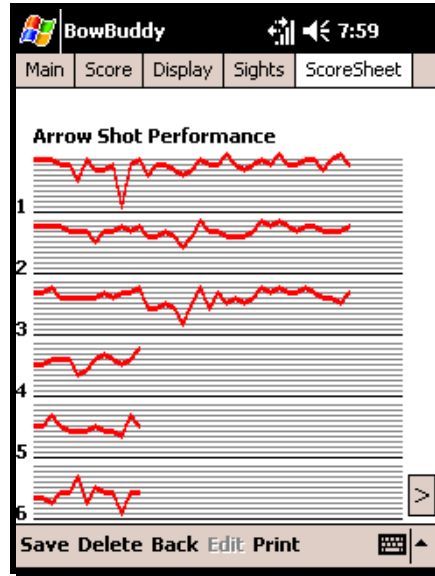


Underneath the bar is the arrow scores, whilst above is the number of arrows in the group

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Mode 4 Arrow Performance

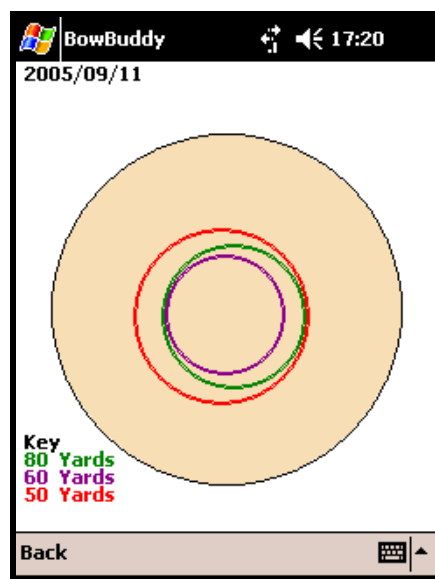
This panel will display the scores obtained by each arrow as it is shot, not by arrow number. You should be aiming for straight lines which will confirm consistency throughout your end.



In this example the round was a Gents Fita which is why the last three arrows stop half way though.

Mode 5 Arrow Grouping

This panel will display you arrow groups by distance as per the events statistics panel.



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Score Sheet Printing

From the scoring module, press the print option and Bow Buddy will create the score sheet in standard html format in the /program files/BowBuddy/.Prints directory. From version 2.1 you can include target faces if required.

The score sheets are named using the standard convention of

“Shoot”_current date and time “_” archer name “.html “
 “Shoot” current date and time “_” archer name “-1.bmp” through to 4.bmp

e.g. **Shoot_200510021432_Me.html, Shoot_200510021432_Me-1.bmp**

where this would signify 2005 October 2nd at 14:32 and it was for me.

Please note that Bow Buddy will only generate one score sheet a time, for the currently selected archer. To print sheets for all archers you will need to select each archer in turn and press print.

You may copy the score sheet files to your pc via active sync or a similar method and then view and print using you default web browser. Don't forget to copy all the files if you have requested target face printing.

ScoreSheet

Archer Beta Tester
Event Albion
Date Sep 11th 2005 15:01:39
Location Club Field Competition
Weather Sun - Light Wind
Bow Hoyt Ultra Elite
BowType Recurve
Arrows Easton X10

| | ET | | ET | D/T | Gold's | X's | Hits | R/T |
|-----------------|----|----------------|----|-----|--------|-----|------|------------|
| 80 Yards | | | | | | | | |
| 999997 | 52 | 977775 | 42 | 94 | 6 | 0 | 12 | 94 |
| 999977 | 30 | 999977 | 30 | 100 | 8 | 0 | 12 | 194 |
| 999777 | 48 | 999977 | 30 | 98 | 7 | 0 | 12 | 292 |
| | | Distance Total | | | 21 | 0 | 36 | 292 |
| 60 Yards | | | | | | | | |
| 999777 | 48 | 999977 | 30 | 98 | 7 | 0 | 12 | 390 |
| 999999 | 54 | 999977 | 30 | 104 | 10 | 0 | 12 | 494 |
| 999997 | 52 | 999997 | 32 | 104 | 10 | 0 | 12 | 598 |
| | | Distance Total | | | 27 | 0 | 36 | 598 |
| 50 Yards | | | | | | | | |
| 999997 | 52 | 999999 | 54 | 106 | 11 | 0 | 12 | 704 |
| 999997 | 52 | 999997 | 52 | 104 | 10 | 0 | 12 | 808 |
| 999997 | 52 | 977775 | 42 | 94 | 6 | 0 | 12 | 902 |
| | | Distance Total | | | 27 | 0 | 36 | 902 |
| | | Event Total | | | | | | 902 |

Archer's Signature : _____

Scorer's Signature : _____






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Score Sheet Customization

BowBuddy now uses a template to print score sheets. If you wish to customize this you may amend the BBScoreTemplate.html file within the /program files/bowbuddy directory accordingly.

To insert data from BowBuddy use the following tags at your required location within the html file.

| | |
|-----------------------|-----------------------------|
| <!-- BBARCHER --> | Selected Archer |
| <!-- BBLOCATION --> | Shoot Location |
| <!-- BBEVENT --> | Event Name |
| <!-- BBWEATHER --> | Weather |
| <!-- BBDATE --> | Shoot Date |
| <!-- BBBOW --> | Main Archers' Bow |
| <!-- BBARROW --> | Main Archers' Arrow |
| <!-- BBNOTES --> | Notes |
| <!-- BBSCOREPANEL --> | Score panel insert |
| <!-- BBTARGET1 --> | Include Target Face 1 |
| <!-- BBTARGET2 --> | Include Target Face 2 |
| <!-- BBTARGET3 --> | Include Target Face 3 |
| <!-- BBTARGET4 --> | Include Target Face 4 |
| <!-- BBCLASSGROUP --> | Archer Classification Group |

For example the following code is part of a table layout. Embedded within this are the arrow and score panel tags which are substituted during the print process with the correct values.

```
<tr>
  <td width="7%"><strong>Arrows</strong></td>
  <td><!-- BBARROW --></td>
</tr>
<tr>
  <td colspan="2">&nbsp;</td>
</tr>
<tr>
  <td>&nbsp;</td>
  <td><!-- BBSCOREPANEL --></td>
</tr>
```

Take a look at the BBScoreTemplate.html file as an example.

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Creation of Custom Targets

BowBuddy can use and manipulate user defined targets which may be any Jpeg image with a resolution of 200 * 180 pixels. Each face is composed of two images, the displayed target and the scoring mask.

E.g.

Bear.jpg



Bear_M1.jpg



The mask should be the same image as the display image, and must contain _M1 at the end of the filename as shown above.

To create scoring regions, edit the mask image with a photo editing package and draw on the scoring zones using the colour codes from the following chart. You must use the exact RGB colour code otherwise the BowBuddy will ignore these zones.

In the above example two scoring zones are shown, red (zone 0) and yellow (zone 1) which will return the two highest scores within the scoring scheme.

So if your scoring scheme was 5|4|3|2|1 you would score 4 for yellow and 5 for red. Anywhere else on the target would not register.

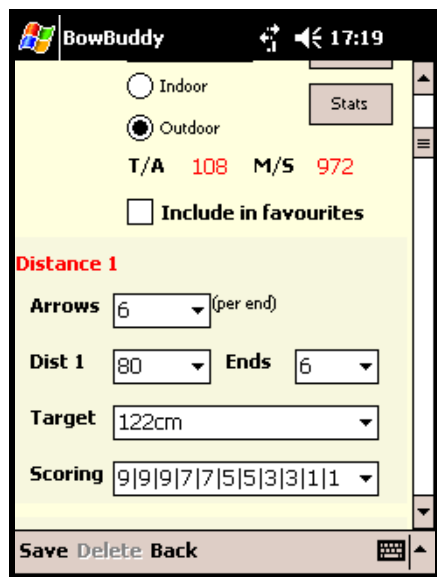
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There are eleven scoring zones which confirm to the standard eleven ring targets used within BowBuddy (see scoring schemes within the Event database).

Scoring Zone Registered Colours

| Colour | RGB | | | Score Zone |
|-------------------------|----------------------|-------|------|------------|
| | Red | Green | Blue | |
| Red | 255 | 0 | 0 | 0 |
| Yellow | 255 | 255 | 0 | 1 |
| Green | 0 | 255 | 0 | 2 |
| Blue | 0 | 0 | 255 | 3 |
| Cyan | 0 | 255 | 255 | 4 |
| Purple | 255 | 0 | 255 | 5 |
| Brown | 128 | 0 | 0 | 6 |
| Grey | 128 | 128 | 128 | 7 |
| Dark Purple | 128 | 0 | 128 | 8 |
| Royal Blue | 0 | 0 | 128 | 9 |
| Dark Green | 0 | 128 | 0 | 10 |
| White | 255 | 255 | 255 | 11 (Miss) |
| Any other Colour | Input Not Registered | | | |

When you have created both images, copy them to the /faces directory within BowBuddy on the pda. When you next create an event, these new faces should be available for selection.



If you subsequently delete these faces after shooting against them, BowBuddy will complain with a missing face message in the shooting module.

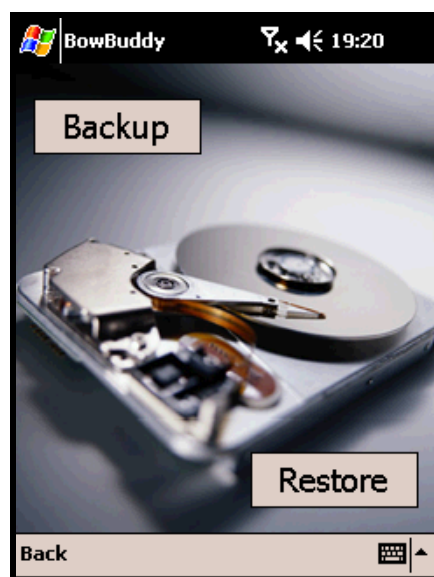
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Saving and Restoring your Data

To save or restore your data select the backup option from the main menu.



This will then present the system backup and restore module. Choose your required option.

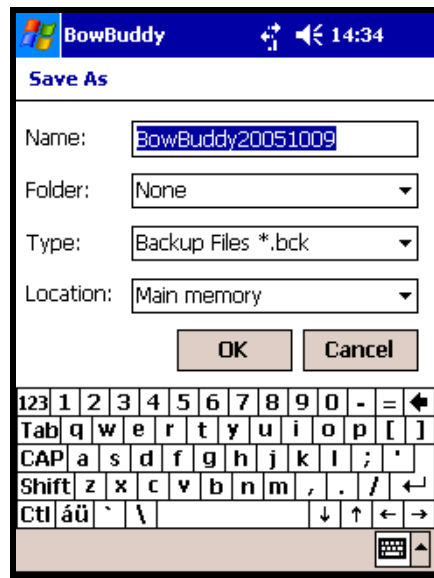


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Performing Backups

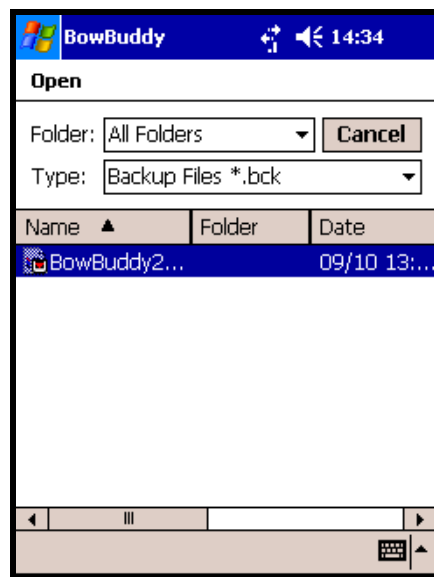
The default file name will always be BowBuddy followed by the date time. Choose you location and folder name and select ok. BowBuddy will then save your data to this file.

Please note that your score sheet prints and custom target faces are excluded from the backup.



Performing Restores

Select the file to restore and press ok. BowBuddy must be restarted for this to take effect.



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Installation

BowBuddy may now be installed into any directory or device within the pda such as flash cards, hard disks, etc.

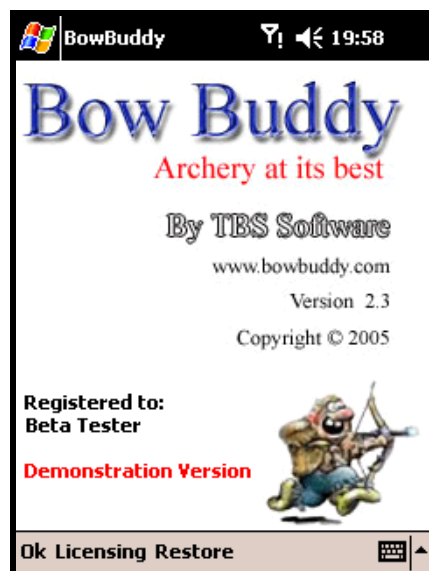
Using the Installer (Windows 2000 & XP)

Download the BowBuddy installer software. Place your device in it's cradle and start the software. BowBuddy should install on your pda.

Using the Cab Files (Windows Vista)

If you prefer to install the cab file, or if you are using Windows Vista, then download the cab file and copy this to your mobile device using active sync, flash card, or other means. Uninstall any existing versions of BowBuddy and then double click the cab file you copied to the pda earlier. Bow Buddy will then install and appear in the programs folder.

You may now tap on programs, Bow Buddy to launch the application. At this point you should then be greeted with the splash screen, as follows. The software will initialise in limited use demonstration mode. To enable the full functionality of BowBuddy please register the software on our website.



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Registration

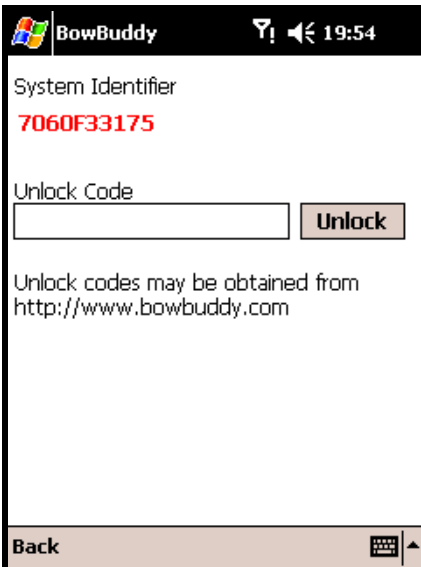
When you first start BowBuddy you will be presented with the registration module. To access this screen later, select 'About' then 'Licensing'.



The screenshot shows the registration interface of BowBuddy. At the top, the title bar reads 'BowBuddy' and the time is '19:49'. The main area contains a 'Registered User' label above a single-line text input field. Below that is an 'Address' label above a larger multi-line text input field. A 'Register' button is positioned to the right of the address field. At the bottom of the screen is a virtual keyboard with a 'Back' button on the left and a keyboard icon on the right.

You must enter the registered user before using the software.

To register and unlock the software, press the register key to display the following screen.



The screenshot shows the unlock interface of BowBuddy. The title bar reads 'BowBuddy' and the time is '19:54'. The main area displays 'System Identifier' followed by the value '7060F33175' in red text. Below this is an 'Unlock Code' label above a single-line text input field. To the right of the text box is an 'Unlock' button. At the bottom of the screen, there is a message: 'Unlock codes may be obtained from <http://www.bowbuddy.com>'. A 'Back' button is located at the bottom left, and a keyboard icon is at the bottom right.

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From the website, select the registration option and enter the system identifier shown in the above module. After completing this process you will be presented with an unlock key which should be entered in the lower box.

If successful, the software should be fully activated and registered.

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Requirements

It is important that you download and install the correct version of BowBuddy for your device.

BowBuddy 2.3

Windows CE 3.x & 4.x
Pocket Pc 2002, 2003, Windows Mobile 5

- For correct operation Microsoft .Net Compact Framework 1 SP3 or greater must be installed on the device.

BowBuddy Mobile 3.0

Windows Mobile 5 and 6

- For correct operation Microsoft .Net Compact Framework 2 SP1 or greater must be installed on the device.

BowBuddy Desktop

Windows 98, 2000, XP and Vista

Hardware

For mobile devices a minimum screen resolution of 240 x 320 pixels is required.

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Trouble Shooting

There are various FAQ's on our website which may help with general troubleshooting of the BowBuddy application. If you cannot resolve your issue then please contact us through the contact page on our website. We will endeavour to reply to all emails within twenty four hours during Monday to Friday.

There are occasions when only a restart of the Pda will work. This is usually fairly obvious as other programs will fail to operate correctly.

To perform a soft or hard reset, please consult your user manual for your PDA.

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Upgrading from Previous Versions

Before you perform any upgrades, please backup your data.

To backup your data, either use the inbuilt options or copy the entire BowBuddy directory from your PDA to your pc using active sync or a flash card. Keep this safe, as this is the only recovery option if things don't go quite to plan.